

NEW POISON SPELLS

ENVENOMED WEAPON

4th-level conjuration (Artificer, Druid, Ranger, Wizard)

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a vial of poison)

Duration: Concentration, up to 1 hour

You touch a weapon and wreath it in magical venom. Until the spell ends, the weapon is magical if it wasn't already, and whenever an attack using the weapon hits a creature, that creature must succeed on a Constitution saving throw or the attack deals 3d6 bonus poison damage.

TOXIC BREATH

3rd-level conjuration (Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a lead ring or green dragon's scales)

Duration: Instantaneous

You exhale a cloud of misty vapor in a 30 foot cone in front of you. Each creature in the cone must make a Constitution saving throw. On a failure, a creature takes 8d6 poison damage, and it is poisoned until the start of your next turn. While poisoned in this way, its speed is reduced by half. On a success, a creature takes half damage and is not poisoned.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage dealt increases by 1d6 for each slot level above 3rd.



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