

Poison

Not to be confused with Toxic.

Effect

Once the Poison meter is full, HP will begin to drain at a steady rate depending on the method of infliction. Duration is always 3 minutes and is not affected by Poison Resist.

Inflict

These Enemies are capable of poisoning the player by dealing the listed poison buildup, which when triggered drain HP at the corresponding rates listed. The rate at which these poison status effects apply damage was altered with the Remaster, differentiated here from PTDE. For example, in the Remaster with enemy inflicted poison, damage is applied once per 0.927 seconds, but the amount of damage dealt per tick and duration for which it lasts is unaltered , leading to higher damage rates and total damage:

Cause of Poison	PTDE Rate of HP loss	PTDE Total HP loss	Remaster tick Rate	Remaster Rate of HP loss	Remaster Total HP loss	Buildup per hit
Tree Lizard	10 HP per second	1800 HP	0.927 seconds	10.79 HP per second	1943 HP	60
Sanctuary Guardian	10 HP per second	1800 HP	0.927 seconds	10.79 HP per second	1943 HP	60
Giant Mosquito	9 HP per second	1620 HP	0.927 seconds	9.71 HP per second	1748 HP	45
Small Undead Rat	9 HP per second	1620 HP	0.927 seconds	9.71 HP per second	1748 HP	45
Infested Barbarian	7 HP per second	1260 HP	0.927 seconds	7.55 HP per second	1359 HP	55
Large Undead Rat	4 HP per second	720 HP	0.927 seconds	4.31 HP per second	777 HP	12
Giant Undead Rat	4 HP per second	720 HP	0.927 seconds	4.31 HP per second	777 HP	12
Blighttown Lake	4 HP per second	720 HP	1.02 seconds	3.92 HP per second	706 HP	3

Lost Izalith Pit	4 HP per second	720 HP	1.02 seconds	3.92 HP per second	706 HP	3
Poison Throwing Knife	4 HP per second	720 HP	1.02 seconds	3.92 HP per second	706 HP	55
Dark Fog	4 HP per second	720 HP	1.02 seconds	3.92 HP per second	706 HP	8
Poison Mist	3.75 HP per second	675 HP	0.8 seconds	3.75 HP per second	675 HP	10
Large Club	3 HP per second	540 HP	0.9 seconds	3.33 HP per second	600 HP	30
Oolacile Catalyst	3 HP per second	540 HP	0.9 seconds	3.33 HP per second	600 HP	30
Poison Arrow	3 HP per second	540 HP	1 second	3 HP per second	540 HP	60
Guardian Tail	3 HP per second	540 HP	1.02 seconds	2.94 HP per second	529 HP	40
Rotten Pine Resin	3 HP per second	540 HP	1.02 seconds	2.94 HP per second	529 HP	30

Poison Mist is the only one of these which in PTDE deviated from 1 per second with its Damage tick Rate.

Recover

- Consume a Purple Moss Clump
- Consume a Blooming Purple Moss Clump
- Consume a Divine Blessing
- Cast Remedy
- Rest at a Bonfire

Resisting and Avoiding Poison

- Increase Resistance stat

- Equip the Poisonbite Ring (multiplies base Poison resist by 5)
- Equip various Poison Resistant armors
- Equip Gargoyle's Halberd (increases Poison resistance by 25)
- Equip Bloodshield (just equipping Bloodshield increases Poison resistance by 50)
- Block with shields that have 100% Poison resist to prevent enemy attack's Poison buildup.
Note that status effect buildup is not decreased by blocking in PvP:
 - Spider Shield
 - Crystal Shield
 - Greatshield of Artorias

Enemies Immune to Poison

The following enemies cannot be poisoned:

Regular Enemies

- Bounding Demon of Izalith (can be inflicted with Toxic, but has high resistance)
- Crystal Golem / Golden Crystal Golem
- Crystal Lizard
- Demonic Statue
- Giant Stone Knight
- Hellkite Dragon
- Humanity Phantom
- Hydra
- Slime
- Stone Guardian
- Titanite Demon
- Undead Dragon (can be inflicted with Toxic, but has high resistance)
- All skeleton types (Skeleton, Giant Skeleton, Skeleton Beast, Bone Tower, Skeleton Baby & Skeleton Wheel)

Bosses

- Bed of Chaos
- Black Dragon Kalameet
- Ceaseless Discharge
- Four Kings
- Gaping Dragon

- Gravelord Nito
- Gwyn, Lord of Cinder
- Iron Golem
- Knight Artorias
- Manus
- Moonlight Butterfly
- Seath the Scaleless
- Quelaag (can be inflicted with Toxic)

NPCs

Most non-hostile NPCs are immune to cloud forms of poison (Poison Mist, Dark Fog), though they can be poisoned or toxified with other attacks. The following are fully-immune:

- Lord's Blade Ciaran
- Vamos

Note - This list does not include NPCs that cannot be killed.

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