

POISON SUPPLEMENTS

FOR D&D 5TH EDITION

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EQUIPMENT

Item	Cost	Weight	Craft DC
Poison Applicator	20 gp	.5 lb	10
Potion Bandoleer (basic)	2 gp	1 lb.	10
Potion Bandoleer (steel)	15 gp	5 lb.	12
Potion Injector	20 gp	.5 lb.	10

POISONS

Item	Type	Price per dose	Craft DC
Basic Poison	Injury	100 gp	10
Berserker Solution	Injected	125 gp	12
Confusion Powder	Inhaled	500 gp	17
Corrosive Blood Draught	Injected	75 gp	10
Death Cloud Powder	Contact	600 gp	18
Iron Skin Serum	Injected	200 gp	14
Lifetap	Injected	200 gp	14
Magic Mushroom Powder	Inhaled	600 gp	18
Mind's Clarity	Injected	700 gp	19
Potion of Poison	Injected	350 gp	16
Toxic Celerity	Injury	500 gp	17
Venomous Anti-venom	Injected	200 gp	14

POISON SUPPLEMENTS

Item	Cost	Craft DC
Antitoxin	50 gp	10
Elemental Essence of Corrosion	75 gp	15
Elemental Essence of Death	50 gp	14
Elemental Essence of Fire	25 gp	13
Elemental Essence of Frost	50 gp	14
Elemental Essence of Lightning	75 gp	15
Poison Hydrator	10 gp	10

EQUIPMENT

POISON APPLICATOR

The poison applicator can be attached to any piercing or slashing melee weapon. While attached, the applicator can apply a poison to the weapon as a bonus action. Creating a poison applicator requires the use of Tinker's Tools. It takes 1 minute to load a poison into the applicator.

POTION BANDOLEER

A pocketed belt for holding potions. It is usually slung sash-style over the shoulder, allowing for easy access to all stored vials. A basic bandoleer is made of leather, while a steel bandoleer has steel-lined pockets, providing increased protection for the stored vials. A potion bandoleer can store 10 vials. Creating a potion bandoleer requires the use of leatherworker's tools.

POTION INJECTOR

The potion injector is a device that allows the user to quickly

and easily administer a potion or certain types of poisons. Using a bonus action, the user can administer a potion or an injury or injected poison to a willing or restrained target, dealing 1 point of piercing damage. Creating a potion injector requires the use of Tinker's Tools. It takes 1 minute to load a potion into the injector.

POISONS

See the *Dungeon Master's Guide* pages 257-258 for more poisons.

BASIC POISON

See *Player's Handbook* page 153 for details.

BERSERKER SOLUTION

A blood red liquid that when consumed grants the drinker advantage on all Strength-based attack rolls, Strength checks and Strength saving throws for 3 rounds. After this time, the user gains 1 level of exhaustion.

CONFUSION POWDER

A creature subjected to this poison must succeed on a DC 15 Wisdom saving throw or become confused for 1 minute as if under the effect of a *Confusion* spell.

CORROSIVE BLOOD DRAUGHT

A yellow bile colored liquid that alters the drinker's blood to become acidic for 1 hour. Whenever a creature within 5 feet of you hits you with a melee attack, your acidic blood splashes in their direction and the attacker takes 1d4 acid damage. After the Corrosive Blood Draught effect ends, the user spends 3 hit dice from the strain of altering their blood, but gains no benefit from spending them. If the user does not have 3 hit dice to spend, they take 1d10 acid damage for each hit die they were unable to spend in this way.

DEATH CLOUD POWDER

An ash gray powder that deals necrotic damage instead of poison. A vial of Death Cloud Powder can be thrown 30 feet and creates a 10-foot-radius cloud of powder. A creature subjected to this poison must succeed on a DC 14 Constitution saving throw, taking 5d6 necrotic damage on a failed save, or half as much damage on a successful one.

IRON SKIN SERUM

A viscous, metallic looking liquid that when consumed grants the drinker resistance to all damage except psychic for 2 rounds. Afterwards, the user then has vulnerability to all damage except psychic for 1 minute.

LIFETAP

This peppermint-smelling liquid allows the user to overdraft their health and turn it into stamina. When a creature drinks a dose of Lifetap, they may spend a number of hit dice equal to their proficiency modifier. If they do, over the course of 1 hour, they reduce their exhaustion by 1 level.

MAGIC MUSHROOM POWDER

A sachet of Magic Mushroom Powder can be thrown 30 feet and creates a 10-foot-radius cloud of powder. A creature subjected to this poison must succeed on a DC 15 Wisdom saving throw or becomes charmed for 1 minute as if under

the effect of a *Hypnotic Pattern* spell.

MIND'S CLARITY

This transparent liquid makes the user's mind just as clear, for a time. For 1 hour after consuming Mind's Clarity, the user gains advantage on all Intelligence and Wisdom skill checks and saving throws and resistance to psychic damage. For the next 24 hours after, the user has disadvantage on all Intelligence and Wisdom skill checks and saving throws and vulnerability to psychic damage.

POTION OF POISON

See *Dungeon Master's Guide* page 188 for details.

TOXIC CELERITY

Applying this black liquid accelerates the user as if under the effect of a *Haste* spell for 1 round. After being affected by Toxic Celerity, that creature cannot be affected again for 1 minute.

VENOMOUS ANTI-VENOM

This poison is the definition of fighting fire with fire. The user is poisoned for 1 hour. While poisoned, the user is immune to poison damage and has advantage on saving throws against poison.

POISON SUPPLEMENTS

ANTITOXIN

See *Player's Handbook* page 151 for details.

ELEMENTAL ESSENCE

Elemental Essences are additional ingredients that can be added to a completed poison to completely change its damage type. Elemental Essence of Corrosion changes the poison to acid damage, Elemental Essence of Death to necrotic damage, Elemental Essence of Fire to fire damage, Elemental Essence of Frost to cold damage, and Elemental Essence of Lightning to lightning damage. Elemental Essence can simply be poured into the chosen poison to gain its benefit. Only one Elemental Essence can be applied to a poison, any additional essences added will have no effect.

POISON HYDRATOR

A dose of poison hydrator can be added to any injury poison. A poison that has been hydrated will retain its potency for 1 hour before drying out. However, this results in the poison only dealing its effect 3 times.

RACES

VENOMOUS LAMIA

Most lamia nobles have innate spellcasting related to snakes, such as charm or speaking with serpents. Venomous Lamia, on the other hand, have given up these powers in order to focus on poisons and venoms. The resulting bloodline grants immunity to poisons and strengthens poison spells, and allows for the innate casting of several poison spells.

VENOMOUS LAMIA TRAITS

Ability Score Increase: Your Constitution score increases by 2, and one other ability score of your choice increase by 1.

Age: Like humans, lamia reach adulthood in their late teens. They show no signs of aging beyond that point except for growing larger, able to live well over 350 years.

Alignment: Most lamia tend towards neutral or neutral evil, with the remainder split between lawful neutral and chaotic neutral.

Size: Lamia tend to stand 5 to 6 feet tall, but have a length of 15 to 20 feet from head to tail. This results in the Lamia weighing 250 to 350 pounds. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Serpentine: The lower half of your body is that of a snake. You can't wear boots or other footwear and require specially crafted saddles.

Innate Spellcasting: You know your choice of cantrip that deals poison damage. At 3rd level, you can cast *Detect Poison and Disease* at will, without expending a spell slot or material components. Once you reach 5th level, you can cast *Twin Fang** once per day. Constitution is your spellcasting ability for these spells.

Venomous Bloodline: Your bloodline has granted you mastery over all poisons. You are proficient with the Poisoner's kit and are immune to poison damage and the poisoned condition. Additionally, Poison damage dealt by your spells ignore the resistance and immunity to poison damage of those without the Venomous Bloodline feature.

Languages: You can speak, read, and write Common and Abyssal.

* See the New Spells section

VARIANT RULES

CONCENTRATING POISON

You may increase the potency of poison by combining multiple doses of the same poison. This may be performed during or after the initial crafting, but can only be done once per dose of poison. Each additional dose will increase the number of damage by 1 die or the save DC by 1, your choice, and can be done in any combination. The crafting DC is increased by 2 for each dose being added. Failure wastes the additional doses of poison, leaving the base dose is unaffected but unable to be concentrated again.

For example, if you want to enhance the basic poison (1d4 damage, DC 10 saving throw, craft DC 10) by adding in 3 additional doses of basic poison, you can increase the damage to 3d4 damage with a DC 11 saving throw, which will require a DC 16 craft check.

FEATS

SUPREME VENOMOUS BLOODLINE

Prerequisite: Venomous Lamia

Your enhanced bloodline strengthens your toxins.

- You have advantage on saving throws against poison.
- Once per turn when your spell deals poison damage, add your Constitution modifier (minimum 1) to that damage.

SUBCLASSES

CLERIC POISON DOMAIN

The god you worship has a strong connection to poison. Your deity's portfolio could include assassination, certain animals such as snakes or spiders, or even medicine. The blessings of your god allow you to harness the power of poison while simultaneously protect you from the same.

POISON DOMAIN SPELLS

Cleric Level	Spells
1st	Miasma*, Ray of Sickness
3rd	Toxic Shock*, Twin Fang*
5th	Gaseous Form, Stinking Cloud
7th	Confusion, Septic Tide*
9th	Cloudkill, Toxic Vortex*

* See the New Spells section

TOXIC PROFICIENCY

At 1st level, you learn one cantrip of your choice from any class spell list that deals poison damage. This does not count towards the number of cantrips known. You also gain proficiency with the Poisoner's Kit.

MALIGNANT POISON

Also starting at 1st level, you gain resistance to poison damage and your poison spells ignore resistance to poison damage.

CHANNEL DIVINITY: LINGERING POISON

Starting at 2nd level, you can add a damage over time effect to a target of your poison spells. When a creature takes poison damage from one of your spells, you may use your Channel Divinity to make the target take additional poison damage equal to 2 + the spell's level at the beginning of their turn. On their subsequent turns, the damage dealt decreases by 1. This effect ends when damage is no longer being dealt or *Protection From Poison* is used to neutralize it. Channel Divinity: Lingered Poison ignores resistance to poison damage.

BLESSING OF POISON

Beginning at 6th level, you gain immunity to poison damage and the poisoned condition. Your poison spells and Channel Divinity ignore immunity to poison damage.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

DEBILITATING POISON

Starting at level 17, creatures suffering from your Channel Divinity: Lingered Poison lose their coordination. Their speed is reduced by half and attack rolls made against them have advantage.

DRUID CIRCLE OF THE TOXIFORM

The Circle of the Toxiform studies toxins in all forms, from

venomous snakes to poisonous plants. Through intense training, you have learned to produce these toxins while Wild Shaped, no matter the form.

TOXIC FORM

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can deal poison damage instead of the bludgeoning, piercing, or slashing damage normally dealt by your attacks in beast form.

CIRCLE FORMS

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there).

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

VENOM STRIKE

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage and ignore resistance and immunity to poison damage.

ABSORB POISON

At 10th level, when you use Wild Shape, you may consume one dose of injury or contact poison as if consuming a material component for a spell. If you do, until that use of Wild Shape ends, you are immune to the absorbed poison and your Wild Shape gains one of the following benefits based on the type of poison consumed: your attacks in beast form apply the consumed injury poison or creatures who hit you with a melee attack have the consumed contact poison applied to them. The absorbed poison's DC is the higher of the poison's normal DC and your spell save DC.

TOXIC FORM CASTING

Beginning at 14th level, you can cast some cantrips while transformed by Wild Shape. If you deal poison damage with an attack while transformed by Wild Shape, you may cast a cantrip that deals poison damage as a bonus action while in Wild Shape until the end of that turn.

SORCERER TOXIC BLOODLINE

Your innate magic comes from poison that mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent from a venomous being such as a naga or are the result of an experiment gone wrong involving vast quantities of poison.

BLOODLINE KNOWLEDGE

At 1st level, you begin to unlock secrets hidden within your bloodline. You have innate knowledge of how to form magical power to create poisonous effects. You gain the following spells at each of the sorcerer levels noted. These spells are added to your spells known, but do not count towards your

total spells known.

BLOODLINE KNOWLEDGE SPELLS

Sorcerer Level Spells

1st	Miasma*, Poison Spit*
3rd	Toxic Slime*, Twin Fang*
5th	Poison Nova*, Stinking Cloud
7th	Septic Tide*, Staggering Gas*
9th	Enervating Toxin*, Toxic Vortex*

* See the New Spells section

STRENGTHEN BLOODLINE

At 6th level, your bloodline thickens. Once per turn when your spell deals poison damage, add your Constitution modifier (minimum 1) to that damage. This additional damage does not stack with the *Supreme Venomous Bloodline* feat.

INFUSE TOXICITY

Starting at 6th level, you learn how to turn your spells into poison. When you cast a spell of 1st level or higher, you may change the damage dealt to poison. Alternatively, you may instead have the spell count as a poison effect. You regain the use of this ability after completing a short or long rest. Additionally, your poison spells ignore resistance and immunity to poison damage.

POISON MIST FORM

At 14th level, you learn how to change yourself into a poisonous mist, as if using *Gaseous Form*. If you enter the space of another creature, you may deal that creature poison damage equal to your Charisma modifier (minimum 1). This damage ignores resistance and immunity to poison damage and is affected by your Strengthen Bloodline feature. You regain the use of this ability after a short or long rest.

POISON DOMAIN

Starting at level 18, you surround yourself with a zone of latent toxicity. The domain extends 30 feet around you and moves with you. The attack rolls of your spells that deal poison damage have advantage against targets within your domain, and creatures within your domain have disadvantage on saving throws against your spells that deal poison damage or count as a poison effect.

WARLOCK THE NOXIOUS

You have made a deal with a being steeped in poison. The motivation of such creatures range from assassination to mass fear to healing through poisons. Beings of this sort include servants of Talona or Zehir or an Elder Treant whose species is that of a poisonous tree.

NOXIOUS EXPANDED SPELLS

Spell level Spells

1st	Poison Spit*, Toxic Shrapnel*
2nd	Toxic Shock*, Twin Fang*
3rd	Poison Nova*, Sickening Adhesive*
4th	Septic Tide*, Staggering Gas*
5th	Enervating Toxin*, Toxic Vortex*

POISON VOLLEY

At 1st level, you learn the *Poison Dart Volley** cantrip.

OVERCOME RESISTANCE

Also at 1st level, your spells ignore resistance to poison damage. At 6th level, your poison spells also ignore immunity to poison damage.

POISON BLOOD

Starting at 6th level, when you take damage from a melee attack, you may use a reaction to spend 1 hit die. Instead of gaining hit points, you deal that much poison damage to a creature within 10 feet. If you are affected by an ongoing poison, the target creature has to succeed against the poison's save, if it has one, or also be affected with that poison. The affected creature's poison has the same remaining duration as yours does.

POISON PACT MAGIC

At 10th level, you gain an additional pact magic spell slot. This spell slot can only be used to cast spells that deal poison damage or that count as a poison effect.

ENVENOMED ARCANUM

Starting at 14th level, you may cast spells that deal poison damage or that count as a poison effect of at least 1st level you know as Mystic Arcanum spells. Doing so increases the spell's level as normal, and any poison spell cast this way imposes disadvantage on all saving throws made against an Envenomed Arcanum spell.

* See the New Spells section

NEW INVOCATIONS

ENHANCED POISON VOLLEY

Prerequisite: Poison Dart Volley cantrip

When you cast *Poison Dart Volley*, you may have the darts deal piercing damage equal to your Charisma modifier (minimum 1) plus 1d10 poison damage instead of its normal damage. If you do, you may not use additional poisons as a material component for that casting of *Poison Dart Volley*.

NEW SPELLS

The following spells are added to the spells lists of clerics, druids, and sorcerers.

POISON SPELLS

Level Spell

Cantrip	Poison Dart Volley, Toxic Plume, Venom Slash
1st	Miasma, Poison Spit, Toxic Shrapnel
2nd	Toxic Shock, Toxic Slime, Twin Fang
3rd	Poison Nova, Sickening Adhesive
4th	Septic Tide, Staggering Gas
5th	Enervating Toxin, Toxic Vortex

ENERVATING TOXIN

5th level Conjuration

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 hour

You afflict the target with exhaustion-inducing poisons. The creature must make a Constitution save. On a failure, the target gains 2 levels of exhaustion. At the end of their turn, they must make additional Constitution saving throws. On a failure, the target gains an additional level of exhaustion. If the target succeeds on 3 saving throws, they no longer need to make additional saving throws. All levels of exhaustion caused by this spell are cured at the end of the spell's duration. This counts as a poison effect.

MIASMA

1st level Conjuraton

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create a 10-foot-radius sphere of purple mist centered on a point within range. The sphere spreads around corners, but does not obscure vision. Creatures are poisoned while in the area and until the end of their next turn after leaving the area. Miasma lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. This counts as a poison effect.

POISON DART VOLLEY

Conjuraton cantrip

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You launch a stream of darts toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1 piercing damage and 1d4 poison damage. When casting Poison Dart Volley, you may use a single dose of injury poison as an additional material component, which the spell consumes. If you do so, each dart applies the added poison on hit in addition to its normal damage.

The spell creates more than one dart when you reach higher levels: two darts at 5th level, three darts at 11th level, and four darts at 17th level. You can direct the darts at the same target or at different ones. Make a separate attack roll for each dart.

POISON NOVA

3rd level Conjuraton

Casting time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

You conjure an expanding bubble of poison. Creatures within the area must make a Constitution saving throw. You may exclude yourself from the effect. A target takes 6d6 poison damage on a failed save, or half as much on a successful one.

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

POISON SPIT

1st level Evocation

Casting time: 1 bonus action

Range: 30 feet

Components: V

Duration: Instantaneous

You spit a gob of poison at a target within range. Make a ranged spell attack against the creature. On a hit, the target takes 2d6 poison damage.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for every slot level above 1st.

SEPTIC TIDE

4th level Conjuraton

Casting time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

You create a wave that consists of pure poison. Creatures within the area must make a Constitution saving throw. A target takes 6d8 poison damage on a failed save, or half as much on a successful one.

At higher levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

SICKENING ADHESIVE

3rd Level Conjuraton

Casting time: 1 action

Range: 120 feet

Components: V, S, M (sap from a poisonous tree)

Duration: 3 rounds

You lob a mass of debilitating glue at a creature within range. The target must make a Dexterity saving throw. A failed save results in the target becoming restrained and is poisoned as long as it is restrained. If a creature is flying due to the use of wings and fails their save, they fall prone. A creature restrained by the adhesive or an adjacent ally can use its action to make a Strength check against your spell save DC. If it succeeds, the target is no longer restrained.

STAGGERING GAS

4th Level Conjuraton

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You create a sphere of noxious gas at the target location. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A target is stunned until the end of your next turn on a failed save. This counts as a poison effect.

TOXIC PLUME

Conjuraton cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You create a puff of toxic fumes at a location that you can see within range. Until the end of your next turn, the plume of poison fills a 5-foot cube. Any creature in the plume's space when you cast the spell must succeed on a Constitution saving throw or take 1d8 poison damage. A creature must also make the saving throw when it moves into the plume's space for the first time on a turn or ends its turn there.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

TOXIC SHOCK

2nd level Transmutation

Casting time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: 1 round

You make the target susceptible to toxins. Until the end of your next turn, the target is vulnerable to poison damage.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

TOXIC SHRAPNEL

1st level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a canister of poison and fling it at one creature or square within range. Make a ranged spell attack against the target, if targeting a creature. On a hit, the target takes 1d10 piercing damage. Hit or miss or if targeting a square, the canister then releases a spray of poison. Each creature within a 15-foot cone pointing away from you must succeed on a Dexterity saving throw or take 2d6 poison damage. The origin of the cone is the target creature or square. If targeting a creature, the target is also affected by the cone of poison.

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

TOXIC SLIME

2nd level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a section of slime mold)

Duration: 1 minute

A poisonous slime covers the ground in a 20-foot square centered on a point within range and turns it into difficult terrain for the duration. When the slime appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. Any creature that falls prone in the slime takes poison damage equal to your spellcasting modifier (minimum 1).

TOXIC VORTEX

5th level Evocation

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a toxic cyclone. Until the spell ends, poisonous gas and slashing winds rotate in a 40-foot-tall cylinder with a 20-foot radius centered on a point you choose within range.

The area is heavily obscured, and is difficult terrain. When a creature enters the area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, the creature takes 2d8 slashing damage and 4d8 poison damage. On a successful save, the creature takes half as much damage.

You may use a bonus action to move the spell up to 20 feet.

At higher levels. When you cast this spell using a spell slot of 6th level or higher, the slashing damage or the poison damage (your choice) increases by 1d8 for each slot level above 5th.

TWIN FANG

2nd level Evocation

Casting time: 1 action

Range: 30 feet

Components: V, S, M (a pair of fangs from a venomous snake)

Duration: Instantaneous

You create a snake head out of venomous energy to strike at your foes. Make a melee spell attack against a target within range. On a hit, the target takes 2d8 piercing damage and 2d8 poison damage.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the piercing damage or the poison damage (your choice) increases by 1d8 for each slot level above 2nd.

VENOM SLASH

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You morph your hands into venomous claws for an instant. Make a melee spell attack against the target. On a hit, the target takes 1d4 slashing damage and 1d6 poison damage.

The spell's poison damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).