

# Toxic

Not to be confused with Poison.

## Effect

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Once the Toxic meter is full, HP will begin to drain at a steady rate depending on the method of infliction. Also impedes upon stamina regeneration.

## Inflict

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The following are capable of inflicting toxic, and drain HP at the corresponding rates listed:

<b>Cause of Toxic</b>	<b>PTDE Rate of HP loss</b>	<b>PTDE Total HP loss</b>	<b>Remaster tick Rate</b>	<b>Remaster Rate of HP loss</b>	<b>Remaster Total HP loss</b>	<b>Buildup per hit</b>
Blowdart Sniper	23.33 HP per second	14000 HP	0.6 seconds	23.33 HP per second	14000 HP	80
Gravelord Nito	8 HP per second	4800 HP	0.909 seconds	8.80 HP per second	5281 HP	58
Engorged Zombie	8 HP per second	4800 HP	0.927 seconds	8.63 HP per second	5178 HP	150
Undead Dragon Skeleton Baby	7 HP per second	4200 HP	0.927 seconds	7.55 HP per second	4531 HP	30
Dung Pie	7 HP per second	4200 HP	1.02 seconds	6.86 HP per second	4118 HP	30/55
Toxic Mist	6 HP per second	3600 HP	1.02 seconds	5.88 HP per second	3529 HP	10
Dark Silver Tracer	6 HP per second	3600 HP	1.02 seconds	5.88 HP per second	3529 HP	55
Gravelord Sword	5 HP per second	3000 HP	0.9 seconds	5.56 HP per second	3333 HP	30
Snow Rat	5 HP per second	3000 HP	0.927 seconds	5.39 HP per second	3236 HP	30

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

# Recover

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Recovering from Toxic is highly recommended, as the status effect lasts for 10 minutes (in most cases), and it drains HP rapidly. To recover, the player may:

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

# Resisting and Avoiding Toxic

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- Toxic resistance shares the Poison resistance stat, but uses a separate status meter indicated by a black poison drop instead of a purple one. Though this means that a player or enemy can be both poisoned and toxic at the same time, increasing poison resistance will increase toxic resistance.
- Killing the Engorged Zombies of the Painted World with a fire-based attack will prevent them from spewing their toxic-spray upon death.
- 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 Toxic

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The Dung Pie, Toxic Mist, Gravelord Sword, and Dark Silver Tracer are items available to the player that can be used to inflict toxic upon enemies. However, the following enemies are fully resistant and cannot be inflicted with the effect:

## Regular Enemies

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- Armored Tusk (can be poisoned)
- Crystal Golem / Golden Crystal Golem
- Crystal Lizard
- Demonic Foliage (can be poisoned)
- Demonic Statue
- Giant Stone Knight
- Hellkite Dragon
- Humanity Phantom
- Hydra
- Man Eater Shell (can be poisoned)
- Possessed Tree (can be poisoned)
- Slime
- Stone Guardian
- Titanite Demon
- All skeleton types (Skeleton, Giant Skeleton, Skeleton Beast, Bone Tower, Skeleton Baby & Skeleton Wheel)

Note - The Undead Dragons and Bounding Demons are able to be inflicted with toxic, however they have a very high resistance. It requires roughly 5 casts of Toxic Mist or ~24 Dung Pies to work.

## Bosses

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- Bed of Chaos
- Black Dragon Kalameet
- Ceaseless Discharge
- Four Kings
- Gravelord Nito
- Iron Golem
- Knight Artorias
- Manus
- Moonlight Butterfly
- Seath the Scaleless

## NPCs

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- Lord's Blade Ciaran
  - Vamos

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

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