

Poison

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Effect

Once the Poison meter is full, HP will begin to drain at a steady rate depending on the method of infliction. Duration is 20 seconds and damage dealt is 1,050-1,100. Toxic is a form of poison that deals more damage. Duration is 20 seconds and damage dealt is 1,485.

Enemy Causes of Poison

Cause of Poison	Location	Toxic?
Goblin	Shaded Woods	No
Great Moth	Huntsman's Copse	No
Rogue archers	Huntsman's Copse	No
Manikin	Earthen Peak	No
Dog Rat	Doors of Pharros	Yes
Poison Shooting Statue	The Gutter Black Gulch	No
Pyromancer Giant	Memory of Orro Memory of Vammar	Yes
Suspicious Shadow	No-man's Wharf	No
Sanctum Soldier	Dragon's Sanctum Cave of the Dead	No
Sanctum Priestess	Dragon's Sanctum	No
Poison Statue Cluster	Shulva, Sanctum City	No
Scorpioness Najka	Shaded Woods	Yes
Royal Rat Vanguard	Grave of Saints	No
Royal Rat Authority	Doors of Pharros	?
Sinh, the Slumbering Dragon	Dragon's Rest	Yes

Poison pools and mists	Harvest Valley Earthen Peak	No
Containers full of poison	Various	No
Poison dart mask	Drangleic Castle	No
Poison mist chest trap	Trapped chests	No

Player Methods of inflicting Poison

- Imbuing a weapon with a Poison Stone.
- Applying Rotten Pine Resin to a weapon for a temporary Poison effect.
- Casting Poison Mist, Toxic Mist or Dark Fog.
- Wearing the Moon Butterfly Set.
- Using weapons with a Poison effect:
 - Black Scorpion Stinger
 - Mytha's Bent Blade
 - Manslayer
 - Spotted Whip
 - Bat Staff (melee attacks only) (since the update patch around 10/2014, the Bat Staff no longer has a poison aux. effect)
 - Sanctum Mace
 - Moon Butterfly Shield
- Using these consumables:
 - Poison Throwing Knife
 - Poison Arrow

Player Methods of inflicting Toxic

- Mytha's Bent Blade
- Casting Toxic Mist.
- Using Dung Pie consumables (?).

If you intend to wield a weapon that inflicts poison, it's important to be aware of your Poison ATK Bonus stat.

Note:

Your Poison ATK Bonus does NOT affect the total amount of damage the poison will do; it only increases the amount of poison buildup you will inflict per hit.

Increasing Poison bonus

Dexterity and Adaptability increase the Poison ATK Bonus stat.

Steady Hand McDuff is able to imbue your weapon with poison with a Poison Stone after you've given him the Dull Ember.

Sanctum Soldier Gauntlet and Crest of the Rat increase poison damage on weapons that have either innate poison or are infused with it:

- Weapons with innate Poison get 50 points of extra damage.
- Weapons infused with Poison get 25 points of extra damage.
- Weapons with innate Poison AND infused with Poison get 60 points of extra damage.
- These items stack, so wearing both of them and using a Poison-infused weapon grants $2(60) = 120$ points of extra damage.

Recovering from Poison

- Consume a Poison Moss.
- Consume a Divine Blessing.
- Consume a Monastery Charm.
- Consume a Dragon Charm.
- Cast Caressing Prayer.
- Rest at a Bonfire.
- Stand in the mist emitted by the Corrosive Ant Queen.

Resisting and Avoiding Poison

- Increase the Adaptability stat, which raises Poison Resist.
- Use a Common Fruit (increases resistance by 200 points for 90 seconds).
- Cast Perseverance (increases resistance by 150 points for 120 seconds).
- Cast Iron Flesh (increases resistance by 200 points for 25 seconds).
- Equip the Poisonbite Ring (increases resistance by 150/300 points).
- Equip the Ring of Resistance (increases resistance by 120/200 points).
- Equip Yorgh's Spear (increases resistance by 200 points).
- Equip various Poison-resistant armors.
- Block with shields that have high Poison resist.

Enemies Immune to Poison

Most enemies can be poisoned. However, the following cannot:

Regular Enemies

- All skeleton types
- Old Knight
- Manikin
- Mounted Overseer
- Poison Horn Beetle
- Razorback Nightcrawler
- Coal Tar
- Imperious Knight
- Mirror Squire
- Sanctum Soldier?

Bosses

- Mytha, the Baneful Queen
- Skeleton Lords
- Scorpioness Najka
- Vendrick
- Elana, the Squalid Queen
- Fume Knight
- Sinh, the Slumbering Dragon
- Sir Alonne

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