

Poison Spells

Sickening Sting

1st-level evocation (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You hurl a needle of weakening poison at a creature within range. The target must succeed on a Dexterity saving throw or take 1d4 piercing damage and 1d8 poison damage and become poisoned for the duration. A poisoned creature takes 1d8 poison damage at the start of each of its turns. The target or a creature within 5 feet of it can end this condition by using its action to remove the needle from the body.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial poison damage increases by 1d8 for each slot level above 1st.

Mind-bending Mist

2nd-level illusion (*Bard, Sorcerer*)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to cloud the mind of a creature that you can see within range. The target must make an Intelligence saving throw or become poisoned for the duration. While poisoned, the target takes 1d8 poison damage at the start of each of its turns and suffers an additional effect, determined by rolling 1d6:

1. The target cannot speak
2. The target is deafened
3. The target's base speed is reduced by 15 feet
4. The target is frightened of the caster
5. The target is blinded
6. Roll twice and apply both effects (reroll the dice if you get another 6 afterwards)

A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Scorpion's Tail

3rd level transmutation (*Druid, Ranger*)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

A scorpion's tail grows from your tailbone, ready to strike at your foes. As part of casting this spell, and on subsequent turns as a bonus action you can cause the tail to attack a creature within 10 feet of you. Make a melee spell attack roll. On a hit the creature takes poison damage equal to 2d6 + your spellcasting ability modifier. You can also use the tail to take attacks of opportunity.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 2nd.

Berserker's Fog

4th level conjuration (*Bard, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 90 feet

Components: V S M (A pinch of crushed hallucinogenic mushrooms)

Duration: Concentration, Up to 1 minute

You create a 20-foot radius sphere cloud of mind-altering poison centered on a point within range. Each creature that is completely within the cloud at the start of its turn must succeed on a Constitution saving throw against poison or become berserk until the end of their next turn. While berserk, a creature attacks the nearest creature it can see. If no creature is near enough to move to and attack, the target attacks an object, with preference for an object smaller than itself.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Poison Lake

5th level conjuration (*Druid, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 120 feet

Components: V S

Duration: Concentration, Up to 10 minute

You summon a 40-foot square pond of poison centered on a point on the ground within range. The pond is considered difficult terrain. A creature that starts its turn in the area of enters it for the first time on a turn becomes poisoned until the start of its next turn and must succeed on a Constitution saving throw or take 4d8 poison damage and suffer a -2 penalty to AC caused by the poison. On a successful save it takes half as much damage and doesn't suffer the AC penalty.



Toxic Wave

6th level evocation (*Druid, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 5 rounds

A wall of liquid poison springs into existence at a point you choose within range. You can make the wall up to 50 feet long, 50 feet high, and 20 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Constitution saving throw. On a failed save, a creature takes 3d6 poison damage and become poisoned, or half as much damage on a successful save and not be poisoned.

At the start of each of your turns after the wall appears, the wall moves 20 feet away from you. Any creature inside the wall or whose space the wall enters when it moves must succeed on a Constitution saving throw or take 5d6 poison damage and become poisoned. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 10 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d6. When the wall reaches 0 feet in height, the spell ends.

A creature caught in the wall can move, but the area of the wall is considered difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, both damages increase by 1d6 for each slot level above 6th.

