

CARRION CRAWLER MUCUS

Poison

200
GP



(Contact)

This poison must be harvested from a dead or incapacitated carrion crawler. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed.

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