

**RAVAN
GAMES**

SWANN'S GUIDE TO THE PROFANE

BY GERAN 'GAR10NRIVA'



5E HOMEBREW

Custom player options...
The Channeller class - Magic cast through items!
Blood magic, poison, and unusual subclasses...
My full Poison Overhaul!

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IN THIS BOOK

Helllllo and welcome to Swann's Guide To The Profane; a collection of homebrew content for Dungeons & Dragons 5th Edition made by me, Geran 'Gar1onriva', as part of Rivan Games.

An avid fan of D&D, I have a particular love of creating homebrew content with an emphasis on balance and filling in the blanks left by the official rules. This collection began when I noticed how sidelined poison damage is in 5e, and set out to rectify that.

Then I...sort of got a taste for making subclasses and original content.

WHO IS SWANN?

Gariath Swann is a character I wrote for an upcoming campaign that never happened. He was a human man who looked down on the forms of magic used by other people, turning instead to blood magic. He was intended to use Matt Mercer's Blood Hunter class, but sadly never saw a single roll of the dice.

Since then, Gariath Swann has...taken on a life of his own. He is the mascot of the Gar1onTabletop YouTube channel, my channel dedicated to board games, card games, miniatures, and TTRPGs, and in lieu of a campaign I decided to expand on his lore myself.

In the homebrew settings I DM, Gariath Swann is the inventor and first known user of true Blood Magic; also known as Haemomancy. He's not...the nicest guy, as one would expect from the original blood mage, but from his position of power he has worked to spread knowledge of his arcane craft.

A few of my blood-based subclasses make reference to him in the fluff, but you should feel free to disregard that or substitute it with someone fitting your setting if you wish. Or you can include him in your canon too! That'd be pretty cool, I say.

CONTENT WARNING

As you may have guessed from the mentions of blood magic, this book contains *numerous* references to blood.

There is one subclass for each class that revolves around blood and using life force to power abilities. While I have done my best to keep graphic descriptions and imagery to a minimum, there is only so much that can be done to avoid it.

There is also a whole series of poison-based subclasses that refer to disease, sickness, plagues, and other such pleasant topics.

Please bear this in mind if these topics are upsetting to you; I'd recommend not reading the subclasses that deal with these things if so.

I, myself, am squeamish, believe it or not. This stuff doesn't bother me as written, but mileage may certainly vary. Exercise caution.

HOW TESTED ARE THESE?

I'll be honest with you, dear reader. Not very.

I test as much of these as I can, but my eyes are bigger than my stomach, so to speak... That is to say that I write more subclasses than I get chance to play or test.

Please bear that in mind.

It also means that, as I find the chance to field-test this content, I plan to update the book as I go. If you try any of this content out in an actual game, I'd love to hear feedback.

Best place to send it would be my email:

ToupyoGar1onriva@gmail.com, but you can also join the *Gar1onriva Discord* linked in the description of any Gar1onriva or Gar1onTabletop video on YouTube.

MORE TO COME

There is a high chance that I shall write more subclasses in the future!

I have some ideas already bouncing around, but they'll have to wait as I have work on other projects to do.

If you enjoy these subclasses, please check out other stuff by Gar1onriva's game development division; Rivan Games. We are developing our own post-apocalyptic TTRPG called *The Far Wastes*, with plans to do a fantasy TTRPG in the future.

GARIATH SWAN
[GAR1ONTABLETOP]



PLAYER OPTIONS

BACKGROUNDS

Players can choose any of these backgrounds when they create their character.

CULTIST

Some would call you and your fellows mad! Some might hunt you down for denying the true order of divinity, some would be jealous of the freedom of belief that you had. Cults come in all shapes and forms, from little local gatherings of demon-worshippers to empire-wide plots to overturn the pantheon and replace it with the rejected, the outcast, and the incomprehensible.

While most people who operate as part of a cult likely have 'cover' jobs, or otherwise things that occupied their time and paid the bills between cult meetings, there are inevitably some 'career cultists' who gave themselves body and soul to the cause. Such people have less in the way of transferable skills, but can certainly be counted on by their brethren.

Skill Proficiencies: Deception, Religion

Tool Proficiencies: Forgery Kit or Thieves' Tools

Languages: One related to the subject of the cult

Equipment: Forgery kit or thieves' tools (your choice), an emblem of your cult on a ring, necklace, or metal symbol, a set of cultist robes, a set of common clothes, and a belt pouch containing 10gp

FEATURE: CULT SECRECY

As such a learned devotee of your cult, you cannot miss the signs left by your brethren. You can easily spot indicators of meeting places for, or interactions between, members of your cult. You command the respect of fellow cult members, and can request aid or shelter from them for yourself and your companions.

Secrecy is important for such groups, so they are unlikely to approve of sharing cult secrets with outsiders. As such, you can find telltale signs of cult membership and are able to communicate inconspicuously with fellow cultists without drawing attention.

PLAGUE TENDER

You have spent a long time working to combat the onset and spread of disease and plagues. Perhaps as a trained apothecary in a town, perhaps as a travelling plague doctor, perhaps out of necessity as your home village was ravaged. Whatever the circumstances, you grew upsettingly familiar with the disease that you combatted like a beach combats the sea; knowing the tide would always come back in eventually.

Skill Proficiencies: Investigation, Medicine

Tool Proficiencies: Alchemist's Supplies or Herbalism Kit

Languages: One of your choice

Equipment: Alchemist's supplies or a herbalism kit (whichever matches the proficiency you chose), a memento from a patient you saved or failed to save, a set of traveler's clothes, and a belt pouch containing 15gp

FEATURE: PLAGUE EXPERT

Your knowledge of the disease that you most often worked to cure is impressive. You are skilled at recognising and combatting it.

Work with your DM to choose a disease or plague in which to specialise. You have advantage on Wisdom checks related to the recognising or treatment of that disease or plague.

TOXIN ASSISTANT

For years you assisted your parent, mentor, or master in a role closely connected to poisons. Whether they concocted such toxins to sell to the highest bidder, worked with upstanding citizens to cure and diminish them as weapons, or else had an unhealthy fascination with the substances, you stood beside them and aided in their tasks. In doing so you gleaned a great deal of knowledge and surface expertise in the handling of poisons, for good or for ill.

Skill Proficiencies: Nature, Medicine

Tool Proficiencies: Poisoner's Kit

Languages: One of your choice

Equipment: Poisoner's kit, a vial of a common poison (your choice), a set of common clothes, and a belt pouch containing 10gp

FEATURE: POISON RECOLLECTION

Although you didn't lead the production, destruction, or analysis of toxins in your work, you still saw and understood enough to memorise a recipe.

Choose an Artificial common poison (full list later on in this book) when you select this background. You are able to make a single dose of the chosen poison by spending at least 4 hours with a poisoner's kit; this can be done as part of a long rest. Doing so consumes ingredients that can normally be purchased at half the value of the finished poison.

Once produced, it functions like a normal dose of the poison, and can be used, given away, or sold. Depending on the particular poison, this may or may not be acceptable in most societies.

PLAYER RACES

BLOODBORN

Crafted from the raw essence of life by a very powerful, or very lucky, blood mage, creatures known as 'bloodborn' are comparable to the likes of homunculi and flesh golems, albeit with a level of refinement and accuracy that finds other facsimiles wanting. To build an entire person using only the powers of blood magic is a delicate and time-consuming process, but one that a few undertake as perhaps the truest test of their haemomantic abilities.

Once created, a bloodborn usually looks almost indistinguishable from whatever race it is built to resemble, the main difference being they share few if any of the race's inherent traits. Below the surface, however, they are more akin to an ooze; a solid, humanoid shape of a typically red substance that approximates the functions of a proper body. Their creator may then task them with infiltration, keep them as a companion in their work, or merely abandon them completely. These rare beings can even outlast their creator, with the magic animating them persisting for decades or centuries after the blood mage has passed on.

BLOODBORN TRAITS

You have the following racial traits.

Ability Score Increase. Increase one score by 2, and another by 1. One of the two scores has to be Constitution.

Creature Type. You are an Ooze.

Age. Crafted and animated by blood magic, bloodborn do not age.

Size. Bloodborn are almost always built to resemble a particular race. You are the same size as the race you resemble.

Speed. Your walking speed is 30 feet.

Haemomantic Construct. The blood magic animating you grants unusual protection. You have resistance to necrotic damage.

Rapid Recovery. Your ooze-like internal structure allows you to reform and recover from injury quickly. When using hit dice to regain hit points, reroll any results of 1.

Resistant Form. You have advantage on any saving throw to resist any spell or effect that would alter your form.

Languages. You can speak, read and write Common and one other language of your choice.

DRYAD

Tree spirits that usually take the form of beautiful women, although male dryads are rumoured. With flesh of soft wood, and hair of leaves, moss, or vines, they are an entity of nature given sentience and freedom. Most dryads are bound to the single tree from which they are born; they feel an overpowering urge to protect this tree, and those around it. There are, however, rare dryads born 'disconnected' from any individual tree, believed to have been born to protect something else, like the forest itself, or even the whole world. The lengths to which dryads will go to protect that which is important to them is terrifying, their inhuman minds perceiving things like morality, life, and survival differently.

DRYAD NAMES

Usually Sylvan in origin, dryad names are often melodic and flowing. Others can take their inspiration from their particular tree, area, or some other aspect of nature. Dryads closely associated with humanoid settlements may take a new name as gifted by their peers.

Names: Albuca, Birch, Ce'rena, Ce'bella, Ce'Nedra, Cerifera, Daeira, Gallae, Ivis, Junipera, Na'fella, Sage, Sakura, Syria

DRYAD
[MONSTER MANUAL]



DRYAD TRAITS

You have the following racial traits.

Ability Score Increase. Increase one score by 2, and another by 1. One of the two scores has to be Wisdom.

Creature Type. You are a Plant.

Age. Dryads emerge from their tree and reach maturity by the end of the next Spring season. Dryads live as long as their bonded tree does, with unbonded dryads having no definitive lifespan.

Size. Dryads come in various sizes, as trees do. They can be anywhere from 3 to 7 feet tall, and can be Small or Medium.

Speed. Your walking speed is 30 feet.

Of Nature. You know the *Druidcraft* cantrip.

Photosynthesis. If you spend an hour in direct sunlight or with your bare feet in fertile soil, you do not need to eat or drink for the next 24 hours.

Tree Stride. Once on your turn, you can use 10 feet of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be at least one size bigger than your size (must be Medium if you're small, Large if you're Medium, etc).

Languages. You can speak, read and write Common and Sylvan.

Subraces. You must pick one of the following subraces to determine what kind of dryad you are: Burned, Hardwood, or Softwood.

BURNED DRYAD

A very rare kind of dryad that began life bonded to a tree as normal, but sadly lost it to deforestation, natural disaster, or just bad luck. Most bonded dryads die when their tree does, but some mutate into a far darker form of creature; known as Burned Dryads. Altered and twisted by their harrowing experiences, they are often bitter and aggressive, driven to lash out at any perceived as responsible for their loss. Most appear normal, perhaps small wisps of smoke trailing behind them as they move, but when agitated their true form emerges; their bark charred and cracked, with glowing embers within, their eyes lit by the coals of vengeance.

Once Burned. Having already experienced the sting of the fire, you are adapted to protect against it. You have resistance to fire damage.

HARDWOOD DRYAD

Dryads spawned from hardwood trees tend to be tougher and hardier than their softwood cousins. They embody the strength and immovability of nature, with protective bark and sturdy roots. Hardwood dryads are usually spawned from trees of ash, beech, birch, cherry, maple, and oak, and often take their colouration from these, although outliers have been known to exist with Hardwood Dryads being born from softwood trees.

Deep Roots. You have advantage on any saving throw or skill check made against effects to move you against your will.

Natural Armour. Your tough bark provides you a base AC of 16 (your Dexterity modifier doesn't affect this number). You can wear armour, but your AC will not be below this.

SOFTWOOD DRYAD

Also known as Evergreen Dryads, Softwoods are usually spawned from trees such as cedars, pines, redwoods, and spruces. They often take their bark and leaf colours from these trees, although the occasional Softwood Dryad bonded with a hardwood tree does happen. Lighter and lithier than their Hardwood cousins, Evergreens are also much better equipped to last through the winter months that usually put dryads into a state of lethargy.

Evergreen. You keep your leaves green and bright through even the harshest winters. You have resistance to cold damage.

GNOLL

Gnolls are feral humanoids that have an extraordinarily high appetite. Said to be originally created when ordinary hyenas mutated and evolved, gnolls have established somewhat primitive camps and bases across the world. Typically destructive and nomadic, gnoll packs roam the world in search of food to try and sate their immense hunger.

Large, hulking creatures, most gnolls use their great strength and pack tactics to intimidate and bully local communities into providing them with food. Those that can't be bullied are attacked and ransacked, with the whole pack fleeing the area in the face of stiffer opposition.

It's rare for a gnoll to separate from its pack and wander alone, but such creatures do exist and can fall into another group that offers a steady supply of food and reward. While usually not the brightest creatures, gnolls can display impressive tactical skill and leadership when they need to.

GNOLL
(MONSTER MANUAL)



GNOLL NAMES

Given the vicious primitiveness of gnoll society, it's usually only notable gnolls that actually have names.

Names: Anrakh, Arekh, Erdalk, Eyog, Ildog, Irtal, Obrag, Orud, Ugnerk, Ulod

GNOLL TRAITS

You have the following racial traits.

Ability Score Increase. Increase one score by 2, and another by 1. One of the two scores has to be Strength.

Creature Type. You are a Humanoid.

Age. Gnolls mature quickly; all the better to survive in their vicious packs. Gnolls reach maturity after about 4 years, with a maximum lifespan of about 50 years.

Size. Gnolls stand 7 or 8 feet tall, often with broad chests. You are Medium.

PLAYER LINEAGES

Instead of choosing a race for your character, you can choose a Lineage. If you choose a lineage, you were once been a member of another race, but aren't any longer. Choose your original race, and then your lineage's racial traits replace your original race's, unless otherwise stated.

A character may choose a lineage during character creation, their transformation having occurred before play begins. Or, events may unfold during adventures that lead your character to replacing their race with this new lineage.

INHABITANT

You are not a person. You might not even have a physical form. You exist by inhabiting a host body that carries you and lends its strength and traits to your own. Perhaps you are an illithid tadpole that has developed free will, perhaps you're a parasite that has bonded to a vessel, perhaps you're a magical entity that can only survive by living within the blood of a creature. Whatever you are, you are now one with your host and live as them in all the ways that matter.

There are benefits and drawbacks to such an existence; if your host were to tragically die, you'd have a window during which you can relocate to another, less damaged body. At the cost of learning how to pilot a new vessel each time, you can preserve your mind indefinitely. The true downside comes if there is no available body, or you are unable to reach it in time... Being a parasitic lifeform that may not even physically exist, you are undoubtably soulless and will simply cease to exist upon your final death. There's no resurrecting you.

INHABITANT ORIGINS

There are various ways for an inhabitant to take over a body. Each one results in the former person being taken over completely, reduced to a mere vessel to transport and sustain you. The Inhabitant Origins table provides suggestions for how your character gained their lineage.

Speed. Your walking speed is 30 feet.

Bite. Your jaws are a natural weapon, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Darkvision. You can see in dim light within 60 feet of yourself as if it were bright light, and in darkness as if it were dim light. You discern colours in that darkness only as shades of grey.

Rampage. When you reduce a creature to 0 hit points with a melee attack on your turn, you can take a bonus action to move up to half your speed and make a bite attack.

Languages. You can speak, read and write Common and Gnoll.

d6 Level

- 1 You are a defective mind flayer tadpole implanted into a body. You played along, then made your escape.
- 2 An adventurer fell into a subterranean lake that was home to body-stealing parasites. You took them over, and can now venture beyond.
- 3 When a looter picked up a cursed sword, an echo of the enchanter's mind replaced theirs.
- 4 A botched reincarnation, by spell or divine intervention, has left you slightly disconnected and able to continue to hop bodies.
- 5 An ancient vampire, long-since weakened to the form of mist, was breathed in by an explorer and can now rebuild.
- 6 You don't know who or what you are, except you woke up in a new body.

INHABITANT TRAITS

You have the following racial traits.

Ability Score Increase. Same as original your race.

Creature Type. Same as original your race.

Age. Your body ages as the same as a normal person of its race would.

Size. Same as original your race.

Speed. Same as original your race.

Ancestral Legacy. When you replace a race with this lineage, you keep any traits such as swimming/climbing speeds, any special senses, and any other traits derived from physical attributes. You lose any traits derived from experience or knowledge, such as languages and some proficiencies.

Physical traits include things like the Goliath's Little Giant, Mountain Born and Stone's Endurance. Knowledge traits include things like Elf Weapon Training. Ask your DM for traits that aren't clear such as Halfling's Lucky, the High Elf cantrip, and other things.

This represents how your mind is now in a new body that has lived a life to this point, but you retain none of the knowledge that comes with it.

Irresistible Passenger. You are not the body itself, although you control it perfectly. For all intents and purposes, you are the creature you inhabit, and are completely indistinguishable from a normal person of your body's race. However, the almost imperceptible disconnect between your mind and body gives you a measure of protection against attempts to detect your thoughts; you don't think like a normal creature. You have advantage on saving throws against spells or effects that can read your thoughts.

Soulless. As you are a parasitic or invasive entity inhabiting the body of another, you are soulless; you will not pass into an afterlife, nor the domain of any god. If you die, you can only be restored to life by means of a Wish spell. Your unique situation, however, allows you to forestall this indefinitely by finding a new body to inhabit instead.

If you die, you remain in the body and can sense any unconscious or dead bodies within 30 feet that aren't blocked by total cover. In this state, you can only act to vacate your current body. If you are not returned to life within 1 hour, you are forced to vacate the body anyway. This is the only means by which you can vacate your body. Upon vacating a body, you must select an unconscious or dead body that you have not previously inhabited that is within 30 feet of your previous body. If the new body is dead, you have 1 hour to be returned to life before you are forced to vacate it as well. If the new body is unconscious, it becomes your new body and you immediately awaken with 1 hit point.

You can only inhabit a body that is humanoid and either Medium or Small. Attempting to inhabit a non-humanoid or a Large or larger causes you to immediately vacate it. If an unconscious humanoid you are targeting has more than 25% of its maximum hit points remaining, it can attempt to resist you inhabiting it. The creature must succeed on a Charisma saving throw against $10 + \text{your proficiency bonus} + \text{your Charisma modifier}$ or be inhabited and effectively replaced within its own body. A creature with

more than 50% of its maximum hit points has advantage on this saving throw.

Upon inhabiting a new living body, your racial traits immediately change to match the race of your new body, exactly as if you'd chosen that race when selecting this lineage. You maintain all your Class features, feats, and any additional abilities that are not directly tied to the race you were.

There is no limit to how many times you can change body, assuming you can find a new, different body to inhabit each time.

Languages. You can speak, read and write Common and one other language of your choice.

NOTE FOR DMS

Ideally an Inhabitant player will only attempt to inhabit playable races. This is the easiest way to account for the Inhabitant's unique mechanics. It is up to the DM whether non-playable races are viable bodies to be inhabited. The DM could also choose to allow Tiny or Large bodies to be inhabited, as well as potentially non-humanoid creature types. It is highly recommended that roughly the same arrangement of limbs is maintained, else it could severely complicate and hamper the game.

Having a player inhabit an unusual, or even monstrous, race could be a fascinating storyline to explore, but beware of it becoming too great a focus, unless all the players are okay with it

INHABITED ELF



CLASSES

CHANNER CLASS

Some wield magic with the power of their mind; some pull from innate power within; some, however, can draw magic from a source and immediately channel it into a physical object to be released later. These are suitably known as channellers.

Their magic is channelled by way of a medium; a tool that lets them create the magical 'conduits' in which they store spells. They may paint creatures to be summoned, or shuffle a deck full of spell cards; they may read the fates of nature in carved wooden rods, or protect areas with delicately written paper seals. The

form their magic takes is rooted solidly in their preferred medium, wherein they find the means and abilities to express themselves.

Dedicated to magic, a channeller is not the most flexible in the moment, given their need to prepare their exact spells ahead of time. The trade-off of grounding their spells within a physical medium is they're much harder to resist; channellers excel at inflicting effects that are very difficult to shake off, just as a physical object is harder to ignore than one that exists purely within the mind.

THE CHANNER

Level	Proficiency Bonus	Features	Spiritual	Cantrips	— Spell Slots Per Spell Level —									
			Energy	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+2	Channelling, Medium	-	3	2	—	—	—	—	—	—	—	—	
2nd	+2	Spiritual Pool	2	3	3	—	—	—	—	—	—	—	—	
3rd	+2	Physical Expression	3	3	4	2	—	—	—	—	—	—	—	
4th	+2	Ability Score Improvement	4	4	4	3	—	—	—	—	—	—	—	
5th	+3	-	5	4	4	3	2	—	—	—	—	—	—	
6th	+3	Medium feature	6	4	4	3	3	—	—	—	—	—	—	
7th	+3	-	7	4	4	3	3	1	—	—	—	—	—	
8th	+3	Ability Score Improvement	8	4	4	3	3	2	—	—	—	—	—	
9th	+4	-	9	4	4	3	3	3	1	—	—	—	—	
10th	+4	Channel Anchor, Recursive Channelling	10	5	4	3	3	3	2	—	—	—	—	
11th	+4	-	11	5	4	3	3	3	2	1	—	—	—	
12th	+4	Ability Score Improvement	12	5	4	3	3	3	2	1	—	—	—	
13th	+5	-	13	5	4	3	3	3	2	1	1	—	—	
14th	+5	Medium feature	14	5	4	3	3	3	2	1	1	—	—	
15th	+5	-	15	5	4	3	3	3	2	1	1	1	—	
16th	+5	Ability Score Improvement	16	5	4	3	3	3	2	1	1	1	—	
17th	+6	-	17	5	4	3	3	3	2	1	1	1	1	
18th	+6	Medium feature	18	5	4	3	3	3	2	1	1	1	1	
19th	+6	Ability Score Improvement	19	5	4	3	3	3	2	2	1	1	1	
20th	+6	Masterpiece Conduit	20	5	4	3	3	3	2	2	2	1	1	

HIT POINTS

Hit Dice: 1d6 per Channeller level

Hit Points at 1st Level: 6 + CON modifier

Hit Points per additional Channeller Level: D6 + CON modifier, or, 4 + CON modifier

PROFICIENCIES

Armour: Light armour

Weapons: Simple weapons

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Dexterity, Wisdom

Skills: Choose two skills from Arcana, History, Investigation, Nature, Performance, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Any simple weapon
- Light armour
- (a) A light crossbow or (b) any simple weapon
- (a) An entertainer's pack or (b) a scholar's pack
- One set of artisan's tools of your choice

If you forgo this starting equipment, you start with 4d4 x 10 gp to buy your equipment.

MULTICLASSING AND THE CHANNER

Ability Score Minimum: Dexterity 13

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies.

Skill Proficiencies: Choose 1.

CLASS FEATURES

As a channeller, you gain the following class features, which are summarised in the Channeller Table.

1ST LEVEL - CHANNELLING

By use of a physical medium, you have the ability to channel magic from some source. Whether this source is divine, arcane, or innate, it functions the same when channelled.

CANTRIPS

You know three cantrips of your choice from the channeller spell list (including those added by your chosen medium). You learn additional channeller cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Channeller table.

These cantrips take the form of simple conduits that are not destroyed when used.

SPELL SLOTS

The Channeller table shows how many spell slots you have, but these cannot be used directly to cast your channeller spells. These are spent to channel magic into your medium, creating single use conduits. You regain all expended spell slots when you finish a long rest, minus any that you spent that long rest to channel magic.

CHANNELLING MAGIC

To cast channeller spells, you must first channel your magic into your medium. Your medium is typically decided by your subclass. Grove Shapers use **Rods** carved from wood, Shrine Keepers use **Seals** made of paper, Spelldealers use **Cards** made of stiff cloth, Void Artists use **Sigils** painted on parchment or cloth. Whatever your medium, they function very similarly. For simplicity, they will be referred to collectively as **Conduits**.

During a short or long rest, you spend spell slots to create conduits. To do so, select a spell from the channeller spell list (including those added by your chosen medium) that is of a level equal to or less than the spell slot. The spell slot is expended and you gain a conduit for that spell to be cast at that level. Until the end of your next long rest, you are able to destroy the conduit to cast that spell, exactly as if you had expended the spell slot at that time. Unless otherwise stated, casting a spell via a conduit takes as long to do, and requires the same components, as if it had been cast with a spell slot normally.

Spell components with a stated cost are required and possibly consumed as normal when the spell is cast.

Creating conduits requires time working with the tool associated with your Medium; at least 1 minute per spell level for each conduit. Once created, the spell contained in the conduit cannot be changed; it can only be cast or harmlessly destroyed. Destroying a conduit doesn't regain the spell slot except when done as part of a long rest. Conduits are detectable as magical items of the school of magic of the contained spell.

The number of conduits you can create are decided by your spell slots; one Conduit per slot, regardless of the level of the slot.

For example, if you are a 3rd-level channeller, you have four 1st-level and two 2nd-level spell slots. This means you can have a total of six conduits, four containing 1st-level spells and two containing either 2nd-level spells or 1st-level spells that will be cast at 2nd-level. You can have multiple conduits containing the same spell. Remember to make note of how many of each spell you have in conduit form.

When you take a long rest, all unused conduits have their magic dissipate harmlessly, and you regain all your expended spell slots to create new conduits.

SPELLCASTING FOCUS

You use a physical object to wield your channeller spell effects. You must have either the spell's conduit or the artisan's tool associated with your medium in hand. If you do not have the spell's conduit in hand, you must have it on your person, or be able to see it. This is also the case for spells without a material spell component; all channeller spells effectively require a focus.

SPELLCASTING ABILITY

Dexterity is your spellcasting ability for your channeller spells, so you use your Dexterity whenever a spell refers to your spellcasting ability. In addition, you use your Dexterity modifier when setting the saving throw DC for a channeller spell you cast and when making an attack roll with one.

Spell save DC = 10 + your proficiency bonus + your Dexterity modifier

Spell attack modifier = your proficiency bonus + your Dexterity modifier

RITUAL CASTING

You can cast a channeller spell as a ritual if that spell has the ritual tag and you are holding a conduit containing the spell. Doing so does not destroy the conduit.

1ST LEVEL - MEDIUM

Choose one medium through which you will channel your spells. Each medium is detailed in its own feature. Your choice adds their medium spell list to the channeller spell list for creating Conduits, and adds other features when you choose it at 1st level. It also grants you additional benefits at 6th, 14th, and 18th levels.

MEDIUM SPELLS

Each medium has a list of spells—its medium spells—that are added to the channeller spell list for you.

2ND LEVEL - SPIRITUAL POOL

Starting at 2nd level, within you exists a pool of spiritual energy from which you can draw to power your abilities.

SPIRITUAL ENERGY

You have 2 spiritual energy, and you gain one additional energy every time you increase your channeller level, to a maximum of 20 at level 20. You can never have more spiritual energy than shown on the table for your level. You can spend this spiritual energy to activate spiritual features. You start with embellishments, and you learn more spiritual features as you gain levels in this class.

When you spend spiritual energy, it is unavailable until you finish a short or long rest, at the end of which your inner spiritual pool replenishes.

EMBELLISHMENTS

When creating conduits during a short or long rest, you can input extra time and effort to improve them by adding embellishments; deeper designs, more sturdy craftsmanship, fine detailing, etc.

Adding an embellishment to a conduit doubles the time required to make it, and embellishments cannot be removed or changed once added. No conduit can have more than one embellishment. You can add embellishments to a number of conduits equal to your proficiency bonus, regaining all embellishment additions when you finish a long rest.

Once a conduit has an embellishment, you must then spend spiritual energy to activate the magic imbued in the additions. This is done when the spell is cast, unless stated otherwise.

Cantrip conduits are too simple and cannot have embellishments.

You can add any of the following embellishments. The spiritual energy cost to activate them is also listed:

Durable Design. If the spell in the conduit has a duration greater than instantaneous and an hour or less, it is doubled. Activating this embellishment costs 1 spiritual energy.

Familiar Shapes. If the spell in the conduit affects other creatures, you can choose a number of creatures equal to your Dexterity modifier (minimum of one) to automatically succeed on their saving throws against

the spell. Activating this embellishment costs 1 spiritual energy.

Instant Impact. If the spell in the conduit has the ritual tag, it can be cast as a ritual without affecting the spell's casting time. Activating this embellishment costs 1 spiritual energy.

Intricate Flair. The spell in the conduit is cast at a level one higher than the spell slot used to create it, up to a maximum of 5th level or the highest spell slot to which you have access; whichever is lower. Activating this embellishment costs 2 spiritual energy.

Hidden Depths. A hostile creature being within 5 feet of you does not impose disadvantage on a ranged spell attack with the spell in the conduit. Activating this embellishment costs 1 spiritual energy.

Subtle Mystique. The conduit is not detectable as a magical item by means such as Detect Magic. Activating this embellishment costs 1 spiritual energy, the effect lasts for 8 hours, and can be done without casting the spell.

3RD LEVEL - PHYSICAL EXPRESSION

Starting at 3rd level, you reveal your inner expression through flowing, jerky, or unpredictable movements, making you difficult to pin down. You may disengage as a bonus action on your turn.

4TH LEVEL - ABILITY SCORE IMPROVEMENT

When you reach 4th level and again at 8th, 12th, 16, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

10TH LEVEL - CHANNEL ANCHOR

Starting at 10th level, you carry a physical totem that you can place to anchor your channelling attempts, making them harder to resist.

As a bonus action, you can place a channel anchor in an unoccupied space within 5 feet. It takes a form appropriate to your medium (e.g. a sculpted cutting from a tree, a wooden stand covered in seals, a vertical card holder, an intricately painted banner, etc) but functions identically however it appears.

When you are within 15 feet of your channel anchor, your Channeller Spell Save DC is increased by 1. Your spells also count as a level higher than you cast them when affected by *Counterspell*.

After being placed, your channel anchor remains either for 1 minute, or until a creature within 5 feet spends an action to break it. In either case, all effects from your channel anchor end immediately.

You regain your channel anchor when you finish a short or long rest, or when you use an action to spend 6 spiritual energy to create a new one. You can have multiple channel anchors placed at once, but can only benefit from one at a time.

10TH LEVEL - RECURSIVE CHANNELLING

Also at 10th level, you are able to recapture and reuse some magic from failed channelling attempts.

When you cast a 1st-level or higher spell using a conduit and either all targets succeed on their saving throws to resist the effects, or all ranged spell attacks failed to hit, you regain 1 spiritual energy (you only regain 1 per conduit, even if both of these conditions are met).

CHANNELLER MEDIUMS

Channellers choose the means of creating conduits that suits them best. Here are medium options you can choose from at 1st level.

GROVE READER

While most channellers find their preferred medium in civilised lands, places where they have easy access to the materials and tools they need, those known as grove readers hear the call of the natural world to be their medium. Sometimes living among the rangers or druids of the wild lands, sometimes hermits keeping their own company, they have learned to read the woods and stones just as easily as they write upon them.

Carving conduit rods from the wood of their own groves, they wield little pieces of home to channel spells that read and alter the fate of the world. In a trick rarely seen among channellers, grove readers like to reuse their conduits; upon casting a spell using one of their intricately-carved rods, the inscriptions fade to leave the wood as it once was. This allows them to continue to channel through the very same wood they cut from their home, even if it has been months or years since they last had chance to return to it. As their connection to nature deepens, grove readers can channel it through their own bodies, becoming extensions of the very woods among which they live.

GROVE READER SPELLS

At each indicated channeller level, add the listed spells to the spells from which you can pick to create your conduits.

20TH LEVEL - MASTERPIECE CONDUIT

When you reach 20th level, you are able to create a conduit that doesn't get destroyed when used to channel your magic.

When creating conduits during a short or long rest, you can create one as your Masterpiece. This conduit takes four times as long to make, requires a spell slot as normal, and must contain a spell of a level no higher than 5th. You can also select up to two embellishments to add (Intricate Flair cannot take the spell level higher than 5th level).

When you cast a spell using this conduit, it can either be destroyed as normal, or you can choose to spend spiritual energy equal to the level of the spell slot you spent to create it; if you do this, your Masterpiece is not destroyed and can be reused. Either way there is no spiritual energy cost for activating embellishments on your Masterpiece.

When you finish a long rest, if you still have your Masterpiece, you can spend a spell slot equal to the one used to create it. If you do this, your Masterpiece isn't destroyed.

Channeller

Level	Spells
1st	Ensnaring Strike, Entangle, Goodberry, Speak With Animals
3rd	Animal Messenger, Barkskin, Healing Spirit, Spike Growth
5th	Clairvoyance, Meld Into Stone, Plant Growth, Speak With Plants
7th	Arcane Eye, Dominate Beast, Grasping Vine, Guardian of Nature
9th	Commune With Nature, Scrying, Wrath of Nature

1ST LEVEL - BONUS PROFICIENCY

When you choose this medium at 1st level, you gain proficiency with woodcarver's tools.

1ST LEVEL - READ THE LEAVES

Also starting at 1st level, you carry with you the knowledge of nature, able to read your fortunes with nothing but that which can be found in the world.

Augury is added to your channeller spell list. You can also cast *Augury* without using a conduit or the usual material components, requiring only a handful of stones, sticks, or leaves. Alternately you can use a wooden rod (just like those used as conduits); if used, the rod shatters into fragments that form the spell components, then reform into a rod once you have read them. If you cast *Augury* using this feature, you must finish a long rest before you can do so again.

6TH LEVEL – BRANCH STRIKE

Starting at 6th level, you can spend 3 spiritual energy as a bonus action to channel the power of nature through your own body.

Choose between Oak Cudgel (bludgeoning), Spruce Spike (piercing), and Willow Whip (slashing). One of your arms is transformed into the branch you choose; a melee weapon with which you are proficient that deals $1d8 + \text{DEX}$ damage of a type decided by the branch. You use your Dexterity modifier for attack rolls.

The branch is considered part of your arm, and you cannot be disarmed of it by any means. While your arm is in the form of the branch, you cannot use that hand for other purposes. Anything worn or carried by the arm that transforms can either fall to the ground in your space, merges into your new arm, or is worn by it. Anything merged or worn by the arm functions normally.

It remains in the form of the branch for 1 minute, or until you use another bonus action to end it.

14TH LEVEL – HOME AWAY FROM HOME

Starting at 14th level, you can create temporary links back to your home grove, wherever you are in the world.

You can cast *Druid Grove* once using any conduit, replacing whatever spell is stored within it, and you must finish a long rest before you can do so again.

In addition, while stood within an area affected by your *Druid Grove* spell cast in this way, you can see and interact with anything or anyone in your home grove, as long as it still exists. Physical objects cannot pass between the two locations, but physical contact can be made and spells can be cast between them. Your home grove appears either as a spectral overlay on your *Druid Grove*, seen as if through a portal, or not at all; it is your choice and you can spend 10 minutes in meditation to change it between any of these three appearances.

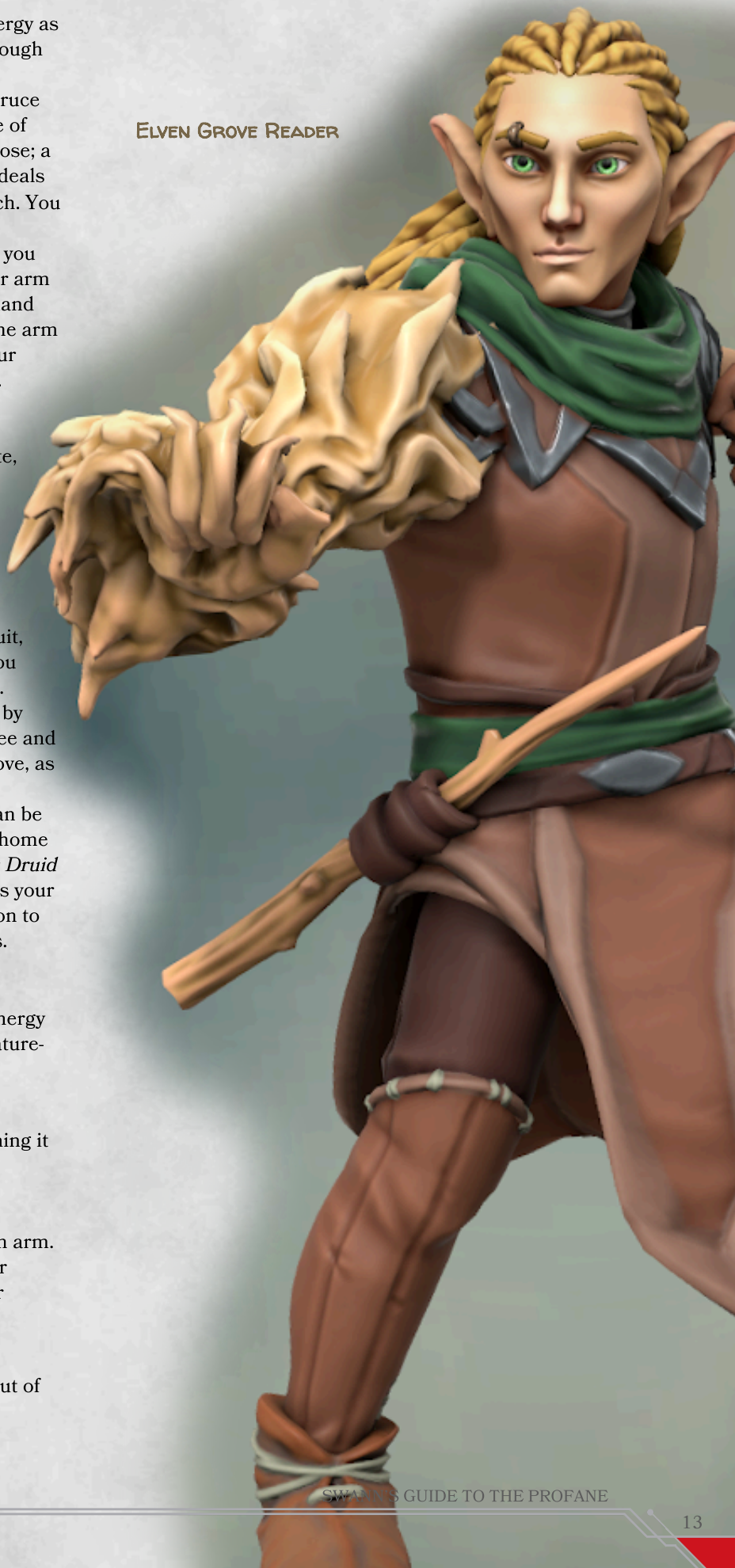
18TH LEVEL – GROVE WARRIOR

Starting at 18th level, you can spend 8 spiritual energy as a bonus action to magically transform into a nature-infused tree form. Your conduit rods cover you, transforming you, causing the following effects:

- Your creature type is Plant in addition to anything it normally is.
- Your base AC is $16 + \text{DEX}$ modifier.
- Both your arms transform just as with Branch Strike. You can choose different forms for each arm.
- You are able to cast spells as normal, with your conduits breaking off you as they're used. Your transformed arms are able to perform somatic components.

You remain in this form for 1 minute, you run out of conduits, or you dismiss it as a bonus action.

ELVEN GROVE READER



SHRINE KEEPER

Some channellers learn their craft in service at a temple or shrine, tending to the paper seals that protect these hallowed places from hostile forces or entities. These protective charms, the magic on which is older than some cities, need maintaining by the delicate hands of calligraphers and priests, ensuring their barriers and wards never falter. Such precise work takes extensive practice to master, but once it is learned it can be utilised to write new seals.

Often the quietest and most meditative of channellers, shrine keepers carry the wisdom of their home temple wherever they go, sharing the benefits of their patience. Whether they use their magic to further the goals of themselves, a deity, or some darker cause, a shrine keeper is a valuable ally; their abilities to shield an area from unwanted intrusion is as impressive as it is versatile.

SHRINE KEEPER SPELLS

At each indicated channeller level, add the listed spells to the spells from which you can pick to create your conduits.

Channeller Level	Spells
1st	Bless, Ceremony, Protection from Evil and Good, Sanctuary
3rd	Aid, Gentle Repose, Lesser Restoration, Prayer of Healing
5th	Aura of Vitality, Glyph of Warding, Mass Healing Word, Revivify
7th	Aura of Purity, Death Ward, Gate Seal, Guardian of Faith
9th	Dispel Evil and Good, Greater Restoration, Hallow

1ST LEVEL - BONUS PROFICIENCY

When you choose this medium at 1st level, you gain proficiency with calligrapher's supplies.

1ST LEVEL - INKBORNE SAFEGUARD

Also starting at 1st level, your protective spells are imbued with some of the preserving magic that keeps the seals intact for generations.

When you channel a spell of 1st level or higher that cannot deal damage, any allies targeted by the spell gain temporary hit points equal to the level at which the spell was cast + your Dexterity modifier.

6TH LEVEL - SANCTIFY SPACE

Starting at 6th level, you can spend 3 spiritual energy as an action to sanctify your immediate surroundings, warding them against unwanted creatures.

Choose aberrations, celestials, elementals, fey, fiends, or undead. For 1 hour, or until you choose to end it, everything within 30 feet of where you activated this has the following effects:

- Creatures of the type you chose this cannot enter the area. Any inside when this is activated are pushed out. They can attempt to overcome this effect once by taking a Charisma saving throw against your Channeller spell save DC; succeeding renders them immune to this effect. Creatures with a challenge rating (or level, if players) lower than your Channeller level automatically fail this saving throw.
- Any attacks made by creatures of the chosen type against anything in the area are made at disadvantage.
- Anything in the area has advantage on saving throws against spells cast or effects caused by creatures of the chosen type.



HARENGON
SHRINE KEEPER

14TH LEVEL – GRAND CONSECRATION

Starting at 14th level, you are able to consecrate whole buildings alone, creating safe spaces for personal use or in which to found a new temple.

You can cast *Forbiddance* once without using a conduit, but you still require the material components as normal, and you must finish a long rest before you can do so again. For you, *Forbiddance* can also affect aberrations if you choose it to.

In addition, whenever a creature uses hit dice to regain hit points while inside your Sanctify Space or *Forbiddance* areas, they can choose to reroll any result of 1.

18TH LEVEL – SEALED ONE

Starting at 18th level, you can spend 8 spiritual energy as a bonus action to magically transform into an anointed form. Glowing seals hang from you, causing the following effects:

- You emit bright light for 10 feet and dim light for another 10 feet.
- You gain resistance to all non-magical damage types.
- You gain immunity to radiant or necrotic damage (your choice when you activate this).
- You gain temporary hit points equal to twice your channeller level.
- As a reaction you can reduce your temporary hit points by 8 to cast Counterspell without using a conduit.

You remain in this form for 1 minute or until you're incapacitated, your temporary hit points are reduced to 0, or you dismiss it as a bonus action.

SPELLDEALER

It's been said that battle is a game, and all people who fight are merely players. For the spelldealer, that is more true than ever. Weaving their own playing cards through which they channel their magic, spelldealers carry a veritable deck of conduits from which they can rapidly draw and wield the powers of evocation. As any card player will attest, most cards carry little impact individually, but the right hand can turn the tides in an instant.

Spelldealer channellers unleash a withering hail of low level magic, shredding enemies who are more accustomed to few, powerful attacks. While fully capable of more damaging shots from their cards, many enjoy the relentlessness that carrying a deck full of spells represents. At the end of the battle, when their work is done, they often sit victoriously with their allies, sharing a game of cards using the many remaining conduits the spelldealer didn't need to use.

SPELLDEALER SPELLS

At each indicated channeller level, add the listed spells to the spells from which you can pick to create your conduits.

Channeller

Level	Spells
1st	Chromatic Orb, Ice Knife, Ray of Sickness, Tasha's Caustic Brew
3rd	Melf's Acid Arrow, Ray of Enfeeblement, Scorching Ray, Spray of Cards
5th	Fireball, Lightning Bolt, Sleet Storm, Wind Wall
7th	Ice Storm, Sickening Radiance, Stoneskin, Vitriolic Sphere
9th	Cone of Cold, Flame Strike, Synaptic Static

1ST LEVEL – BONUS PROFICIENCIES

When you choose this medium at 1st level, you gain proficiency with Sleight of Hand and weaver's tools.

HUMAN SPELLDEALER



1ST LEVEL - FULL HAND

Also starting at 1st level, you're good at always having an extra card in your hand, ready to play when you need it. You gain an extra 1st-level spell slot. You regain this spell slot when you finish a short or long rest, or you can spend it to create a conduit as part of that rest.

In addition, when making conduits, you can spend a spell slot of a level higher than 1st to create a number of conduits equal to the level. A 2nd-level slot makes two 1st level conduits, a 3rd-level makes three, etc. This can cause you to have more conduits than spell slots, and each can be used to cast a spell.

6TH LEVEL - PAIR OF ACES

Starting at 6th level, you can spend 2 spiritual energy when you use an action on your turn to channel a 1st-level spell. You can then use your bonus action to channel a 1st-level spell that has a casting time of an action.

14TH LEVEL - DEATH TAROT

Starting at 14th level, you can spend some time to design a bespoke card featuring a detailed image that you associate with death.

You gain your unique Death Tarot. If you would fall to 0 hit points or less while you have your Death Tarot, even if the damage would normally kill outright, you instead drop no lower than a quarter of your maximum hit points. Your Death Tarot then burns up harmlessly, its magic spent.

You can also throw your Death Tarot to trigger an explosion of doom. As an action you can choose a point you can see within 60 feet. Your Death Tarot flies to that point and detonates, forcing every creature within 20 feet to take a Dexterity saving throw against your Channeller spell save DC. Creatures take 10d8 necrotic damage on a failed save, or half as much on a successful one. After using the Death Tarot in this way, it is destroyed.

If your Death Tarot is destroyed in these or any other way, you can make a new one, regaining it when you finish a long rest.

18TH LEVEL - CARDMASTER

Starting at 18th level, you can spend 8 spiritual energy to surround yourself with a nimbus of your conduits, firing them with brutal rapidity.

For 1 minute, or until you choose to end it (no action required), you gain the following effects:

- When you use an action on your turn to channel a 1st-level spell, you can channel a second 1st-level spell as part of the same action. The second spell must have a casting time of an action.
- The cost of activating Pair of Aces is reduced to 1 spiritual energy.

- If you take damage from a weapon or spell, you can destroy any number of conduits as a reaction to reduce the damage by 1d8 per conduit. Destroying conduits in this way does not cast their spells.

VOID ARTIST

Often a solo pursuit, leaving a channeller distant and isolated from their peers, engaging with the medium of void artistry is a path to otherworldly powers. Depicting unusual and alien landscapes, figures, and concepts on painted canvases, most choose not to question from where a void artist gets their inspiration; dark dreams, twisted visions, tragic hopes, and impossible intentions all lead a channeller down this particular road.

Some artists are said to 'bring their creations to life' by the skill of their brushes, but void artists are among the few for whom it is literally true. By painting creatures, a channeller can summon them; by depicting far off places, they can open distant doorways to travel there. Often accompanied by a painted entity given life – perhaps the channeller's only ongoing friend – one should never critique a void artist's work too harshly... for who knows what beings such words may offend.

VOID ARTIST SPELLS

At each indicated channeller level, add the listed spells to the spells from which you can pick to create your conduits.

Channeller

Level	Spells
1st	Arms of Hadar, Colour Spray, Disguise Self, Silent Image
3rd	Blur, Phantasmal Force, Summon Beast, Vortex Warp
5th	Hunger of Hadar, Hypnotic Pattern, Major Image, Summon Shadowspawn
7th	Dimension Door, Evard's Black Tentacles, Hallucinatory Terrain, Summon Aberration
9th	Infernal Calling, Mislead, Seeming

1ST LEVEL - BONUS PROFICIENCY

When you choose this medium at 1st level, you gain proficiency with painter's supplies.

1ST LEVEL - PAINTED FRIEND

Also starting at 1st level, you can paint your very own loyal companion.

Find Familiar is added to the channeller spell list for you and can cast it once without using a conduit. When you cast it, you can choose one of the normal forms for your familiar, or one of the following special forms: gazer, oblex spawn.

You can customise the appearance of your familiar, as long as they maintain the normal arrangement of limbs for their creature. Your familiar is an aberration instead of whatever creature type it normally would be.

6TH LEVEL – STEP THROUGH VOID

Starting at 6th level, you can spend 2 spiritual energy as a bonus action to paint a door or portal in the air next to you. You step through the door or portal, allowing you to teleport up to 30 feet to an unoccupied space you can see.

14TH LEVEL – DEPICTION OF DISTANT REALMS

Starting at 14th level, you are able to open portals to other planes by the medium of your brush.

You can cast *Plane Shift* once without using a conduit, but you still require the material components as normal, and you must spend 6 spiritual energy or finish a long rest before you can do so again.

18TH LEVEL – VISIONARY CREATURE

Starting at 18th level, you can spend 8 spiritual energy as a bonus action to summon a creature imagined only in your art. This uses the Visionary Creature stat block. When you summon it, choose a style: Amorphous, Frightening, Lithe, or Strong.

The creature appears as you wish, roughly conforming to the style you chose; for example, an Amorphous Visionary Creature is bulbous, a Strong one is hulking, etc. The style also determines certain traits in its stat block.

The creature is an ally to you and your companions. In combat, the creature acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action unless you take a bonus action on your turn to mentally command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the creature can take any action of its choice, not just Dodge.

When you are within 5 feet of your Visionary Creature, you can spend 2 spiritual energy to ‘merge’ with it, entering its space and moving with it as it moves. You are considered part of the creature, not carried by it, and use its speed while merged. You cannot merge and unmerge on the same turn.

While merged, you cannot be targeted separately, are considered to be in total cover, and you see through the senses of the creature, gaining the benefits of any special senses the creature has. During this time you are deaf and blind with regard to your own senses.

You are still able to channel spells and use your Channeller class features normally while merged, measuring any effects from the creature, but you cannot use any weapons or other items. You can unmerge by moving into an unoccupied space within 5 feet; once unmerged, you must spend the spiritual energy again if you wish to remerge.

The Visionary Creature remains for an hour, or when it drops to 0 hit points, at which point it evaporates into wisps of paint. If you are merged when it drops to 0 hit points, any excess damage carries over to you.



BITEY
[ARKNIGHTS]



GNOMISH
VOID PAINTER

VISIONARY CREATURE

Medium aberration, unaligned

Armor Class 22 (natural armour)

Hit Points 100

Speed 40ft.

Proficiency Bonus (PB) Equals your bonus

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	4 (-3)	10 (+0)	18 (+4)

Damage Immunities Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Petrified, Poisoned, Prone

Senses Blindsight 60 ft, Passive Perception 10

Languages Understands the languages you speak

Amorphous (Amorphous Only). The creature can move through a space as narrow as 1 inch wide without squeezing. If merged, you can do so with it. The creature can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Its CON is 18 instead of 15.

Terrifying Visage (Frightening Only). The creature has advantage on Intimidation (Charisma) checks.

Fleet Of Form (Lithe Only). The creature's speed is 50ft and it has a swimming speed of 40ft. Its DEX is 18 instead of 15.

Hulking Form (Strong Only). The creature has advantage on all Strength checks and saving throws. Its size is Large. Its STR is 18 instead of 15.

ACTIONS

Multiattack. The creature makes two attacks.

Visionary Strike. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5ft, one target. Hit: 1d8 + your spell attack modifier slashing damage.

Inhuman Roar (Frightening Only). The creature roars. Each creature of your choice within 30 feet of it must succeed on a Wisdom saving throw against your spell save DC or be frightened for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Talons (Lithe Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5ft, one target. Hit: 1d10 + your spell attack modifier slashing damage.

Smash (Strong Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5ft, one target. Hit: 2d8 + your spell attack modifier bludgeoning damage.

CHANNELLER SPELL LIST

Here's the list of spells you consult when you learn a channeller spell. The list is organised by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name.

Each spell is available in the various official books, unless it has an asterisk, meaning it is a custom spell found at the end of this book.

CANTRIPS (0 LEVEL)

Blade Ward
Firebolt
Gust
Light
Lightning Lure
Lingering Aura*
Magic Stone
Mending
Message
Minor Illusion
Poison Spray
Ray of Frost
Resistance
Sword Burst
Thunderclap

1ST LEVEL

Alarm (ritual)
Bane
Catapult
Comprehend Languages (ritual)
Detect Magic (ritual)
Expeditious Retreat
Feather Fall
Force Bubble*
Grease
Healing Word
Illusory Script (ritual)
Jump
Mage Armour
Magic Missile
Shield
Thunderwave

2ND LEVEL

Aganazzar's Scorchers
Arcane Lock
Blindness/Deafness
Darkness
Darkvision
Earthbind
Enlarge/Reduce
Hold Person
Kinetic Jaunt
Knock
Locate Object
Magic Mouth (ritual)
Magic Weapon
Maximilian's Earthen Grasp
Mirror Image
Rime's Binding Ice
Rope Trick
Shatter
Skywrite (ritual)
Spider Climb

3RD LEVEL

Ashardalon's Stride
Counterspell
Dispel Magic
Elemental Weapon
Erupting Earth
Flame Arrows
Fly
Haste
Leomund's Tiny Hut (ritual)
Protection From Energy
Sending
Slow
Stinking Cloud
Thunder Step
Tongues
Wall of Water
Water Breathing (ritual)

4TH LEVEL

Banishment
Blight
Confusion
Control Water
Fabricate
Leomund's Secret Chest
Mordenkainen's Private
Sanctum
Otiluke's Resilient Sphere
Polymorph
Raulothim's Psychic Lance
Wall of Fire

5TH LEVEL

Animate Objects
Bigby's Hand
Cloudkill

Creation
Enervation
Hold Monster
Immolation
Skill Empowerment
Telekinesis
Teleportation Circle
Wall of Light
Wall of Stone

6TH LEVEL

Arcane Gate
Chain Lightning
Circle of Death
Create Homunculus
Disintegrate
Eyebite
Fizban's Platinum Shield

Globe of Invulnerability
Magic Jar
Mental Prison
Move Earth
Scatter
Soul Cage
Tasha's Otherworldly Guise
True Seeing

7TH LEVEL

Create Magen
Finger of Death
Forcecage
Mordenkainen's Magnificent
Mansion
Plane Shift
Power Word Pain
Reverse Gravity

Simulacrum
Teleport

8TH LEVEL

Demiplane
Feeblemind
Incendiary Cloud
Maze
Mighty Fortress
Power Word Stun
Sunburst

9TH LEVEL

Gate
Imprisonment
Power Word Kill
Time Stop
Wish

SUBCLASSES



ARTIFICER SPECIALISTS

SANGUINIST SPECIALIST

Blood magic is a little-understood form of the arcane, having only recently been properly invented and spread. Upon hearing about it, some enterprising artificers set out to build devices capable of harnessing this unusual magic for their purposes and inventions. Thus did the Sanguinists come into being as the first individuals to channel blood magic into their technology.

Wielding intricately-built gauntlets of metal and gems, Sanguinists feed their creation some of their own life force to give it a semblance of animation, enabling it to detach from them and operate at a distance. Exceptionally skilled at grabbing and pinning their targets, these 'Sanguinary Gauntlets' are all but impossible to destroy due to the ingrained magic that animates them, freeing their creator to focus on other things, or line up the perfect attack against their captives.

3RD LEVEL - TOOL PROFICIENCY

When you adopt this specialisation at 3rd level, you gain proficiency with jeweler's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

You also gain proficiency with heavy armour.

SANGUINIST SPELLS

These are always prepared after reaching the particular level. They count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Artificer Level	Spells
3rd	False Life, Inflict Wounds
5th	Knock, Wristpocket
9th	Ashardalon's Stride, Vampiric Touch
13th	Death Ward, Fire Shield
17th	Bigby's Hand, Far Step

3RD LEVEL – SANGUINARY GAUNTLET

Your delicate crafting has yielded a device that can power itself from your blood, instilling it with a minutely-controlled semblance of animation. Functioning as a complex, metallic gauntlet, you must wear your Sanguinary Gauntlet to feed it with your life force.

You can use the Sanguinary Gauntlet as a spellcasting focus for your artificer spells.

SWANN'S GUIDE TO THE PROFANE

As an action, while wearing your Sanguinary Gauntlet and holding nothing in that hand, you can take 1d4 Blood damage to activate it. Choose how long you want your Sanguinary Gauntlet to be active, immediately taking 1 additional Blood damage per turn you decide.

While your Sanguinary Gauntlet is active and you are wearing it, you can use any of the following actions. You can use one as part of the action with which you activated it:

Jet Grasp. Choose a creature you can see within 15 feet. If there are no obstacles that would block your movement, you fly towards the creature and immediately either make an attack as with Haemovoltic Punch, or grapple as with Long Clamp.

Long Clamp. Choose a target you can see within 30 feet. Your Sanguinary Gauntlet launches off you towards it, guided by your animating blood, and grabs onto it. If the target is an object, you can manipulate it, or lift it if it weighs 10 pounds or less. Using a bonus action, you can move your Sanguinary Gauntlet up to 30 feet, along with any object it is capable of lifting. If the target is a creature, you attempt to grapple it, adding your Intelligence modifier to rolls to initiate and maintain the grapple. If the grapple is escaped, or the object held is released, your Sanguinary Gauntlet immediately returns to you.

Haemovoltic Punch. Make a proficient melee weapon attack with your Sanguinary Gauntlet against a creature within 5 feet, using Intelligence for the attack roll. On a hit you deal 1d8 + your Intelligence modifier force damage. The Sanguinary Gauntlet is a light weapon.

Once a number of turns have passed equal to the number you chose when you activated your Sanguinary Gauntlet, not counting the turn in which it was activated, it deactivates again. It releases anything it was grappling or holding and then returns to you as long as you're on the same plane of existence, moving up to 120 feet per turn. It must then be activated again before being used. If it cannot reach you for whatever reason by the time you begin a long rest, it is considered lost.

Your Sanguinary Gauntlet cannot be damaged or destroyed. If it's ever lost, you can make a replacement when you finish a long rest while holding jeweler's tools. If you make a new Red Hand, the previous one breaks down instantly.

BLOOD DAMAGE

Blood damage is a special type of damage that represents your own life force being syphoned by your invention. It cannot be reduced by any means, bypasses any temporary hit points, and affects you regardless of your race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.

5TH LEVEL – EXTRA ATTACK

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn. This includes attacks using your Sanguinary Gauntlet.

9TH LEVEL – SHINING GAUNTLET

Starting at 9th level, you can further improve your invention to suit your needs. Your Sanguinary Gauntlet counts as a weapon for the purposes of your infusions, and can bear one of your infusions. An infusion on your Sanguinary Gauntlet doesn't count towards the maximum number of items you can infuse.

The range of Jet Grasp increases to 30 feet, and the range of Long Clamp increases to 60 feet; it can still only move 30 feet per turn as a bonus action.

In addition, when you activate your Sanguinary Gauntlet, you can choose to take 1d8 Blood damage instead of the usual 1d4, and take a total of 2 Blood damage per turn of activity. If you choose to do this, creatures grappled by it are also restrained.

15TH LEVEL – DUAL SANGUINARY

Starting at 15th level, your Sanguinary Gauntlet is perfected and replicable.

As a bonus action, you can use the following when your Sanguinary Gauntlet is active:

Haemovoltaic Shock. When grappling a creature with your Sanguinary Gauntlet, you can make a melee spell attack against the creature. If it hits, it deals 1d8 + Intelligence modifier lightning damage.

In addition, you can have two Sanguinary Gauntlets at the same time. You can activate and use them both with the same action or bonus action, but you must pay their Blood damage costs separately. They don't need to be activated for the same length of time, and either or both can use the higher cost as in Shining Gauntlet. Only one of your Sanguinary Gauntlets can use Jet Grasp in a single turn.

HALF-ELVEN
SANGUINIST



TOXICOLOGIST SPECIALIST

To achieve the title of Toxicologist, one must have an... unhealthy obsession with poisons. The decision to utilise such indiscriminate, debilitating substances in battle is one that takes either great courage, confidence, or contempt. Wielding specially designed equipment to deliver payloads and protect oneself, a Toxicologist is a distinct figure upon the field.

3RD LEVEL – TOOL PROFICIENCY

When you adopt this specialisation at 3rd level, you gain proficiency with the poisoner's kit and alchemist's supplies. If you already have both of these proficiencies, you gain proficiency with one other type of artisan's tools of your choice.

TOXICOLOGIST SPELLS

These are always prepared after reaching the particular level. They count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Artificer Level	Spells
3rd	Catapult, Detect Poison and Disease
5th	Protection From Poison, Web
9th	Hypnotic Pattern, Stinking Cloud
13th	Confusion, Sickening Radiance
17th	Cloudkill, Synaptic Static

When casting *Catapult*, *Web*, *Hypnotic Pattern*, *Stinking Cloud*, *Confusion*, *Sickening Radiance*, *Cloudkill*, or *Synaptic Static*, the spell effects take the form of you firing something from your mortar.

3RD LEVEL – GAS MASK

In light of your chosen field of expertise, you have devised for yourself a protective mask to guard against the dangerous chemicals and ingredients with which you work. It resembles a respirator, covering your mouth and nose, and has a tube connecting to a small tank of breathable gas.

As a bonus action, you may equip the Gas Mask. As it is designed for your face and needs, only you may wear it and gain benefits. While wearing the mask, you are immune to all inhaled effects (such as poisons and anything that requires it be breathed or ingested) as well as the suffocating condition.

The Gas Mask has an air supply lasting 10 minutes (this can be expended over multiple uses of the mask) and you lose all benefits of the mask when the supply runs out. The supply fully refills at the end of a long rest. In addition, the Gas Mask does not work while it is fully submerged in liquid.

3RD LEVEL – POISON MORTAR

Everyone knows that you shouldn't be nearby when poisons start flying. To best ensure the safe delivery of your toxic payloads, you have learned to create a portable mortar that can fire your poisons much further than you can throw. Appearing as a handheld device, or perhaps an arm-mounted cannon, your Poison Mortar must be held in one hand to function, and grants you the following benefits:

- You can use the mortar as a spellcasting focus for your artificer spells.
- You can take an action to load a poison with the Contact or Inhaled property into the mortar, and fire it. Pick a point within 120 feet (reduced to 60 feet while in enclosed spaces like ordinary buildings and tight caves). Every creature within range of the loaded poison's effect (see below) must succeed on a Dexterity saving throw against your artificer spell save DC or be hit by the poison (taking the resist saving throw as normal). If you cannot see the point at which you are firing, creatures in the poison's range get advantage on the Dexterity saving throw.
- Loaded poisons, instead of affecting only one creature, target every creature within a 10-foot-radius sphere centred on the point you select. If the loaded poison already states an area of effect (such as Mime's Mute), the stated range is doubled.

3RD LEVEL – POISONBREWING

You are able to brew poisons with careful processes and equations. Carrying them within glass vials, globes, pressurised bags, and other quick-release methods you can prepare poisonous concoctions for use while adventuring.

To brew poisons you must have a poisoner's kit or alchemist's supplies on your person throughout a long rest, at the end of which you can brew poisons up to a total value of Poison Points equalling your Intelligence modifier + your proficiency bonus (to a minimum of 1 total). The Poison Point value of a poison is determined by its rarity as shown in the table below. You may brew as many copies of a single poison recipe as you wish, as long as you do not exceed your maximum Poison Points. You must know the recipe for the poison you wish to brew, and the gold value of the poison cannot be more than 50 times your artificer level.

CHANGELING TOXICOLOGIST

When you select this specialist, pick two poison recipes to learn, choosing poisons with the Inhaled or Contact properties from the 'Poison Recipes' section below. You learn one additional recipe for each level you gain in this class, choosing poisons with the Inhaled or Contact properties. You may also learn new recipes from poisons you encounter in the world.

To learn a new recipe you must have a dose of an artificial (Toxin or Mixture) poison to learn that artificial recipe, or a dose of natural poison (Venom) to learn the synthetic recipe of that natural poison. You must also have a poisoner's kit on your person, and the time and money to experiment. This process takes longer, and costs more, for the rarer, more powerful poisons, representing wasted ingredients (and possibly equipment) as you try to correctly replicate the poison. You must also pass an Intelligence check using the poisoner's kit with a DC that also increases with rarity, as shown in this table.

Whether you succeed or fail in learning the recipe, the dose of poison, as well as the gold cost, is consumed in the attempt.

Rarity	Poison Point Cost	Time	Cost	INT DC
Common	1	2 hours	100gp	12
Uncommon	1.5	4 hours	200gp	14
Rare	2	6 hours	300gp	16
Very Rare	3	8 hours	400gp	18

Brewed poisons are usable as a single dose. You can make use of them yourself, or they can be given to a someone else. They can be sold, but their short shelf life is immediately obvious to anyone with even basic training in poisons or potions.

Brewed poisons remain potent until the end of your next long rest, when the compounds break down. Any poisons not triggered by a creature in this time degrade into harmless substances and materials. Any effects of poisons triggered by creatures last as long as stated for that specific poison.



5TH LEVEL – POISONOUS ADEPT

Starting at 5th level, your skill manipulating poisons of the body and mind is growing. Your concoctions are more potent than ever.

You may add half your proficiency bonus (rounding up) to the resist DC of any poisons you brew.

You have also made numerous tweaks to your equipment, improving performance across the board.

Starting at 5th level, your Gas Mask's air supply is increased to 1 hour. In addition, poisons loaded into your Poison Mortar have their radius increased to 15 foot. This does not affect poisons with a stated radius.

9TH LEVEL – CHEMICAL WARRIOR

Starting at 9th level, your custom equipment is suited even more to the harsh world in which you work.

Your Gas Mask has been improved to protect your eyes as well as your lungs. While wearing your Gas Mask, you are immune to being blinded, as well as any other effects that affect your vision. It also functions even when submerged fully in liquid.

In addition, poisons loaded into your Poison Mortar have their radius increased to 20 foot. If the loaded poison already states an area of effect (such as Mime's Mute), the stated range is tripled.

The maximum value of poisons you brew increases to 75 times your artificer level.

15TH LEVEL – SELECTIVE TOXINS

Starting at 15th level, you are able to guard your allies against the ravages of your own creations, providing them with pre-emptive antidotes designed to ward off the poisons you wield. As an action you may designate up to five willing creatures within 10 feet; they are immune to the effects of poisons you have brewed. You cannot designate more creatures until the end of a short or long rest. This immunity lasts until either you designate creatures again, or 24 hours have passed.

Your Gas Mask is finally perfect, able to filter even the most toxic air or liquid and make it safe. Starting at 15th level, your Gas Mask's air supply becomes infinite.

There is no maximum value of poisons you can brew. You are capable of crafting the most dangerous artificial poisons in the world.



DWARF WITH
SUPPLEMENTARY ARMS

ARTIFICER INFUSIONS

SUPPLEMENTARY ARMS

Item: A harness or chest strap

While wearing this harness, a creature has an additional pair of arms that extend over their shoulders. Only one pair of arms may be 'active' at a time. Different equipment can be held in each pair of arms, and the creature must choose which pair of arms is active at the start of their turn. The equipment in the inactive pair of arms is considered stowed for that turn.

For example: If one pair is wielding a sword and shield, and the other a battleaxe, the creature may swing the battleaxe with one or two hands, but will not benefit from the shield's increased AC.



BARBARIAN PRIMAL PATHS

PATH OF THE CONTAGIOUS SPITE

The Path of the Contagious Spite is a curious calling. In walking this path a barbarian harbours an undefinable contagion that ripples out from them to infect all those nearby, the effects changing depending on the barbarian's attitude towards them. To friends and allies of the barbarian, the contagion is imperceptible; a silent buzzing in their brain. To enemies, however, the buzzing is a hindering roar that distracts from their activities and leaves them open to attack.

The true nature of this Contagious Spite, a toxic intent transferred from person to person, is unknown even to the barbarian harbouring its source. All they may know is that it dwells within them, flourishes in their anger, and makes them more capable at fulfilling their goals of violence. What goals the Spite itself may have, if any, are beyond unknowable.

3RD LEVEL – CONTAGIOUS SPITE

Starting at 3rd level when you choose this primal path, an invisible malice lives within you, using your anger as a way to lash out and infect others.

While you're raging, any creature you hit with a weapon attack has a chance of being infected by the Contagious Spite. The creature must succeed on a Wisdom saving throw against your Contagion DC (see below) or be infected. There is no visual indication that a creature is infected.

An infected creature has disadvantage on its next attack roll, skill check, or saving throw, after which the infection immediately ends. The infection also ends after 1 hour if the creature doesn't make any of these rolls before then.

While infected, a creature can inadvertently pass the contagion to its nearby allies. Any creature that starts its turn within 5 feet of a friendly infected creature also becomes infected. No saving throw is made against this subsequent infection. Any creatures infected in this way suffer the disadvantage, and can pass on the infection, exactly as if they had been infected by you directly.

In addition, the contagion you bear gives you strength, feeding into your attacks. The bonus damage you gain from raging is poison damage.

Contagion DC = 8 + your proficiency bonus + your Constitution modifier.

6TH LEVEL – FEARFUL INFECTION

Starting at 6th level, the loud buzzing in your enemies' minds is temporarily interpreted as fear. When a creature fails the saving throw against your Contagion DC, they also become frightened of you until the end of their next turn.

Also the physical manifestation of your infection glimmers with dark power, able to harm things that would otherwise be protected. Poison damage you deal when raging also counts as necrotic damage for purposes of circumventing resistance and immunity to poison.

10TH LEVEL – AIRBORNE SPITE

Starting at 10th level, there's enough of your own poison in your system to protect you and allow you to expel it even when not raging. You gain resistance to poison damage and advantage on saving throws against being poisoned or diseased. In addition, as an action, you can breathe out an infectious cloud in a 20-foot-cone. Each creature in that area must make a Wisdom saving throw against your Contagion DC or be infected exactly as if you'd hit them while raging.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. While you have no uses available, you can spend a use of Rage to use this feature again.

14TH LEVEL – CREATE CARRIER

Starting at 14th level, you have greater control over the manner of the infection you spread. When a creature fails the saving throw against your Contagion DC, you can choose to designate them as a Carrier.

A Carrier is infected, but does not suffer disadvantage as they normally would, and therefore does not lose the infection; they remain infected for the full 1 hour. They can still infect friendly creatures as normal. Once you have designated a creature as a Carrier, this cannot be undone, and they cannot be reinfected until the full hour has passed, even if the infection ends early.

You have two uses of this feature to create a Carrier, and you regain all expended uses when you finish a long rest.

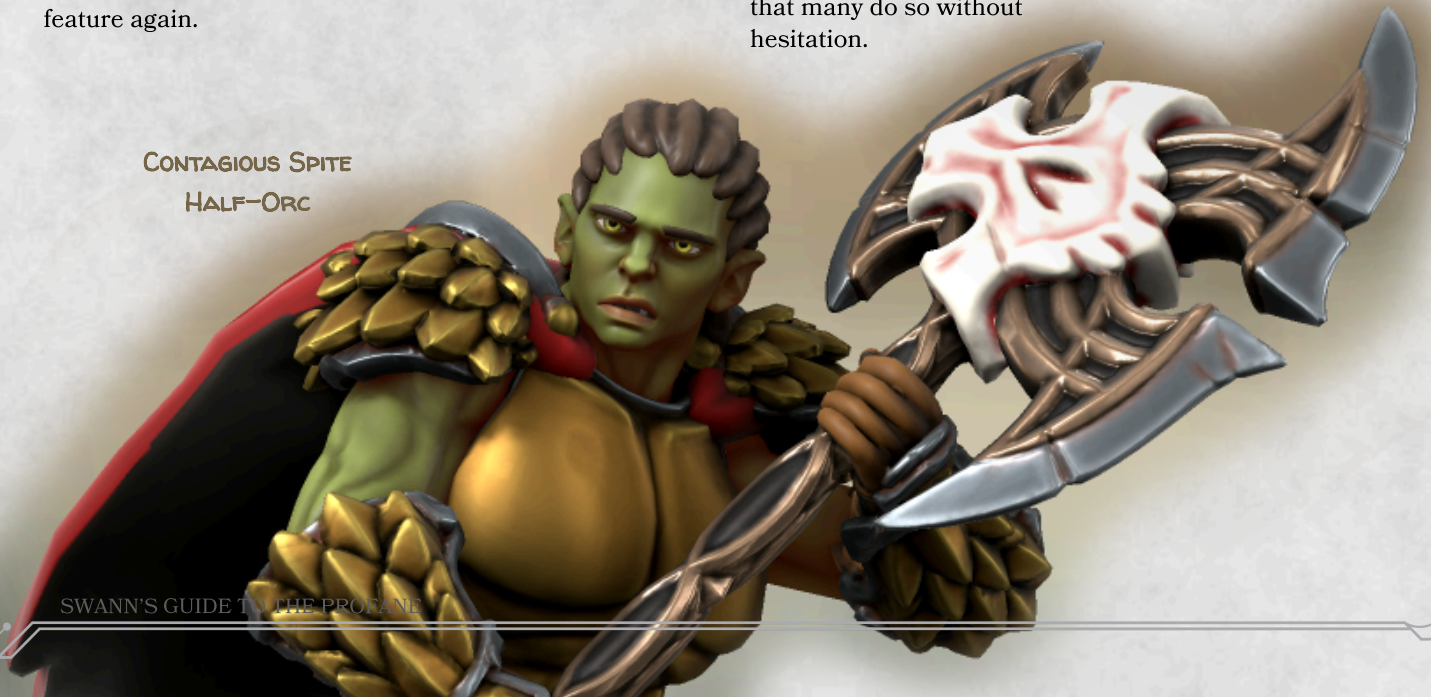
As an action, you can trigger a toxic reaction in one or both carriers. Both carriers, or just one if you can see the one you do not wish to trigger, must succeed on a Constitution saving throw against your Contagion DC or take 4d10 poison damage. This poison damage also counts as necrotic damage for purposes of circumventing resistance and immunity to poison. The infection then immediately ends.

PATH OF THE FLAGELLANT

Whether driven by religious dedication, seeking punishment for past wrongs, or simply understanding it as a means for acquiring power, some warriors follow the Path of the Flagellant. These people are regarded with suspicion and derision, as they strike, whip, or bludgeoning themselves in the midst of combat to heighten their abilities and senses. Finding new levels of strength in the depths of their physical pain, they can deal and withstand inhuman punishment in service of whatever lead them down this path.

What some flagellants may not know is that this is a form of blood magic; perhaps inadvertently triggered by their actions, these warriors tap into a primal aspect of haemomancy that numbs and empowers them, even as they near death's door. A risky balance to strike, but one that many do so without hesitation.

CONTAGIOUS SPITE
HALF-ORC



3RD LEVEL – FURY FROM PAIN

Starting at 3rd level when you choose this primal path, you draw strength and endurance from pain.

When your rage would end, you can take Blood damage equal to your proficiency bonus to extend it by another turn. You can't do this if you are incapacitated.

In addition, when your hit points are reduced to certain percentages of your maximum hit points, you gain cumulative bonuses as shown below:

Hit Point Percentage	Benefit
75% or less	You have advantage on Constitution saving throws.
50% or less	Your weapon attacks deal an extra 1d6 of their damage type.
25% or less	You have +2 to your AC.

The damage from this feature increases at 6th (1d8), 10th (1d10), and 14th (1d12) level.

6TH LEVEL – SHARPEN THE MIND

Starting at 6th level, your pain focuses you against distraction and influence. If you are charmed, frightened, or stunned at the start of your turn, you can take 1d8 Blood damage to end any and all of these effects on you immediately.

6TH LEVEL – FURY FROM PAIN (6TH LEVEL)

Also starting at 6th level, the extra damage you deal when you have 50% or fewer of your maximum hit points increases to 1d8.

10TH LEVEL – COMPELLING RESILIENCE

Starting at 10th level, your acts of self-flagellation can even inspire those around you to ignore some of their own pain. When a creature that you can see within 30 feet takes damage, you can use your reaction to take 1d8 Blood damage and give them resistance to the damage.

10TH LEVEL – FURY FROM PAIN (10TH LEVEL)

Also starting at 10th level, the extra damage you deal when you have 50% or fewer of your maximum hit points increases to 1d10.

14TH LEVEL – MINDLESS FERVOUR

Starting at 14th level, your flagellation can reach such heights that you become an unstoppable force on the battlefield.

When you enter your rage, you can choose to enter a Mindless Fervour. You immediately take 1d10 Blood damage, and a further 1d6 Blood damage at the start of each turn until you stop raging. Like a normal rage, this can be extended by use of Fury From Pain. When in a Mindless Fervour, you gain the following benefits:

- You have resistance to all damage.
- You are immune to the charmed, frightened, and stunned conditions.
- You can reroll results of 1 for Fury From Pain's extra damage.
- You can use Compelling Resilience without taking Blood damage.

14TH LEVEL – FURY FROM PAIN (14TH LEVEL)

Also starting at 14th level, the extra damage you deal when you have 50% or fewer of your maximum hit points increases to 1d12.

BLOOD DAMAGE

Blood damage is a special type of damage that represents your own lifeforce being spent for your abilities. It cannot be reduced by any means, bypasses any temporary hit points, and affects you regardless of your race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.



MINOTAUR FLAGELLANT



BARD COLLEGES

COLLEGE OF MALEDICTION

Bards of the College of Malediction are usually somewhat acerbic and biting of wit, employing anything from friendly, good-natured jabs to outright insults in their routines. Despite their often unflattering subject matter, they are rarely turned away; almost everyone likes to see someone else get insulted. Beneath the words and put-downs, however, lies a power into which the bard taps when required.

Beyond their skills at assaulting the confidence of those around them, Malediction Bards can actually do worse; when they consume something unhealthy, they can focus on someone else and magically transfer the negative effects to them. Many use this ability to perform, drinking something unpleasant or distasteful but causing their assistant or even a member of the audience to suffer in their place, but some use this to fight. Carrying an array of homemade poisonous foods and drinks, they can swallow something harmful in the midst of combat, visiting upon their target much worse than mere discomfort.

3RD LEVEL – POISON COOKING

You are able to cook poisons into food and drink that's quick to consume in the moment. Alternately, you can carry the raw poisons in vials, bags, or other containers for easy use on the food and drink of your enemies.

You are proficient with a poisoner's kit and cook's utensils.

To cook poisons you must have a poisoner's kit or cook's utensils on your person throughout a long rest, at the end of which you can cook poisons up to a total value of Poison Points equalling your Wisdom modifier + your proficiency bonus (to a minimum of 1 total). The Poison Point value of a poison is determined by its rarity as shown in the table below. You may cook as many copies of a single poison recipe as you wish, as long as you do not exceed your maximum Poison Points. You must know the recipe for the poison you wish to cook, and the gold value of the poison cannot be more than 50 times your bard level. When you select this college, pick two poison recipes to learn, choosing poisons with the Ingested or Inhaled properties from the 'Poison Recipes' section below. You learn one additional recipe for each level you gain in this class, choosing poisons with the Ingested or Inhaled properties. You may also learn new recipes from poisons you encounter in the world.

To learn a new recipe you must have a dose of an artificial (Toxin or Mixture) poison to learn that artificial recipe, or a dose of natural poison (Venom) to learn the synthetic recipe of that natural poison. You must also have a poisoner's kit on your person, and the time and money to experiment. This process takes longer, and costs more, for the rarer, more powerful poisons, representing wasted ingredients (and possibly equipment) as you try to correctly replicate the poison. You must also pass an Wisdom check using the poisoner's kit with a DC that also increases with rarity, as shown in this table. Whether you succeed or fail in learning the recipe, the dose of poison, as well as the gold cost, is consumed in the attempt.

Rarity	Poison Point Cost	Time	Cost	WIS DC
Common	1	2 hours	100gp	12
Uncommon	1.5	4 hours	200gp	14
Rare	2	6 hours	300gp	16
Very Rare	3	8 hours	400gp	18

Cooked poisons are usable as a single dose. You can make use of them yourself, or they can be given to a someone else. They can be sold, but their short shelf life is immediately obvious to anyone with even basic training in poisons or potions.

Cooked poisons remain potent until the end of your next long rest, when the compounds break down. Any poisons not triggered by a creature in this time degrade into harmless substances and materials. Any effects of poisons triggered by creatures last as long as stated for that specific poison.

HALFLING
MALEDICTION BARD



3RD LEVEL – TOXIC MALEDICTION

The most closely guarded ability of this college is that of the Toxic Malediction. By deliberately consuming or inhaling a poisonous substance, you may transfer the debilitating effects to another, but this does not come without cost...

As an action you may swallow a dose of poison with the Ingested or Inhaled properties, and designate a creature you can see within 60 feet, speaking or shouting the Toxic Malediction. The creature does not need to be able to hear you, but you must be able to vocalise the Malediction. That creature must make a saving throw to resist the poison you swallowed, exactly as if it had swallowed it, suffering the full effects of the poison if it fails. If the poison used has a stated area of effect (such as Mime's Mute) then the effect is centred upon the target creature. You do not suffer any effects of the poison dose.

This trick takes its toll, however, as the poison transfers. You immediately take poison damage equal to the roll of a dice determined by the rarity of the poison you used; Common poisons deal 1d4, Uncommon poisons deal 1d6, Rare poisons deal 1d8, and Very Rare poisons deal 1d10. This damage ignores resistance and immunity.

6TH LEVEL – TOXIC BLESSING

Starting at 6th level, your cooking techniques have improved, allowing you to infuse a stronger dose of poison into your concoctions.

You may add half your proficiency bonus (rounding up) to the resist DC of any poisons you cook.

In addition, your experience transferring the effects of your poisons has yielded an interesting result; something of a reversal of the effects within yourself.

When you use Toxic Malediction, you gain temporary immunity to any of the following conditions that can be caused by the particular dose of poison used in the Malediction:

Blinded, Charmed, Deafened, Frightened, Incapacitated, Paralysed, Petrified, Poisoned, Stunned.

For 1 minute, you cannot be affected by that condition or conditions. If you are already affected by one or more of these conditions, those conditions immediately end.

You receive the Toxic Blessing even if the target creature succeeds on its saving throw to resist the poison.

The maximum value of poisons you cook increases to 75 times your bard level.

14TH LEVEL – MALEDICTION OF DOOM

Starting at 14th level, your command of the Malediction has reached its peak. Without saying a word you can transfer even the most deadly poison, but when you do speak it, something in the transfer amplifies the effect.

You no longer need to speak to use the Toxic Malediction. This can allow it to work even when you are unable to vocalise it. If you choose to use the Malediction silently, it works as normal.

If you choose to speak or shout the Toxic Malediction, however, it is stronger than ever. If you vocalise the Malediction, and the target creature fails its saving throw to resist the poison, you gain the following benefits:

- The total damage rolled (if any) increases by 50% (rounded down, but to a minimum of 1 extra).
- Any numerical durations of effects (after rolling) increase by 50% (rounded down).
- Poison damage dealt by poisons you have cooked also counts as acid damage for purposes of circumventing resistance and immunity to poison.

There is no maximum value of poisons you can cook. You are capable of making the most dangerous artificial poisons in the world.

COLLEGE OF PUPPETRY

A favourite among children, seen most frequently among fairs and celebrations, bards of the College of Puppetry protect the dark truth of their practices. Where most see quaint dolls of wood or porcelain, dancing to music and talking about sausages, their wielder sees a tool of intricate control and precise application. By infusing a part of their very being, sometimes literally, into their puppets, these friendly-seeming manipulators can direct their victims' actions as if pulling strings.

Puppeteer bards use a form of blood control to influence the actions of their targets, with most able to ruin an enemy attack, and the most capable in a position of almost total power over the minds and bodies of those they deem unworthy of freedom. Many puppeteers, after long nights of turning evil against itself or sully the hands of the good, return to their little stands to entertain the children once more... Hopefully not using the same marionettes they utilised in their twisted magic

3RD LEVEL – INNOCUOUS PUPPETEER

When you join the College of Puppetry at 3rd level, you gain proficiency with either Woodcarver's Tools or Weaver's Tools. You can also use any kind of puppet, such as marionette or hand puppet, as a spellcasting focus for your bard spells.

You also gain proficiency in Stealth.

3RD LEVEL – TWITCH OF THE STRING

Starting at 3rd level, you begin down the path of controlling others with ordinary-seeming puppets. By smearing one of your puppets with your blood, or otherwise infusing some of your life force into it, you can minutely affect another creature's actions; just for a moment. As a reaction, when a creature you can see within 60 feet makes an attack, you can choose to take 1d6 Blood damage to impose disadvantage on the attack.

6TH LEVEL – VENTRILOQUISM

Starting at 6th level, you have mastered the art of speaking through others. You can even channel your magic via this manipulation.

As a bonus action you can target a creature that can vocalise sounds that you can see within 60 feet, and immediately take 1d6 Blood damage. You can then cause the creature to speak, using your voice or its own if it has one, saying the exact words you wish it to say, to a limit of 10 words. You can cause it to speak in a language you don't know, specifying the language when using this feature, and if the creature knows the language it will translate your words as it speaks them.

Alternately, you can cast a spell through them. The spell must only have vocal components, be 1st level or higher, and must either be one that you can cast, or be one that you know they can cast. If you choose to do this, immediately take 2d6 Blood damage and expend a spell slot of the level at which you wish to cast the spell. The spell originates from them as if they cast it for the purposes of targeting (such as range, their sight, etc), but you select the target(s). When casting a spell in this way, you do not need to perform the vocal component.

14TH LEVEL – LIVING PUPPETRY

Starting at 14th level, you can attempt to fully control someone's body through the dark and fearful arts of your blood puppetry. The slightest movement of your hand can enable even precise control over your victim, forcing them to fight for you or otherwise aid you.

FIRBOLG PUPPETEER



As an action you can target a creature of Large size or smaller that you can see within 60 feet, and immediately take 2d10 Blood damage. The creature must succeed on a Charisma saving throw against your Bard spell save DC or be 'puppeted' by you. While you are have a creature puppeted, you can use your action to take precise control. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your reaction as well. You command them by moving your hand as if controlling a marionette.

When a creature is puppeted, you must maintain concentration on it exactly like a spell. Each time the target takes damage, it makes a new Charisma saving throw against this control. This control lasts for an hour, you choose to end it early, or the target succeeds on a saving throw against it.

BLOOD DAMAGE

Blood damage is a special type of damage that represents your own lifeforce being syphoned into your puppets. It cannot be reduced by any means, bypasses any temporary hit points, and affects you regardless of your race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.



CLERIC DOMAINS

BLOOD DOMAIN

Considered by many a subset of the Life Domain, but often combined with either a more medical perspective or a darker intent, the Blood Domain sees the manipulation and channelling of life's vital matter. Stood at the centre of an ebb and flow of vital energy, Blood clerics risk and even sacrifice their own health and wellbeing to assist those they've deemed worthy. Despite being perhaps the most altruistic, at least in concept, of all known blood magic, there is often still a stigma around displaying its unsettling power.

At each indicated cleric level, add the listed spells to your spells prepared.

BLOOD DOMAIN SPELLS

Cleric Level	Spells
1st	Cure Wounds, Inflict Wounds
3rd	Lesser Restoration, Warding Bond
5th	Animate Dead, Revivify
7th	Death Ward, Spirit of Death
9th	Enervation, Greater Restoration

1ST LEVEL - BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency in the Intimidation skill. Additionally you gain proficiency with heavy armour.

1ST LEVEL - RED GIFT

Also starting at 1st level, your faith allows you to empower your healing with blood magic. Whenever you use a spell of 1st level or higher to restore hit points to a creature other than yourself, you can take 1d4 Blood damage per level of the spell. The creature regains additional hit points equal to the total Blood damage you take.

Even if you are also targeted by a spell affected by Red Gift, you can never benefit from additional hit points restored by this feature.

2ND LEVEL - CHANNEL DIVINITY: BLOOD TITHE

Starting at 2nd level, you can use your Channel Divinity to reap a payment from others to sate your god and restore yourself.

As an action, you can present your holy symbol. Each creature of your choice within 30 feet of you must make a Charisma saving throw. A creature takes necrotic damage equal to $2d10 +$ your cleric level on a failed saving throw, and half as much on a successful one. A creature that has total cover from you is not affected.

You restore hit points equal to half the total necrotic damage dealt by this feature.

6TH LEVEL - HOSTILE CLOTTING

Starting at 6th level, your own blood can act as a defence mechanism. When a creature within 5 feet of you deals you damage of any type other than psychic, you can use your reaction to take 1d4 Blood damage and immediately deal 1d8 necrotic damage to the creature.

8TH LEVEL - DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with haemomantic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

17TH LEVEL - HEART OF DIVINITY

Starting at 17th level, you can receive a visitation of your god's protective favour.

You can use your action to take 2d10 Blood damage and cause an ethereal beating heart or some other symbol of your god to appear in the air around you, hovering and following you. You can touch it, but it cannot be damaged and harmlessly passes through anything other than you. While it is present, you gain the following benefits:

- The first time you drop to 0 hit points, you drop to 1 hit point instead. This can only activate once per use of this feature.
- All creatures of your choice within 15 feet of you have advantage on death saving throws.
- The range of Hostile Clotting is increased to 15 feet and no longer uses your reaction.
- You have resistance to necrotic damage.

This lasts for 1 minute, or until you use a bonus action to dismiss it early.

BLOOD DAMAGE

Blood damage is a special type of damage that represents your own lifeforce being syphoned by your abilities. It cannot be reduced by any means, bypasses any temporary hit points, and affects you regardless of your race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.

CHAOS DOMAIN

As unpredictable, temperamental, changeable, and fearsome as the universe itself, Gods of Chaos preside over the unrestrained; the random; the wild. Frequently taken with flights of fancy, their sudden, inexplicable whims can lead them to do all sorts of unexpected things, and for this they are often worshipped by the indulgent and the mad. Clerics of chaos, sometimes considered mere mad priests, are instruments of a constant change, refusing to settle into norms and rules. Whether the change they bring helps or hinders the world...is impossible to know.



DRAGONBORN
BLOOD CLERIC

At each indicated cleric level, add the listed spells to your spells prepared.

CHAOS DOMAIN SPELLS

Cleric Level	Spells
1st	Colour Spray, Magic Missile
3rd	Alter Self, Vortex Warp
5th	Erupting Earth, Hypnotic Pattern
7th	Confusion, Polymorph
9th	Magic Mirror, Reincarnate

1ST LEVEL – BONUS CANTRIP

When you choose this domain at 1st level, you learn a cantrip from the sorcerer spell list. It is a cleric cantrip for you.

1ST LEVEL – BARELY RESTRAINED

Also starting at 1st level, your spells carry the ever-shifting swirl of chaos.

When you successfully cast a spell of 1st level or higher, roll on the Chaos Effects Table below. All damage dealt by the spell becomes the damage type listed as flames turn to ice, wind to knives, or acid to holy light. Either you or the target (as stated in the effect) have the additional effects take place. If the spell targeted multiple creatures, they all have the same effect take place. A creature can only be affected by a specific Chaos Effect Table result once per turn.

You can attempt to restrain the chaos, choosing not to roll on the Chaos Effects Table. You can do this a number of times equal to your proficiency bonus, regaining all expended restraint when you finish a long rest.

TABAXI
CHAOS CLERIC



2ND LEVEL – CHANNEL DIVINITY: CHAOS CAST

Starting at 2nd level, you can use your Channel Divinity to proverbially dip your hand into the well of randomness, drawing forth magical power.

As an action, you can present your holy symbol and cast an unpredictable spell. The spell is randomly chosen from among your prepared spells (including those gained from this Domain) and can be of a spell level no higher than a quarter of your cleric level, rounding up. The spell is cast without expending a spell slot, and uses no components. Regardless of its listed casting time, it is cast as part of the action.

When you cast the spell, you can choose a result from the Chaos Effects Table to apply to the Chaos Cast spell.

6TH LEVEL – FLUCTUATING VESSEL

Starting at 6th level, your form has the unsettling sheen of chaos to it, making it resilient and unknowable.

Your mind cannot be read; anyone who attempts hears only random sounds that are completely unintelligible. Insight (Wisdom) checks made against you have disadvantage, as you are inherently unpredictable.

In addition, whenever you finish a long rest, roll 1d8 and consult the following table. You are resistant to that damage type until you finish another long rest.

D8	Damage	D8	Damage
1	Radiant	5	Cold
2	Necrotic	6	Fire
3	Acid	7	Poison
4	Lightning	8	Psychic

8TH LEVEL – POTENT SPELLCASTING

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

17TH LEVEL – CHAOS INCARNATE

Starting at 17th level, you finally have a proper measure of control over the shifting, altering vessel in which you dwell. You gain the following benefits:

- When you roll on the Chaos Effects Table, you can choose to add or subtract 1 to/from the roll before applying the result.
- Your form cannot be magically changed against your will.
- You learn the spell *Shapechange*. It counts as a cleric spell for you.

CHAOS EFFECTS TABLE

D20	Damage	Effect
1	Bludgeoning	The target is pushed 10 feet away from you.
2	Piercing	The target is pulled 10 feet closer to you.
3	Slashing	The target takes 1d4 slashing damage.
4	Poison	The target counts as having just eaten a ration of food.
5	Fire	All creatures within 5 feet of the target, but not the target itself, takes 1d4 fire damage.
6	Cold	The target loses 1 point of exhaustion.
7	Lightning	The target cannot use their bonus action on their next turn.
8	Acid	The target's clothing and armour is cleaned and repaired.
9	Necrotic	The target 1d4 necrotic damage.
10	Radiant	The target chooses a creature other than itself within 10 feet of it. That creature regains 1d8 hit points.
11	Radiant	You choose a creature other than the target, but within 10 feet of it. That creature regains 1d8 hit points.
12	Necrotic	You take 1d6 necrotic damage.
13	Acid	The target glows dimly green to a distance of 10 feet until the start of your next turn.
14	Lightning	The target's speed is increased by 10 feet until the start of your next turn.
15	Cold	The target's speed is reduced by 10 feet until the start of your next turn.
16	Fire	The target gets darkvision to a distance of 30 feet until the start of your next turn.
17	Poison	The target gets disadvantage on the next attack they make before the start of your next turn.
18	Slashing	The target becomes immune to the restrained condition until the start of your next turn.
19	Piercing	A creature behind the target, within 10 feet, takes 1d4 piercing damage.
20	Bludgeoning	The target is not slowed by difficult terrain until the start of your next turn.

HATS DOMAIN

When people first saw the...frankly inexplicable magic of the Reproducing Hats, observing as two definitively inanimate objects procreated to produce a third, they knew it was divinity. Or...they hoped it was. Truly a god that created such wondrous oddities as hats that can multiply on their own is one deserving of respect and worship! Emulating the spirit of the hat, an article of clothing designed to protect one's head from the elements, hat clerics strive to guard themselves and others from harm and ailment.

As far as anyone knows, Habaplo is the only God of Hats in the multiverse... But he's prolific enough that that's probably a good thing...

At each indicated cleric level, add the listed spells to your spells prepared. The spell with an asterisk, is a custom spell found at the end of this book.

HATS DOMAIN SPELLS

Cleric Level	Spells
1st	Sanctuary, Shield
3rd	Air Bubble, Crown of Madness
5th	Counterspell, Tiny Servant
7th	Aura of Life, Conjure Hats*
9th	Circle of Power, Creation

1ST LEVEL - BONUS CANTRIP

When you choose this domain at 1st level, you gain the *Mending* cantrip.

1ST LEVEL - BEHATTED ONE

While you're wearing a hat (a shaped covering for the head worn for warmth, fashion, or as part of a uniform),

you have +2 AC. In addition your hat may be used as a spell focus while worn.

TIEFLING
HATS CLERIC



2ND LEVEL – CHANNEL DIVINITY: HABAPLO’S CROWN

Starting at 2nd level, you can use your Channel Divinity to briefly draw Haplo’s attention, gaining his protection.

As an action, you can present your holy symbol and select a number of allied creatures within 30 feet (this can include yourself) equal to your proficiency bonus. Spectral hats appear on the heads of all selected creatures; these hats do not have a physical presence, and make any preexisting headwear vanish while present (this does not change the effects of any vanished headwear). The hats may look however you choose, but are always translucent.

The hats persist for 10 minutes and, while present, give their wearers +1 AC and allow them to add 1d4 to any Intelligence, Wisdom, and Charisma saving throws they make. They count as wearing a hat for the purposes of any other features.

6TH LEVEL – OUT OF A HAT

Starting at 6th level, you can somehow use Haplo’s realm as a way to travel between two locations...using hats as doorways...

While wearing a hat, as a bonus action, you can teleport up to 60 feet to an unoccupied space you can see. Your hat widens and drops over you, causing you to disappear. It then also vanishes in a tiny puff of smoke, reappearing in the target space. It quickly rises into the air, widens, and you fall out.

You can use this a number of times equal to your Wisdom modifier, regaining all expended uses when you finish a long rest.

8TH LEVEL – POTENT SPELLCASTING

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

17TH LEVEL – UNDER HIS COVER

Starting at 17th level, Haplo might...actually know who you are. Unlikely, but possible. Quite a blessing, nonetheless.

You can spend an hour praying to Haplo, at the end of which a Reproducing Hat appears on your head in a puff of smoke. It perfectly matches and suits your style. You can only have one such Reproducing Hat at a time, with subsequent praying causing the same Reproducing Hat to teleport onto your head (fully repairing itself if damaged or destroyed). When it teleports in this way, it will adjust its appearance to suit your current style.

You can spend a bonus action to cause your Reproducing Hat to teleport onto your head in whatever condition it is.

In addition, when wearing a hat and casting a spell with a range of Self or Touch, you can instead target any creature within 60 feet who is wearing some kind of headgear (including hats, helmets, hoods, tiaras, etc).

CONJURE HATS AND REPRODUCING HAT

Both this spell and magic item are homebrew and included later in the book.

ICONOGRAPHY DOMAIN

A little-known sect of followers, usually limited to only the most important or devout of their god’s adherents, pays respect to the Domain of Iconography; the magic of the written sigil. They believe there is immense power contained within even simple signs, if the one who writes them knows of their potential. Due to the nature of this power, Iconography clerics – sometimes calling themselves Iconographs – jealously guard their secrets. By displaying carefully chosen and inscribed symbols and writing, they can invade and capture the minds of their enemies... Nothing worms its way into a brain and soul quite as insidiously as the written word.

Of all the gods in the multiverse, or at least those who deign to interact with mortals, only Jasapod has granted the gifts of Iconography to his followers. He is seldom followed, and even more rarely rejoiced, but his power is real. And it’s not fading.

At each indicated cleric level, add the listed spells to your spells prepared.

ICONOGRAPHY DOMAIN SPELLS

Cleric Level	Spells
1st	Command, Illusory Script
3rd	Skywrite, Suggestion
5th	Enemies Abound, Glyph of Warding
7th	Confusion, Dominate Beast
9th	Dominate Person, Geas

1ST LEVEL – ICONOGRAPH INITIATE

When you choose this domain at 1st level, you gain the *Mind Sliver* cantrip.

In addition, you gain the ability to read all writing, seeing languages you don’t know as a series of alien symbols and signs that you understand, but cannot replicate.

1ST LEVEL – COMPELLING SIGN

Also starting at 1st level, you can tap into the commanding iconography for which Jasapod is known. When you cast an enchantment spell, you can choose to replace any components with somatic and material (holy symbol); holding your holy symbol and using it to write a magical, incorporeal, glowing sign in the air. The target of the spell must be able to see the sign, which is visible even in non-magical darkness. Only you and the creature or creatures targeted by the spell can see the sign. Any creature that sees the sign is treated as understanding you and your language for purposes of the spell.

2ND LEVEL - CHANNEL DIVINITY: UNFATHOMABLE ICON

Starting at 2nd level, you can use your Channel Divinity to mark a creature with a sigil that disturbs the senses and unsettles the mind.

As an action, you can present your holy symbol and target a creature within 10 feet of you. For 1 minute, or until you target another creature with this feature, other creatures have disadvantage on their attacks against the marked creature as they instinctively struggle to look at them.

6TH LEVEL - LEAVING A MARK

Starting at 6th level, your controlling magic leaves your victims aching and branded.

When the effects of an enchantment spell of 1st level or higher that you cast ends on a creature, you can choose to deal them psychic damage equal to the spell's level + your cleric level.

Whether you choose to damage them or not, the creature is also marked with a symbol that is invisible to all except you and any creature that can see invisibility. A creature with this symbol subtracts 1d4 from the next saving throw it makes within the next hour. Once the creature makes a saving throw, or an hour has passed, the symbol disappears.

FIRE GENASI
ICONOGRAPHY CLERIC

8TH LEVEL - POTENT SPELLCASTING

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

17TH LEVEL - ICONOGRAPHY DISCIPLE

Starting at 17th level, your mastery over mystical iconography is as subtle as it is terrifying. You gain the following benefits:

- When you use Compelling Sign to cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second that is also within range and can see the Compelling Sign.
- In addition, the target or targets of a Compelling Sign spell are unaware it was cast, even if they succeed on the saving throw against it. This doesn't work if the spell dealt damage, or you chose to deal damage through Leaving A Mark.
- Finally, you can write in any language, as you can now replicate the alien symbols and signs. When you write them, they appear to others as a language of your choice.

PESTILENCE DOMAIN

Gods of pestilence are often noisome, hazardous doom bringers who would see the world drown in filth and disease. They send their followers to spread sickness and doubt across the world, leaving a trail of death in their wake. But not all are so inclined. Sometimes deities of pestilence are the opposite, seeking to spare mortals from the rot of disease, bidding their priests bring relief from illness. Whichever goal the cleric seeks, they understand more than most the power of poison, and can bend it to their will...whether it be for good or for ruin.

At each indicated cleric level, add the listed spells to your spells prepared.

PESTILENCE DOMAIN SPELLS

Cleric Level	Spells
1st	Detect Poison and Disease, Ray of Sickness
3rd	Protection From Poison, Ray of Enfeeblement
5th	Feign Death, Stinking Cloud
7th	Blight, Sickening Radiance
9th	Cloudkill, Contagion

1ST LEVEL - BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armour and you learn the poison spray cantrip. For you, this counts as a cleric cantrip.

1ST LEVEL - POISON FROM THE WOUND

Also starting at 1st level, your service to a deity of disease grants you a measure of protection. You have resistance to poison damage, and advantage on saves against being poisoned or diseased.

You also have the ability to draw hurt and harm from your allies, and use it as a weapon against your enemies. When you cast a spell that restores hit points to a creature, you may choose to make an additional ranged spell attack, as part of the same action or bonus action, against a different creature you can see within 15 feet of you. If the attack hits, deal poison damage to the second creature equal to half the hit points you restored to the first creature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

2ND LEVEL - CHANNEL DIVINITY: COUNTER-AFFLICTION

Starting at 2nd level, you can use your Channel Divinity to gather the effects of sickness, and redistribute them.

As an action, you can present your holy symbol and target a creature you can see within 30 feet that is afflicted by a disease, or by any of the blinded, deafened, paralysed, or poisoned conditions. The creature is immediately cured of one disease or one of those conditions of your choice. You can then choose to target a different creature you can also see within 30 feet. That creature must succeed on a Constitution saving throw or be afflicted by the same disease or condition that you cured. The duration of the new condition's effect is however much remained from the effect on the creature you cured. If you choose not to immediately target a different creature, the cured disease or condition is gone.

6TH LEVEL - CORROSIVE EMISSARY

Starting at 6th level, your embodiment of disease grants you the following abilities:

- You are immune to disease and poison.
- The poison you wield can eat through flesh, bone, and metal. Poison damage you deal also counts as acid damage for purposes of circumventing resistance and immunity to poison.

8TH LEVEL - POTENT SPELLCASTING

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

17TH LEVEL - EXPLOSIVE DEMISE

Starting at 17th level, when you kill a creature with poison damage (including using the effect of Corrosive Emissary) their body is overwhelmed with the toxins surging through them. If you wish, the dying creature can expel the poison into the air around them. All creatures within 10 feet of the dying creature must pass a Dexterity saving throw or be poisoned and take 4d6 poison damage, or half as much on a successful save, as if by a spell by you.

In addition, your expended uses of Poison From The Wound are regained when you finish a short rest as well as a long rest.

DWARVEN PESTILENCE CLERIC





DRUID CIRCLES

CIRCLE OF THE EARTH-HEART

Those who dwell within the Circle of the Earth-Heart are shunned and scorned by most other druids for their seemingly unnatural ways, utilising a variety of substances and esoteric powers to alter their bodies. By manipulating a special kind of blood magic, intermingling with their ability to take animal form, an Earth-Heart druid can replace all the blood in their veins with another material while still functioning and fighting. While having water, or even stone, pumping around their bodies may be acceptable to most, it is when one replicates the blood and abilities of another kind of creature that many draw the line.

Usually carrying a wide selection of blood and substance samples, and the means to collect more, an Earth-Heart druid can adapt with great ease to almost any situation. But as their connection with their new bloods deepens, they blur the line between themselves and what they become...

2ND LEVEL – BLOOD MORPH

Starting at 2nd level, you have gained the ability to magically alter your blood to become another substance, your whole body slightly shifting to accommodate this fundamental change, granting diverse advantages.

As an action, you can expend a use of your Wild Shape to morph your blood into another substance of which you are carrying a sample of at least a vial's worth. The sample is not consumed. Below are the possible substances and the benefits granted at each level by morphing into them.

These benefits last for 10 minutes, or until you use your Wild Shape again.

Work with your DM to decide which substances you begin with, as makes sense for your character, world, and backstory. It's recommended to keep a list of collected samples, similar to your list of seen creatures for Wild Shape. You may collect additional samples as you progress through your adventure; some from the world, some by purchasing, some by harvesting from defeated creatures. Except when stated, it doesn't matter from what specific creature the sample comes. If a single sample applies to more than one substance (such as a mimic that is both a Monstrosity and a Shapechanger), choose which of the possible substances you wish to use it as when using Blood Morph.

ELVEN EARTH-HEART
DRUID

6TH LEVEL – SUSTAINED HAEMOMORPHOSIS

At 6th level, your control over your blood morphing enables you to keep the effects much longer. The benefits of Blood Morph now last for an hour, or until you use your Wild Shape again. You also unlock the 6th level benefits when morphing your blood.

10TH LEVEL – INNATE CHANGES

At 10th level, your blood altering becomes so natural to you that you can maintain it over even longer periods, and while taking other forms. The benefits of Blood Morph now last for 6 hours, or until you use Blood Morph again; the benefits persist if you use Wild Shape to take animal form. You unlock the 10th level benefits when morphing your blood.

Also, if you are morphed using a creature type's sample (including Shapechanger), you are considered that creature type in addition to your own.

14TH LEVEL – LIFE ADJUSTED

At 14th level, you have fully mastered your abilities to alter your body's substance. The benefits of Blood Morph now last until you finish a long rest, or until you use Blood Morph again. You also unlock the 14th level benefits when morphing your blood.

BLOOD DAMAGE

Some benefits require taking Blood damage to use. Blood damage is a special type of damage that represents your own lifeforce being syphoned by your abilities. It cannot be reduced by any means, bypasses any temporary hit points, and affects you regardless of your race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.



SUBSTANCE SAMPLES

ACID - ANY WOUNDS FIZZ GENTLY, AND YOUR SPIT IS VISCOUS AND GREEN.

Level Benefits

- 2nd When you take damage of a type other than Psychic or Blood, all creatures within 5 feet of you take 1d6 acid damage.
You can take 1d4 Blood to shoot acidic spit. Make a proficient ranged attack against a target within 15 feet. On a hit, deal 1d6 acid damage.
- 6th You have resistance to acid damage.
- 10th Creatures grappling you must make a Constitution saving throw against your Druid spell save DC at the end of their turn. If they fail, they take 2d10 acid damage and the grapple ends. If they succeed they take half the damage and the grapple doesn't end.
- 14th You have immunity to acid damage.

LAVA - YOUR SKIN FEELS WARM TO THE TOUCH, AND GLOWS VERY FAINTLY.

Level Benefits

- 2nd 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 colour in darkness, only shades of red.
Take 1d6 Blood damage to cast *Burning Hands* without expending a spell slot. You can take an additional 1d6 Blood damage per level to cast it at a higher level, up to the highest level for which you have a spell slot.
- 6th You have resistance to fire damage.
- 10th Take 1d10 Blood damage to cast *Fireball* without expending a spell slot. You can take an additional 1d6 Blood damage per level to cast it at a higher level, up to the highest level for which you have a spell slot.
- 14th You have immunity to fire damage.

OIL - YOUR BODY IS SLICK AND HARD TO GRASP.

Level Benefits

- 2nd You can move across any harmless liquid surface as if it were solid ground.
You have advantage on ability checks and saving throws against being grappled or restrained.
- 6th Your speed is increased by half your base walking speed.
- 10th Take 1d8 Blood damage when you hit with a melee attack. The target is vulnerable to fire damage until it's damaged by fire damage, or uses an action to wipe the oil off itself.
- 14th Your movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce your speed nor cause you to be paralysed or restrained.



POISON – YOUR FLESH LOOKS MISCOLOURED AND UNHEALTHY.

Level Benefits

- 2nd Your weapon attacks deal an extra 1d4 poison damage.
Take 1d4 Blood damage to make every creature within 5 feet succeed on a Dexterity saving throw or take 1d6 poison damage.
- 6th You have resistance to poison damage.
- 10th Take 2d10 Blood damage to cast *Cloudkill* without expending a spell slot. You can take an additional 1d6 Blood damage per level to cast it at a higher level, up to the highest level for which you have a spell slot.
- 14th You have immunity to poison damage.

STONE – YOUR SKIN HARDENS, YOUR WEIGHT INCREASES, MAKING YOU SOLID AND IMMOVABLE.

Level Benefits

- 2nd You have advantage on ability checks and saving throws against being forced to move against your will.
Use a bonus action to take 1d4 Blood damage. You gain 2d4 temporary hit points.
- 6th You have +2 AC.
- 10th The first time you are reduced to 0 hit points, but not killed outright, you instead drop to 1 hit point. This can only be used once per use of Blood Morph.
- 14th Bludgeoning, piercing, and slashing damage that you take from nonmagical attacks is reduced by 2.

WATER – YOUR BODY FEELS COOL TO THE TOUCH, AND YOUR SKIN IS A BIT BLUER.

Level Benefits

- 2nd You have a swimming speed of 30 feet.
Use a bonus action to take 1d4 Blood and move up to 10 feet without provoking opportunity attacks.
- 6th You have resistance to cold damage.
- 10th You can breathe underwater.
- 14th You have immunity to cold damage.

ABERRATION ICHOR – YOUR BODY GLIMMERS WITH MUCUS OR FAINT LIGHT, AND VEINS SNAKE ACROSS YOUR NECK.

Level Benefits

- 2nd You can telepathically speak to any creature you can see within 30 feet that can understand a language.
Take 1d6 Blood damage to cast *Dissonant Whispers* without expending a spell slot. You can take an additional 1d6 Blood damage per level to cast it at a higher level, up to the highest level for which you have a spell slot.
- 6th You have resistance to psychic damage.
- 10th Telepathy or magic can't be used to read your mind, and you have advantage on saving throws against being charmed or frightened.
- 14th Take 1d6 Blood damage when you cast a spell to do so psionically, requiring no components except material components that have a value.

CELESTIAL BLOOD – YOUR EYES GLOW, AND YOUR SKIN PALES SLIGHTLY.

Level Benefits

- 2nd 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 colour in darkness, only shades of grey. As a bonus action, take 1d6 Blood damage to cause a creature other than you that you can see within 30 feet to regain 1d8 hit points.
- 6th You have resistance to radiant damage.
- 10th As a bonus action, take 1d6 Blood damage. Until the end of your turn, you have a flying speed of 30 feet as spectral angelic wings appear.
- 14th You have immunity to radiant damage.

DRAGON BLOOD – SLIGHT SCALES FORM IN PATCHES, IN THE COLOUR OF THE DRAGON WHOSE BLOOD THE SAMPLE IS.

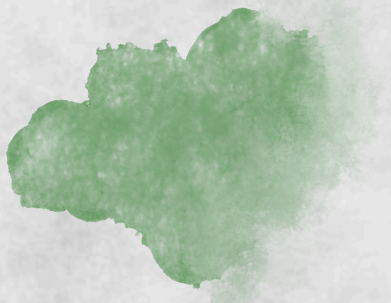
Level Benefits

- 2nd You can speak, read, and write Draconic. As an action, take 1d8 Blood damage to use a breath weapon. Every creature in a 5 by 30 foot line must make a Dexterity saving throw against your Druid spell save DC. On a failed save, they take 2d6 damage of the damage type associated with the dragon whose blood the sample is, or half as much on a successful save.
- 6th You have resistance to the damage type associated with the dragon whose blood it is.
- 10th As a bonus action, take 1d6 Blood damage. Until the end of your turn, you have a flying speed of 30 feet as spectral draconic wings appear.
- 14th You have immunity to the damage type associated with the dragon whose blood it is.

FEY BLOOD – YOU HAVE AN OTHERWORLDLY GLAMOUR AND BEAUTY TO YOU.

Level Benefits

- 2nd You have advantage on saving throws against being charmed, and magic can't put you to sleep. Take 1d6 Blood damage to cast Charm Person without expending a spell slot. You can take an additional 1d6 Blood damage per level to cast it at a higher level, up to the highest level for which you have a spell slot.
- 6th Use a bonus action to take 1d8 Blood damage and magically teleport up to 30 feet to an unoccupied space you can see.
- 10th You can communicate with beasts and plants as if you share a language.
- 14th You are immune to being charmed or frightened.



FIEND BLOOD – DEVILISH EYES, AND RED-TINTED SKIN, TINY STUDS OF HORNS APPEAR ON YOUR HEAD.

Level Benefits

- 2nd 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 colour in darkness, only shades of grey. Take 1d6 Blood damage to cast Hellish Rebuke without expending a spell slot. You can take an additional 1d6 Blood damage per level to cast it at a higher level, up to the highest level for which you have a spell slot.
- 6th You have resistance to fire damage.
- 10th You have resistance to poison damage.
- 14th You have immunity to fire damage.

GIANT BLOOD – YOU GROW SLIGHTLY LARGER AND BULKIER.

Level Benefits

- 2nd Your Strength score is 14 if it is not normally higher. As a bonus action, you can take 1d6 Blood damage to make your size Large if you are smaller. When Large, you have advantage on Strength checks and Strength saving throws, and your weapon and unarmed strikes deal an extra 1d4 damage on a hit. This lasts for 1 minute.
- 6th Your Strength score is 16 if it is not normally higher.
- 10th You have resistance to cold damage.
- 14th Your Strength score is 18 if it is not normally higher.

MONSTROSITY BLOOD – YOUR APPEARANCE TWISTS AND APPEARS UNNATURAL, TAKING ON VAGUE ASPECTS OF WHATEVER MONSTER SAMPLE YOU USED.

Level Benefits

- 2nd 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 colour in darkness, only shades of grey. You can take 1d4 Blood damage to make your jaws widen and sharpen. Make an unarmed strike against a target within 5 feet. On a hit, deal 1d6 piercing damage.
- 6th You can make two unarmed strikes with your jaws instead of one, by taking 1d6 Blood damage instead of 1d4.
- 10th You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- 14th You have advantage on saving throws against spells and other magical effects.

OOZE REMAINS – YOUR BODY BECOMES SLIGHTLY GELATINOUS AND EASILY DEFORMED.

Level Benefits

- 2nd You have advantage on ability checks you make to initiate or escape a grapple. You can take 1d4 Blood damage to move through a space as narrow as 1 inch wide without squeezing.
- 6th You have resistance to acid damage.
- 10th You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- 14th You have immunity to acid damage.

SHAPECHANGER BLOOD – YOUR APPEARANCE SLIGHTLY CHANGES TO RESEMBLE THE CREATURE WHOSE BLOOD IT IS.

Level Benefits

- 2nd In the first round of combat, you have advantage on attack rolls against any creature you surprised. Take 1d6 Blood damage to cast Disguise Self without expending a spell slot.
- 6th As an action, you can take 1d8 Blood damage. Every creature of your choice within 30 feet must succeed on a Wisdom saving throw against your Druid spell save DC or be frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 10th As an action, you can take 1d10 Blood damage to polymorph into a Small or Medium creature, or back to your true form. Your statistics, other than size, are the same in each form. Anything you're wearing or carrying isn't transformed. You revert to your true form if you die.
- 14th As an action, you can take 1d10 Blood damage to polymorph into a Small or Medium object or back to your true form. Your statistics, other than size, are the same in each form. Any equipment you're wearing or carrying transforms, but other creatures do not. If you remain motionless, you are indistinguishable from an ordinary object. You revert to your true form if you die.

UNDEAD BLOOD/MARROW – YOUR BODY BECOMES A BIT GAUNT, YOUR EYES SUNKEN.

Level Benefits

- 2nd 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 colour in darkness, only shades of grey. Take 1d6 Blood damage to cast Cause Fear without expending a spell slot. You can take an additional 1d6 Blood damage per level to cast it at a higher level, up to the highest level for which you have a spell slot.
- 6th You have resistance to necrotic damage.
- 10th You don't need to eat, drink, or breathe, and have advantage on death saving throws.
- 14th You have immunity to necrotic damage.

CIRCLE OF MALAISE

Druids of the Circle of Malaise are vengeful forces of nature. Wielding the terrifying power of disease itself many druids of this circle actively take the fight to civilisation's very door, leaving nought but empty houses and abandoned fields. They believe that allowing intelligent races to expand their settlements too far and wide will spell the decline and doom of the natural world.

To best combat this dire threat to nature, druids of this circle bind the essence of a ravaging plague into spirit form, taming it to serve as their greatest weapon. The ceremony to bind this essence is a perilous endeavour, more often than not claiming the life of the very druid who would seek to harness it.

2ND LEVEL - CIRCLE SPELLS

Your weaponisation of disease allows you to cast certain spells. This grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Malaise Spells table.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF MALAISE SPELLS

Druid Level	Spells
2nd	Poison Spray
3rd	Protection From Poison, Ray of Enfeeblement
5th	Gaseous Form, Stinking Cloud
7th	Blight, Confusion
9th	Cloudkill, Contagion



HALFLING MALAISE DRUID

2ND LEVEL – PLAGUE SPIRIT

You can manifest the plague spirit bound to serve you. As an action, you can expend one use of your Wild Shape feature to summon your plague spirit, rather than assuming a beast form. The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you.

The spirit is friendly to you and your companions and obeys your commands, whether verbal or mental. See this creature's game statistics in the Plague Spirit stat block below, which uses your proficiency bonus (PB) in several places. You determine the spirit's appearance. Many take a vague, gas-like form that somewhat resembles the druid that summoned them, but some are simply imposing, humanoid-looking figures composed of acrid gas and fumes.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction (such as opportunity attacks) on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to mentally command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the spirit can take any action of its choice, not just Dodge.

The spirit manifests for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die.

6TH LEVEL – LIVING NECROSIS

The strength of the plague bound to your service grows, capable of silencing a small town had you not contained it and brought it to heel. Although it is limited in this form, its strike is deadly even to those protected from toxic substances; a boon that it shares with you.

Starting at 6th level, poison damage you or the plague spirit deal also counts as necrotic damage for purposes of circumventing resistance and immunity to poison. The poison damage dealt by the plague spirit's Plague-Claw action increases from 1d4 to 1d6.

In addition, you gain resistance to poison damage, and advantage on saves against being poisoned or diseased.

10TH LEVEL – DEBILITATING FOG

Starting at 10th level, the presence of your bound plague is so noxious that it is an affront to the healthy air. It now condenses a thin green fog that hangs sluggishly in the air around it in a 10-foot-radius sphere, spreads around corners, and cannot be dispersed by even the strongest wind.

The Plague Spirit gains blindsight of anything within the fog. Any creature, other than you or the plague spirit, that starts its turn within this fog has its speed reduced by 20 feet until the start of that creature's next turn. The poison damage dealt by the plague spirit's Plague-Claw action increases from 1d6 to 1d8, and both its slashing and poison damage count as magical for the

purposes of overcoming resistance and immunity to nonmagical attacks and damage.

In addition, your connection to a plague further reinforces your body against harmful effects. You are immune to disease and poison.

14TH LEVEL – CONTAINED PANDEMIC

Keeping your subservient plague bound is a near constant struggle due to the force of death it embodies; if it ran rampant, whole cities would fall. Even in this restricted form, the plague becomes airborne.

Starting at 14th level, your plague spirit gains a hovering flight speed of 40ft.

The poison damage dealt by the plague spirit's Plague-Claw action increases from 1d8 to 2d8.

The fog that hangs around your spirit is so dense that it can close around the heads of those within it, eating away at their senses.

Your Plague Spirit gains the ability to use the following action:

Grasp of Death: Target a creature located within this spirit's Debilitating Fog. It must succeed on a Constitution saving throw against your spell save DC or take 2d6 poison damage and be blinded and deafened until the end of its next turn.

PLAGUE SPIRIT

Medium monstrosity, unaligned

Armor Class 13 + PB (Natural armour)

Hit Points 5 + 6 times your druid level

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	6 (-2)	4 (-3)	8 (-1)

Saving Throws Dexterity +2 plus PB

Skills Intimidation +3 plus PB

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Petrified, Poisoned, Prone, Restrained

Senses darkvision 60 ft., passive Perception 7

Languages Understands the languages you speak

Poison Absorption. Whenever the plague spirit is subjected to poison damage, it takes no damage and instead regains a number of hit points equal to the poison damage dealt.

Semi-Gaseous. The spirit can move through a space as narrow as an inch wide without squeezing. It may also move through a space occupied by an enemy, as long as it does not end its move in an occupied space.

ACTIONS

Plague-Claw. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5ft., one target. *Hit* 1d6 + PB slashing damage plus 1d4 poison damage, and the target must succeed on a Constitution saving throw against your spell save DC or be poisoned until the end of its next turn.



FIGHTER ARCHETYPES

BLADECALLER ARCHETYPE

A very rare breed of wizard, trained as a conjurer but able-bodied enough to wield a weapon, can become an illusive Bladecaller. Originally a sect sworn to guard magical secrets – including that of bladecalling itself – they evidently failed at some point in history, releasing their mystical tricks to the world. By forgoing most normal spellcasting, a Bladecaller can reliably summon ghost-like spectral weapons and armour in an instant; the seemingly defenceless wizard suddenly armed to the teeth and clad in thick protection.

Initially limited in their conjurations, practise yields many boons that invite envy from other fighters. A weightless variety of weapons, instantaneous switching of armour to suit the need, and even brief, flickering shields to ward off attacks. Many even find some way to cast ordinary spells again, albeit slower than their peers.

3RD LEVEL – CONJURER TRAINING

When you choose this archetype at 3rd level, you gain proficiency in Arcana and learn the *Prestidigitation* cantrip.

In addition, you can still draw on your magical training to cast rituals. You have a ritual book, in which are written your spells, and you must have it in hand while casting one of them. Choose three 1st level spells from the wizard spell list that have the ritual tag.

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorisation. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast.

Spell save DC = 8 + Intelligence modifier + Proficiency Bonus

At 5th, 7th, 9th, 11th, 13th, 15th, and 17th levels you learn a wizard spell of 1st level or higher. Each of these must have the ritual tag and the spell's level can be no higher than half your level (rounding up).

You can also add new spells to your ritual book if you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook. The spell must fulfil the requirements as stated above. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

3RD LEVEL – BLADECALLING

Also starting at 3rd level, you have mastered your conjuring magic to a point where you can replicate and summon your equipment at will.

By spending an hour of meditation and study with a non-magical weapon, shield, or suit of armour, destroying it in the process, you are able to know it well enough to conjure it freely. On your turn you can use a bonus action to simultaneously conjure enough equipment you have learned to fill any empty hands you have, as well as instantly don learned armour if you are unarmoured. If you are holding a conjured weapon or shield, or wearing conjured armour, you can use your bonus action to replace one piece of conjured equipment with another. You cannot have more than one of a single learned equipment at a time; if you conjure another, the first instantly disappears.

HALF-ORC BLADECALLER



You cannot cast a spell of 1st level or higher on the same turn that you conjure or replace equipment.

Conjured equipment lasts for 1 minute, or until you die, you choose to dismiss it early (no action required), or your turn ends and you are not holding or wearing it.

You can learn a total number of pieces of equipment (weapons, shield, and armour) equalling your Intelligence modifier. If you attempt to learn in excess of this number, you forget a learned piece of your choice.

Finally, when you attack with one of your conjured weapons, or any weapon created by a spell, you can use your Intelligence modifier for the attack and damage rolls.

7TH LEVEL – ENHANCED CONJURATION

At 7th level, you have honed your summoning skills to make your conjured equipment more potent.

Any weapons you conjure count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Also when you finish a long rest, choose one piece of nonmagical equipment you have learned to conjure; it becomes a +1 version of that equipment until you finish another long rest.

10TH LEVEL – ABSORBING MAGIC

At 10th level, you can now study magical equipment to such a degree that you're even able to conjure it back.

By spending 2 hours of meditation and study with a magical weapon, shield, or suit of armour – excluding artifacts or sentient items – you can learn to conjure it using your Bladecalling feature. The equipment is still destroyed in the process of learning.

You can choose a second piece of nonmagical equipment that you can conjure; it also becomes a +1 version of that equipment, just like Enhanced Conjunction.

15TH LEVEL – INSTINCTIVE CASTING

At 15th level, your conjured equipment has reached a new height of power.

In addition to the two +1 pieces of equipment, when you finish a long rest, you can choose a piece of nonmagical equipment that you can conjure to become a +2 version of that equipment until you finish another long rest.

You can also cast Shield as a reaction without expending a spell slot. Once you do this, you cannot do so again until you finish a short or long rest.

18TH LEVEL – BLADESAGE

At 18th level, you have reached the peak of the art of bladecalling.

You can choose a second piece of nonmagical equipment that you can conjure to become a +2 version of that equipment until you finish a long rest. You can also always learn to conjure at least four pieces of equipment, even if your Intelligence modifier is less than 4.

Finally, choose a conjuration spell of 5th level or lower from the wizard spell list. You can cast it as a

ritual, exactly as if it had the ritual tag. Any other casting requirements (such as components) are still needed to cast it.

STRICKEN WARRIOR ARCHETYPE

To be a Stricken Warrior, one must have endured something terrible. Every Stricken Warrior without exception currently carries, or otherwise survived, a devastating magical illness; something that would have left a lesser fighter incapable to go on. Making it through by luck, divine intervention, or sheer grit, the marks will never truly fade...

Such an ordeal leaves many kinds of marks, however. Hardened by the will to survive, Stricken Warriors are notoriously difficult to bring low. They can also channel through their strikes, imbuing them with a small measure of the devastating sickness that very nearly claimed their life.

3RD LEVEL – FATAL SURVIVOR

Starting at 3rd level, your ordeals have made you very tough to kill. As an action, you may channel the magic that still taints your blood, gaining temporary hit points equal to three times your fighter level.

Once you use this feature, you can't use it again until you finish a short or long rest.

3RD LEVEL – LINGERING SYMPTOMS

Whether you still carry the magical illness that scarred you, or you have supposedly left it behind, some of its effects still linger within you.

When you choose this archetype at 3rd level, choose two symptoms to dwell in you from the 'Symptoms' list below. Each time you choose a new symptom, you can also replace one symptom you have previously chosen with a different one.

Once per turn, when you hit a creature with a weapon attack, you may imbue the strike with a symptom you have chosen. The creature takes an additional 1d8 poison damage, and must make a Constitution saving throw against the following DC, suffering the effects of the symptom if it fails:

Symptom save DC = 8 + your proficiency bonus + your Constitution modifier

You may use this feature a number of times equalling your proficiency bonus. You regain all of your expended uses when you finish a short or long rest.

7TH LEVEL – CLOSE TO THE EDGE

At 7th level, you gain another symptom of your choice.

Your sickness-ravaged body somehow continues to function in even the most dire situations, and the poison you channel into your strikes takes on a darker, more deathly aspect. You gain resistance to poison damage, and advantage on death saving throws, and saving throws against being poisoned or diseased. In addition, poison damage you deal with a weapon or Lingering Symptoms also counts as necrotic damage for purposes of circumventing resistance and immunity to poison.

10TH LEVEL – DIRE SYMPTOMS

At 10th level, you gain another symptom of your choice.

At this stage, the lingering sickness in your body has mutated into a more terrible form to which you are bizarrely immune. Starting at this level, whenever you inflict a Symptom on a creature, you may use the Dire improvement of any symptom you have chosen.

The additional poison damage from imbuing a symptom increases from 1d8 to 1d10.

15TH LEVEL – ONE SICKNESS

At 15th level, you gain another symptom of your choice.

Whatever lives in your blood rejects the intrusion of other forms of toxin. You are immune to disease and poison.

In addition, if you roll initiative and have no uses of Lingering Symptoms remaining, you regain one use of it.

18TH LEVEL – REGENERATIVE DISEASE

At 18th level, you gain one last symptom of your choice.

After a long time stricken by your illness, your body has fully adjusted to your new nature. Whenever you are subjected to poison damage from a hostile creature, you regain a number of hit points equal to the poison damage dealt.

SYMPTOMS

The symptoms are presented in alphabetical order:

Blood Cough (7th Level or Higher) – The creature is incapacitated until the end of its next turn as it begins coughing up blood and bile. (Dire Improvement: The incapacitation lasts for 1 minute, and the creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.)

Corpse-Leg – The creature falls prone as one of its legs loses all feeling. (Dire Improvement: creature may repeat the saving throw at the start of every turn for 1 minute, and is unable to stand until it succeeds. Once it does, the effect ends.)

Day Terrors – The creature is frightened of you until the end of its next turn as your image morphs into a vision of utter horror. (Dire Improvement: The frightening lasts for 1 minute, and the creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.)

Fizzing Sores – The creature takes 1d8 acid damage as contact with your weapon sprouts painful sores. (Dire Improvement: The acid damage increases to 2d8.)

Heart Skip (15th Level or Higher) – The creature is stunned until the end of its next turn as its heart momentarily stops, and its body recovers. (Dire Improvement: The stunning lasts for 1 minute, and the creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.)

Ocular Turn – The creature is blinded until the end of its next turn as its vision darkens to the point that it is unable to see. (Dire Improvement: The blindness lasts for 1 minute, and the creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.)

Rigor Vitae (15th Level or Higher) – The creature is paralysed until the end of its next turn as all the muscles in its body tense inexplicably. (Dire Improvement: The paralysis lasts for 1 minute, and the creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.)

Septic Blood – The creature takes 1d8 poison damage as the blood turns toxic in its veins. (Dire Improvement: The poison damage increases to 2d8.)

Stomach Churn – The creature is poisoned until the end of its next turn as nausea grips their body. (Dire Improvement: The poisoning lasts for 1 minute, and the creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.)

Sudden Necrosis – The creature takes 1d8 necrotic damage as the flesh around the wound immediately dies. (Dire Improvement: The necrotic damage increases to 2d8.)

The Ringing – The creature is deafened until the end of its next turn as its ears are filled with a directionless ringing sound. (Dire Improvement: The deafness lasts for 1 minute, and the creature



HUMAN
STRICKEN WARRIOR

THIRSTING BLADE ARCHETYPE

For some warriors, bloodlust is not a temporary curtain that descends over their vision to cloud their judgement. For a few, the urge to spill blood is a deep-seated need that must be vented to protect them from a slow self-destruction. Among them, fewer still, are those capable of imbuing their own weapons with a portion of their bloodlust, giving them a way to share the burden of their consuming need. Known to others as Thirsting Blades, regardless of their choice of weapon, they are figures of fear and horror as rumours run rampant of their foul deeds.

Despite what people say about Thirsting Blades, they are not kill-crazy lunatics; in truth, the channelling of their bloodlust into their weapon goes a long way to save them from that fate. Many are perfectly normal-seeming, rational individuals who maintain friendships, engage in complicated tactics, and choose their moment carefully to unleash the coiled serpent of their bloodthirst.

When they do choose to indulge in bloodletting, they can become furious gales of blades and arrows. Whether their weapon truly is the thing thirsting for blood, or if it merely acts as a vessel for their own need, is unclear. What is inevitable is that something will be feeding the thirst, and it is only a matter of the fighter's skill if it's their enemy, or themselves.

3RD LEVEL – BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in Intimidation. If you already have proficiency, you instead gain expertise in Intimidation.

3RD LEVEL – THIRSTING STRIKE

Also starting at 3rd level, you can channel your desire for blood into a weapon from which it can be utilised at minimal risk to yourself. When you make a weapon attack, you can choose to make it a Thirsting Strike.

Before rolling to hit, roll as many d6s as you'd like, up to a maximum equal to your proficiency bonus. If your attack hits, the target takes necrotic damage equal to the total of the d6s. If your attack misses, you take Blood damage equal to the total.

Neither the Thirsting Strike's necrotic damage, or the Blood damage, are affected by critical hits.

7TH LEVEL – RED DRIVE

At 7th level, your weapon's hunger for blood can be tapped into to grant a burst of speed. As a bonus action while holding a weapon, you can take 1d8 Blood damage to increase your speed by half its normal amount until the end of your turn.

10TH LEVEL – FRENZIED FLURRY

At 10th level, you can feed your thirsting weapon to unleash a flurry of opportunistic strikes. If you have already used your reaction, you can take 1d10 Blood damage to take an additional reaction. This reaction can

only be used to make an opportunity attack using a weapon.

15TH LEVEL – VITAL SUSTENANCE

At 15th level, your bloodthirsty weapon can reciprocate, feeding back into you some lifeforce to enable a faster recovery. When you reduce a creature to 0 hit points, if it has a CR or level higher than your remaining hit dice, regain an expended hit dice.

18TH LEVEL – THIRSTING GALE

At 18th level, you can imbue your weapon with so much of your vital essence that it can barely contain it. As an action you can roll any number of d10s, taking Blood damage equal to the total. Depending on how many d10s you choose to roll, you that many of the following benefits of your choice for 1 minute. Unless otherwise stated, no benefit can be taken more than once:

- Increase speed by 20ft.
- Gain swim speed equal to your speed.
- Gain climb speed equal to your speed.
- Gain resistance to a damage type of your choice (this can be chosen multiple times).
- Gain an additional reaction per round.
- If you are reduced to 0 hit points, you do not fall unconscious, but cannot become Stable. Continue taking Death Saving Throws as normal for creatures on 0 hit points, until you die or have at least 1 hit point.

Once you use this feature, you must finish a short or long rest before you can use it again.

BLOOD DAMAGE

Blood damage is a special type of damage that represents your own lifeforce being syphoned by your weapon. It cannot be reduced by any means, bypasses any temporary hit points, and affects you regardless of your race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.



GOLIATH
THIRSTING BLADE



MONK MONASTIC TRADITIONS

WAY OF THE LIVING SICKNESS

It takes a very demented mind, or a very persuasive tongue, for a monk to be convinced to follow the Way of the Living Sickness. Taught only in hidden, secluded places like toxic valleys, infested swamps, or plague-ridden sewers, this path is abhorred by sane minds and most well-intentioned warriors.

The core of the Way of the Living Sickness is as the name suggests; for the monk to embody illness, live disease, become one with all that is noxious and contemptuous. At first this is achieved in very limited ways, but the true masters of this Way are able to transform themselves, body and form, into a real living, thinking, fighting sickness.

3RD LEVEL – NOXIOUS TOUCH

Starting when you choose this monastic tradition at 3rd level, you may begin to manifest your spiritual sickness in a limited capacity. When you hit a creature with an unarmed strike, you can change the damage type to poison. If you do this, the creature must succeed on a Constitution saving throw against your ki save DC or be poisoned until the end of your next turn.

In addition, you have resistance to poison damage and advantage on saving throws against being poisoned or diseased.

6TH LEVEL – SCENT OF SICKNESS

Starting at 6th level, you have an unerring sense for seeking out those afflicted with disease...as well as a sharp sight of those yet to be so gifted. As a bonus action you can spend 1 ki point to open yourself to this sense. For 1 hour, you gain the following benefits:

- You can sense the presence and location of poisoned, poisonous or diseased creatures within 60 feet of you that are not blocked by full cover. You can also identify the kind of poison or disease in each case, but no information about the creatures themselves.
- You gain blindsight out to 20 feet, but are only able to use this to see creatures that are not poisoned or diseased. Even if you are blinded or in darkness, you can effectively see these creatures if they are not blocked by total cover. They appear to you like reddish shapes, turning green and becoming less distinct if they become poisoned or diseased.

6TH LEVEL – WITHERING TOUCH

Also starting at 6th level, your poisonous strikes corrupt and kill the flesh with each hit. Poison damage you deal using Noxious Touch also counts as necrotic damage for purposes of circumventing resistance and immunity to poison.

11TH LEVEL – BOLSTERING INFECTION

Starting at 11th level, the presence of an infected creature empowers you, the rising sickness within you emboldened and invigorated. When there is a poisoned or diseased creature within 10 feet of you, you gain advantage on Dexterity checks, Dexterity saving throws, and attacks made against creatures that are not poisoned or diseased.

TIEFLING OF
THE LIVING SICKNESS



17TH LEVEL – EMBODIMENT OF LIVING SICKNESS

You *are* the sickness. Finally at one with that which has grown within, you can allow it to overtake your physical form for a time.

Starting at 17th level, as an action you can spend 5 ki points to transform into the Living Sickness for 1 minute. Your body becomes semi-gaseous and murky, appearing like a dark cloudy version of yourself. This transformation ends early if you are incapacitated or die. In this form, you gain the following benefits:

- You have resistance to all damage except radiant damage.
- You can move through other creatures as if they were difficult terrain.
- If you move through a creature, you can choose to spend 1 ki point to make an unarmed strike against it, using the Noxious Touch feature.

WAY OF THE VITAL POINT

Most monks know of pressure points and their vulnerability to strikes. Few, however, know how to open them to greater attack, or shield their own. Adherents to the Way of the Vital Point explore unusual, even dark, methods of striking at the literal hearts of their enemies, wielding a form of spiritual blood magic to see their objectives completed. Considered by many to be excessively violent, or even abhorrent, in their pursuit of enlightenment, most followers of this school of teaching keep the source of their techniques a guarded secret.

3RD LEVEL – POINT STRIKE

Starting when you choose this monastic tradition at 3rd level, you have learned how to focus even unarmed strikes into stabbing points that can pierce to vulnerable spots. When you make an unarmed strike, you can choose to deal piercing damage instead of bludgeoning damage.

When you deal piercing damage to another creature with a melee attack, you can spend 1 ki point to open their pressure points to more damage. Until the start of your next turn, the next attack scores a critical hit against the creature on a roll of 19 or 20.

BLOOD DAMAGE

Blood damage is a special type of damage that represents your own lifeforce being tapped into for your powers. It cannot be reduced by any means, bypasses any temporary hit points, and affects you regardless of your race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.

3RD LEVEL – FLOW ADJUST

Also starting at 3rd level, you are able to alter your own pressure points to protect against incoming attacks. As a reaction when you suffer a critical hit, you can spend 1 ki point to turn that hit into a normal hit. Any effects triggered by a critical hit are cancelled.

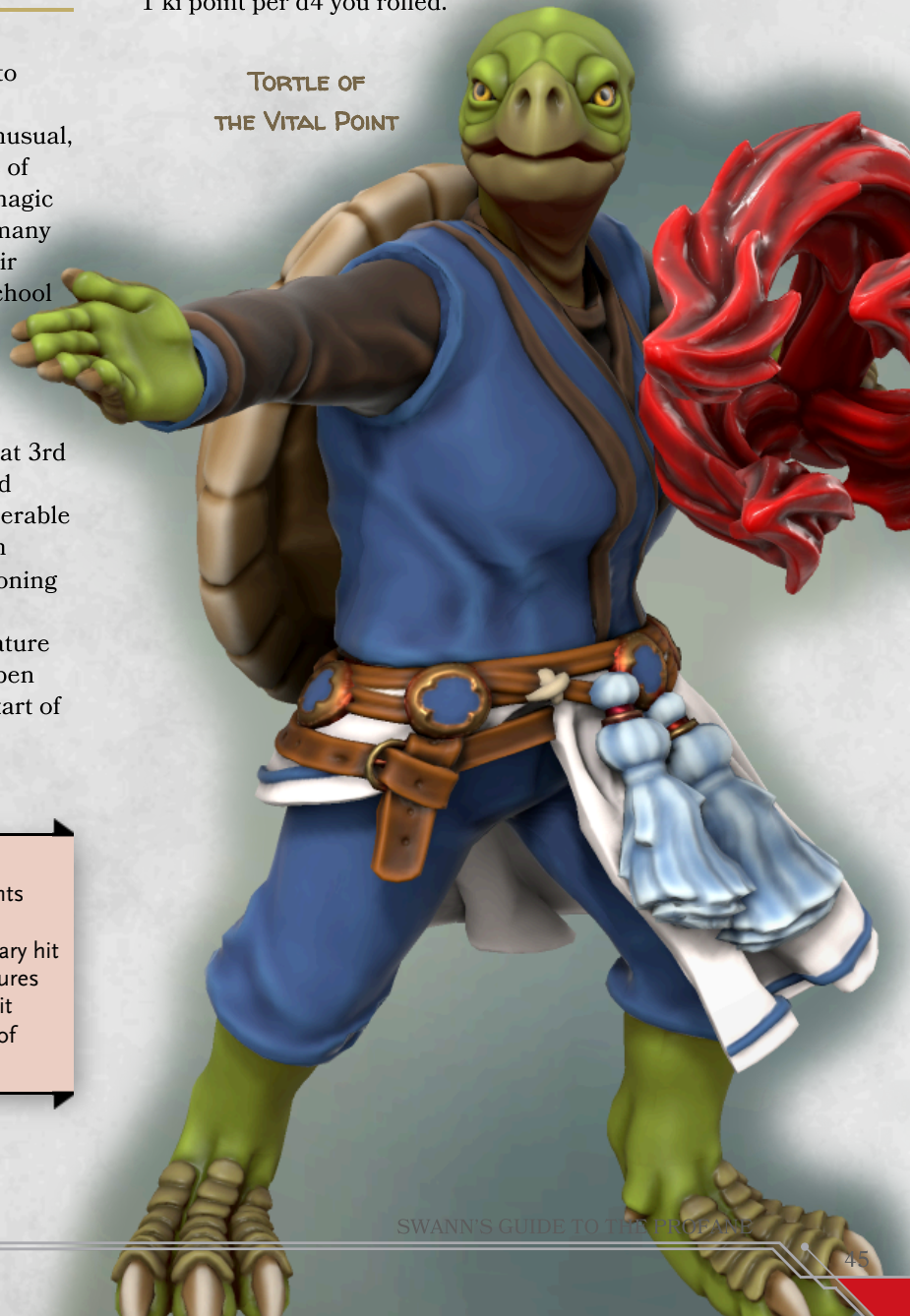
6TH LEVEL – INTERRUPT VITALITY

Starting at 6th level, you can further disrupt a creature's body to stop even magical healing from helping them recover. When you deal piercing damage to another creature with a melee attack, you can take 1d4 Blood damage to inhibit their healing. Until the start of your next turn, the creature can't regain hit points.

6TH LEVEL – BLOOD FROM A STONE

Also starting at 6th level, you can directly fuel your spiritual self at the cost of your physical one. As a bonus action you can take up to 5d4 Blood damage, regaining 1 ki point per d4 you rolled.

TURTLE OF
THE VITAL POINT



11TH LEVEL – BLOODY FISTS

Starting at 11th level, you can imbue your strikes with your own essence, fisting gleaming red. When you deal piercing damage with an unarmed strike, you can choose to roll an extra 1d4. Your strike deals the result as extra necrotic damage, and you take half as much as Blood damage. This necrotic damage is not affected by critical hits.

17TH LEVEL – CLOAK OF VITALITY

Your body does not willingly release its vitality to the world. It stays with you, ephemerally, to protect you still.

Starting at 17th level, at the end of a turn in which you took Blood damage, gain temporary hit points equal to twice the total Blood damage you took that turn. These temporary hit points last for 1 hour, after which point they fade beyond your reach.



PALADIN SACRED OATHS

OATH OF THE BEATING HEART

Known most commonly as swan knights, or perhaps blood knights, there's debate over the origin of the unusual moniker of these paladins. Some believe they are pure, virtuous saviours who strive to preserve and assist the vulnerable. Others point to their rumoured association with Gariath Swann, the inventor of blood magic. Either way, the techniques they use are often considered to be a form of haemomancy, though many choose not to hold that against them.

Incredibly capable bodyguards, protectors, and sentinels, swan knights typically strive to keep their ward's heart beating at any cost; no amount of self-sacrifice is too much when doing so saves the one they guard. With their deep connection to blood and the pulse of living things, it's very difficult for most creatures to escape their notice, or land a blow against their charge. If the unlikely event that they fail in their duty to protect, even death's grip isn't enough to tear a swan knight's allies from this world.

TENETS OF THE BEATING HEART

Save A Life. When someone needs protecting, they are always the greatest priority.

Blood For Blood. The balance of the world demands that sacrifice be made to deter the unthinkable.

No Reservation. To hold back for yourself instead of giving every drop to do your duty is the greatest failing.

OATH OF THE BEATING HEART SPELLS

Paladin Level	Spells
3rd	False Life, Sanctuary
5th	Enthrall, Warding Bond
9th	Life Transference, Spirit Shroud
13th	Death Ward, Guardian of Faith
17th	Antilife Shell, Circle of Power

3RD LEVEL – CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following Channel Divinity options.

Resuscitate. You can use your Channel Divinity to save a life. As a reaction, when a creature you can see within 60 feet is reduced to 0 hit points or fails a death saving throw, even if they would die, you can roll a number of d8s up to your paladin level. You take the total rolled as Blood damage, and the creature regains hit points equal to the Blood damage you took.

Sense Heartbeat. You can use your Channel Divinity to detect the pulse of living things. As an action, you can open yourself to this sense. For 1 hour you know the direction, but not precise location, of any creatures within 60 feet. This works through total cover, is blocked by any thickness of lead, and cannot detect constructs, plants, or undead.

BEATING HEART
DRAGONBORN



BLOOD DAMAGE

Blood damage is a special type of damage that represents your own lifeforce being syphoned by your abilities. It cannot be reduced by any means, bypasses any temporary hit points, and affects you regardless of your race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.

7TH LEVEL – AURA OF PRESERVATION

Starting at 7th level, your presence protects those nearby from certain weakening effects and can even facilitate recovery. You and any creatures of your choice within 10 feet can't have your maximum health reduced.

In addition, by taking 2d10 Blood damage when you finish a short rest, any creatures within 10 feet who spent hit dice during the short rest can reroll results of 1 for those hit dice. Your own hit dice can be rolled after taking this Blood damage.

At 18th level, the range of this aura increases to 30 feet.

15TH LEVEL – PROTECTIVE INTERVENTION

Starting at 15th level, your use of blood magic allows you to intercept strikes against your wards. When a creature you can see is hit by an attack roll, you can use your reaction to take 1d6 Blood damage for every 10 feet between you and the creature (minimum of 1d6). You then teleport to the space they occupy, moving them to an unoccupied space within 5 feet. If there is no unoccupied space to move the creature, you cannot use this feature. The attack roll is then resolved as if you had been the original target, potentially causing it to miss.

INFECTION
HARENGON

20TH LEVEL – BLOOD ANGEL

At 20th level, you are a guardian angel of haemomantic power. As an action, you can take 2d10 Blood damage to transform, gaining the following benefits for 1 minute:

- Red liquid or feathered wings appear from your back and grant you a flight speed of 60 feet.
- You can use either of your Channel Divinity options without expending Channel Divinity by taking 1d10 Blood damage instead.
- You have resistance to Blood damage (this is the only way it can be reduced). This doesn't affect the Blood damage taken to use this feature.

OATH OF INFECTION

The Oath of Infection at first appears contradictory to what most paladins want. And while it is true that most who claim to follow this oath do so for vile, twisted reasons that involve the sowing of death and destruction, there are actually those who make this promise for the betterment of civilisation.

Some believe there is a case to be made that adapting to, and working with, disease is the next logical step; after all, did mortals not conquer the wilderness and seas? How else could that be done if not for the brave warriors willing to step up and make those dangers a part of them. If one can harness and control disease, there's no end to the good that could be done. Of course the other side of that coin is the devastation and chaos that could be wrought should such a power be misused... Often known as plague knights, doombringers, and the tainted, for whatever reason they do their solemn work, they are not to be underestimated.



TENETS OF INFECTION

Purity Is Naivety. Nothing real in this world exists unsullied. Anything that appears pure is either deceptive or meaningless.

Beauty In Affliction. The way something as tiny and invisible as disease can change the world is incredible. Those things affected are a new, better, more adapted form of life.

Infection Is Growth. To make disease a part of you is to improve yourself. It's only right to share that with as many people as possible.

OATH OF INFECTION SPELLS

Paladin Level Spells

3rd	Purify Food and Drink, Ray of Sickness
5th	Protection From Poison, Ray of Enfeeblement
9th	Gaseous Form, Stinking Cloud
13th	Blight, Sickening Radiance
17th	Cloudkill, Contagion

3RD LEVEL – CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following Channel Divinity options.

Sacred Poisoning. You can use your Channel Divinity to miraculously poison someone. As an action you can hold an artificial or natural poison and choose a creature you can see within 30ft of you. That creature must succeed on the saving throw to resist that poison or be affected exactly as if it had been subjected to that poison in the usual way. The value of the poison used cannot exceed 100x your paladin level, and the poison is not consumed by this ability.

Disease Sense. You can use your Channel Divinity to seek out sources or carriers of disease and poison. As an action, you can open yourself to the scent of corruption, allowing you to sense the presence and location of poisons, poisonous creatures, and diseases within 60 feet of you. You can also identify the kind of poison, poisonous creature, or disease in each case. This does not work through total cover, and lasts for 1 hour.

7TH LEVEL – AURA OF CONTAGION

Starting at 7th level, you have a constant, vaguely nauseating air around you. This can be weaponised when you hit, or are hit by, a creature within 10 feet. The creature must succeed on a Constitution saving throw against your Paladin spell save DC or be poisoned for 1 minute.

Also starting at 7th level, while you are still immune to the effects of diseases, you regain the ability to be infected by them. While infected with a disease, you can choose whether to make any saves required to cure yourself of the disease, and whether your disease infects those around you if it is able to.

You exhibit no physical symptoms of any diseases you carry.

15TH LEVEL – NOXIOUS REBUKE

Starting at 15th level, the diseases living in you strike out in retaliation against your enemies. Whenever a creature hits you with an attack, that creature takes poison damage equal to your Charisma modifier (minimum of 1) if you're not incapacitated. This poison damage counts as acid damage for purposes of circumventing resistance and immunity to poison.

20TH LEVEL – AVATAR OF DISEASE

At 20th level, you can become infection incarnate. You can use your action to gain the following benefits for 1 minute:

- You have resistance to acid, bludgeoning, necrotic, piercing, psychic, and slashing damage.
- If you end your turn within 10ft of another creature, you may choose whether to infect them with any diseases you carry. They must succeed on a Constitution saving throw against your Paladin spell save DC or contract every disease you have. This has no effect on creatures immune to disease.
- You gain advantage on all attacks made against creatures immune to disease.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a 5th level spell slot to use it again.



RANGER ARCHETYPES

PULSE TRACKER ARCHETYPE

A consummate hunter, and dispatcher of elusive targets, the Pulse Tracker is unmatched in their ability to find their quarry with an almost unnerving certainty. What most don't know is they use a form of blood magic to mark their target, enabling them to sense them wherever they may be; living or dead, no matter how far. Despite the common name of 'Pulse Tracker', their abilities are not limited to targets with a beating heart, nor do they even need one of their own; the vital energies exist in all animated creatures, and it is these that the Pulse Tracker wields and follows.



PULSE TRACKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Pulse Tracker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	Bane
5th	Hold Person
9th	Catnap
13th	Greater Invisibility
17th	Hold Monster

3RD LEVEL – PULSE TRACK

By imbuing some of your blood, life essence, or other vital energy into an attack, you can mark a creature as the target of your preternatural tracking abilities. When you hit a creature with an attack, take 1d6 Blood damage to designate it as the target of this feature.

The first time each turn that you hit the target with a weapon attack, it takes an extra 1d6 necrotic damage from the weapon. If you make additional weapon attacks against the target in the same turn, you can take 1d4 Blood damage per attack to inflict the extra 1d6 necrotic damage again. In addition, while the target's body exists (living or dead) and is on the same plane of existence as you, you know the direction towards it.

This benefit lasts until 1 hour has passed, or you can choose to extend it by taking more Blood damage. Take 1d6 Blood damage for each hour you wish to extend it.

BLOOD DAMAGE

Blood damage is a special type of damage that represents your own lifeforce being syphoned by your abilities. It cannot be reduced by any means, bypasses any temporary hit points, and affects you regardless of your race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.

7TH LEVEL – BLOODHOUND

In your efforts to track and dispatch your target, you can summon a doglike manifestation of your hunter's instinct from your own blood. As a bonus action, you can take 1d10 Blood damage to magically summon a bloodhound. Taking an appearance of your choice, but usually some form of dog made of solid blood, the Bloodhound appears in an empty space within 10 feet of you, and uses the following statblock. Roll initiative for the bloodhound.

Unless you use a bonus action on your turn to mentally command it otherwise, the bloodhound will use its turn to move as fast as possible towards the target of your Pulse Track and attack it. The bloodhound can make opportunity attacks, but only against its target unless you used a bonus action to command it on your previous turn.

The bloodhound disappears if it is reduced to 0 hit points, or if 1 minute has passed during which no creature is the target of your Pulse Track feature.

11TH LEVEL – SLOW THE RHYTHM

Starting at 11th level, in a bid to be an even more effective hunter, you can manipulate your own blood to slow your heartrate to almost nothing; this makes you incredibly quiet, while also protecting yourself from some forms of magic. You gain proficiency in Stealth and can take the Hide action as a bonus action.

As an action you can take 2d6 Blood damage.

For 1 hour you appear dead to all outward inspection, and to divination spells and spells used to determine your status.

Spells that don't affect undead do not affect you.

FIRBOLG
PULSE TRACKER



BLOODHOUND

Medium beast, unaligned

Armor Class 14 (natural armour)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 1 (200 XP)

Proficiency Bonus +2

Born of Blood. The bloodhound doesn't need to eat, drink, or breathe. It doesn't need sleep, and magic can't put it to sleep.

Pack Tactics. The bloodhound has advantage on an attack roll against a creature if at least one of the bloodhound's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Perfect Tracker. The bloodhound always knows the direction towards the target of your Pulse Track feature, as long as the target is on the same plane of existence.

ACTIONS

Blood Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. The target's speed is reduced by 20 ft. until the end of its next turn.

15TH LEVEL – MERCY KILL

Starting at 15th level, you specialise in hastening the demise of those already injured. Add your Wisdom modifier to any damage your weapon attacks deal if the target is missing any of its hit points.

VENOM BEARER ARCHETYPE

Many rangers who choose to devote themselves to the creation and utilisation of poisons are watched with suspicion and mistrust, but it could be argued that they are merely making the most of the dangers of the natural world. They scour the wilds for plants, materials, and venoms, combining them with practised skill to provide them weapons with which to combat threats; whether the threats are against the world, or merely the ranger's own interests.

3RD LEVEL – POISONCRAFT

You are able to craft poisons made from natural ingredients. Carrying them within glass vials, marked waterskins, small pouches, or other suitable containers, you can prepare poisonous concoctions for use while adventuring.

You are proficient with a poisoner's kit and herbalism kit.

SWANN'S GUIDE TO THE PROFANE



To craft poisons you must have a poisoner's kit or a herbalism kit on your person throughout a short or long rest, at the end of which you can craft poisons up to a total value of Poison Points equalling your Wisdom modifier + your proficiency bonus (to a minimum of 1 total). The Poison Point value of a poison is determined by its rarity as shown in the table below.

You may craft as many copies of a single poison recipe as you wish, as long as you do not exceed your maximum Poison Points. You must know the recipe for the poison you wish to craft, and the gold value of the poison cannot be more than 50 times your ranger level.

When you select this archetype, pick three poison recipes to learn, choosing from the 'Poison Recipes' section below. You learn two additional recipes for each level you gain in this class. You may also learn new recipes from poisons you encounter in the world.

To learn a new recipe you must have a dose of an artificial (Toxin or Mixture) poison to learn that artificial recipe, or a dose of natural poison (Venom) to learn the synthetic recipe of that natural poison. You must also have a poisoner's kit on your person, and the time and money to experiment. This process takes longer, and costs more, for the rarer, more powerful poisons, representing wasted ingredients (and possibly equipment) as you try to correctly replicate the poison. You must also pass a Wisdom check using the poisoner's kit with a DC that also increases with rarity, as shown in this table.

Whether you succeed or fail in learning the recipe, the dose of poison, as well as the gold cost, is consumed in the attempt.

It is impossible to learn a recipe from a temporary dose, such as one created by the Venom Bearer or some other subclass.

Rarity	Poison Point Cost	Time	Cost	WIS DC
Common	1	2 hours	100gp	12
Uncommon	1.5	4 hours	200gp	14
Rare	2	6 hours	300gp	16
Very Rare	3	8 hours	400gp	18

Crafted poisons are usable as a single dose. You can make use of them yourself, or they can be given to a someone else. They can be sold, but their short shelf life is immediately obvious to anyone with even basic training in poisons or potions.

Crafted poisons remain potent until the end of your next short or long rest, when the compounds break down. Any poisons not triggered by a creature in this time degrade into harmless substances and materials. Any effects of poisons triggered by creatures last as long as stated for that specific poison.

In addition, you may apply a poison to a weapon as a bonus action.

3RD LEVEL – VENOM COLLECTOR

Along with artificial toxins, you have great knowledge of how best to harvest poisons and venoms from the myriad of deadly creatures in the world.

You have advantage on any checks made to harvest natural poisons from creatures and plants.

GNOMISH
VENOM BEARER

7TH LEVEL – FOOLPROOF POISONS

Your expertise in the crafting of poisons allows you to work in some more complex ingredients and processes. These additional measures not only make your poisons harder for victims to resist, but also attack their bodies in ways that seem to burn them from the inside.

Starting at 7th level, You may add half your proficiency bonus (rounding up) to the resist DC of any poisons you craft. In addition, poison damage from your crafted poisons also counts as acid damage for purposes of circumventing resistance and immunity to poison.

The maximum value of poisons you craft increases to 75 times your ranger level.

11TH LEVEL – POTENCY TECHNIQUES

Starting at 11th level, your techniques in the creation of poisons have improved, allowing you to refine their effects further than ever. If a poison you craft has a number of damage dice listed in its effects, the number of dice you roll is increased by 50% (rounded down, but to a minimum of 1 extra).

e.g. Shalevine Extract would deal a total of 2d6 immediately, then 2d6 more at the start of the creature's next turn. Immolata would deal 4d10. Bloodseed would deal 12d8. Etc.

The maximum value of poisons you craft increases to 100 times your ranger level.

15TH LEVEL – POISONMASTER

Starting at 15th level, you are a true master of poisoncrafting! If the effect of a poison you craft has a fixed numerical duration, that duration is doubled, and double the number of dice rolled to determine random durations.

There is no maximum value of poisons you can craft. You are capable of crafting the most dangerous artificial poisons in the world.



ROUGISH ARCHETYPES

BLIGHTBLADE ARCHETYPE

Poison has always been a favoured weapon of assassins and killers, but none exemplify this better than the long-rumoured Blightblades. While many rogues may utilise toxins to better fell their targets, Blightblades take this a step further, able to strike with spectral knives that are magically imbued with the very poisons coated upon their weapons.

Rare even among assassins, these experts of death are sought after when a high-value target – or perhaps an entire gala of aristocrats – must be removed with extreme prejudice. Able to ensure their vile substances infect their victims, Blightblades are sometimes blamed

3RD LEVEL – POISON DISTILLING

You are able to distil poisons with careful preparation and patient work. Carrying them within glass vials, droppers, and assorted bags and pots, you can create poisonous concoctions for use while adventuring.

You are proficient with a poisoner's kit and alchemist's supplies.

To distil poisons you must have a poisoner's kit or alchemist's supplies on your person throughout a long rest, at the end of which you can distil poisons up to a total value of Poison Points equalling your Intelligence modifier + your proficiency bonus (to a minimum of 1 total). The Poison Point value of a poison is determined by its rarity as shown in the table below. You may distil as many copies of a single poison recipe as you wish, as long as you do not exceed your maximum Poison Points. You must know the recipe for the poison you wish to craft, and the gold value of the poison cannot be more than 50 times your rogue level.

When you select this archetype, pick two poison recipes to learn, choosing poisons with the Contact or Injury properties from the 'Poison Recipes' section below. You learn one additional recipe for each level you gain in this class, choosing poisons with the Contact or Injury properties. You may also learn new recipes from poisons you encounter in the world.

To learn a new recipe you must have a dose of an artificial (Toxin or Mixture) poison to learn that artificial recipe, or a dose of natural poison (Venom) to learn the synthetic recipe of that natural poison. You must also have a poisoner's kit on your person, and the time and money to experiment. This process takes longer, and costs more, for the rarer, more powerful poisons, representing wasted ingredients (and possibly equipment) as you try to correctly replicate the poison. You must also pass an Intelligence check using the poisoner's kit with a DC that also increases with rarity, as shown in this table.

Whether you succeed or fail in learning the recipe, the dose of poison, as well as the gold cost, is consumed in the attempt.

Rarity	Poison Point Cost	Time	Cost	INT DC
Common	1	2 hours	100gp	12
Uncommon	1.5	4 hours	200gp	14
Rare	2	6 hours	300gp	16
Very Rare	3	8 hours	400gp	18

Distilled poisons are usable as a single dose. You can make use of them yourself, or they can be given to a someone else. They can be sold, but their short shelf life is immediately obvious to anyone with even basic training in poisons or potions.

Distilled poisons remain potent until the end of your next long rest, when the compounds break down. Any poisons not triggered by a creature in this time degrade into harmless substances and materials.

Any effects of poisons triggered by creatures last as long as stated for that specific poison.

In addition, you may apply a poison to a weapon as a bonus action.

3RD LEVEL – SPECTRAL BLIGHTBLADE

Also starting at 3rd level, your drive to inflict your personal poisons on those you encounter manifests in the form of a spectral blade that strikes at your targets, echoing the poison that coats your physical weapon.

Immediately after you hit a creature with an attack using a weapon coated in a Contact or Injury poison you have distilled, if the creature passes the saving throw to resist the effect of the poison, you may strike that creature with a blightblade. This spectral weapon materialises in the air around the creature and automatically hits. The creature must reroll the saving throw to resist the effect of the poison, including any advantage, disadvantage or adjustments to the roll just like the initial roll. Whether or not the creature succeeds on this second saving throw, the blightblade then disappears, leaving no trace of its existence.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short rest. You cannot use this feature more than once per dose of poison.

CHANGELING BLIGHTBLADE



9TH LEVEL – IMPROVED DISTILLATION

At 9th level, your abilities as a preparer of poisons are greatly improved. You have even found a way for your more conventional concoctions to affect those normally beyond their reach.

You may add your proficiency bonus to the resist DC of any poisons you distil. In addition, poison damage dealt by poisons you have distilled also counts as acid damage for purposes of circumventing resistance and immunity to poison.

The maximum value of poisons you distil increases to 75 times your rogue level.

13TH LEVEL – SECOND BLIGHTBLADE

Starting at 13th level, your connection with the blightblade has yielded a development. When you use the Spectral Blightblade feature to force a creature to reroll a saving throw, you may select another creature within 15 feet of the first and force them to make the same saving throw or be affected by the same poison.

You may not use the Spectral Blightblade feature in response to the second creature succeeding on their saving throw.

17TH LEVEL – CRITICAL INFECTION

Beginning at 17th level, you have mastered the perfect way to inflict your creations upon your victims. When you deal Sneak Attack damage with an attack utilising a poison you distilled, and the creature does not resist the poison, you may double the effect of the poison on the target. Double the number of damage dice rolled, as well as any numerical durations stated in the poison's effects.

You may use the Second Blightblade feature at the same time as Critical Infection, but the second creature does not suffer double the poison effects too.

There is no maximum value of poisons you can distil. You are capable of making the most dangerous artificial poisons in the world.

SHADOWSKIN ARCHETYPE

Some adepts of blood magic find a way to wield it for the purposes of misdirection, stealth, and murder. By syphoning a portion of their own health, they can create a facsimile of themselves that functions completely under their control. While unable to directly hurt anyone, this 'blood double' can distract, mislead, and even magically mark their creator's foes, enabling the blood-wielding rogue to strike a truer shot than might otherwise have been possible.

As their mastery over their craft improves, these so-called 'Shadowskin' rogues can perfect their duplicate to a point when it can deceive magic and shroud them from perception. It can blur the lines of what's real, and stand an ever-vigil guard over its creator. No one can sneak up on a Shadowskin rogue, because no one can

be sure whether it is the original or the blood double they see before them.

3RD LEVEL – BLOOD DOUBLE

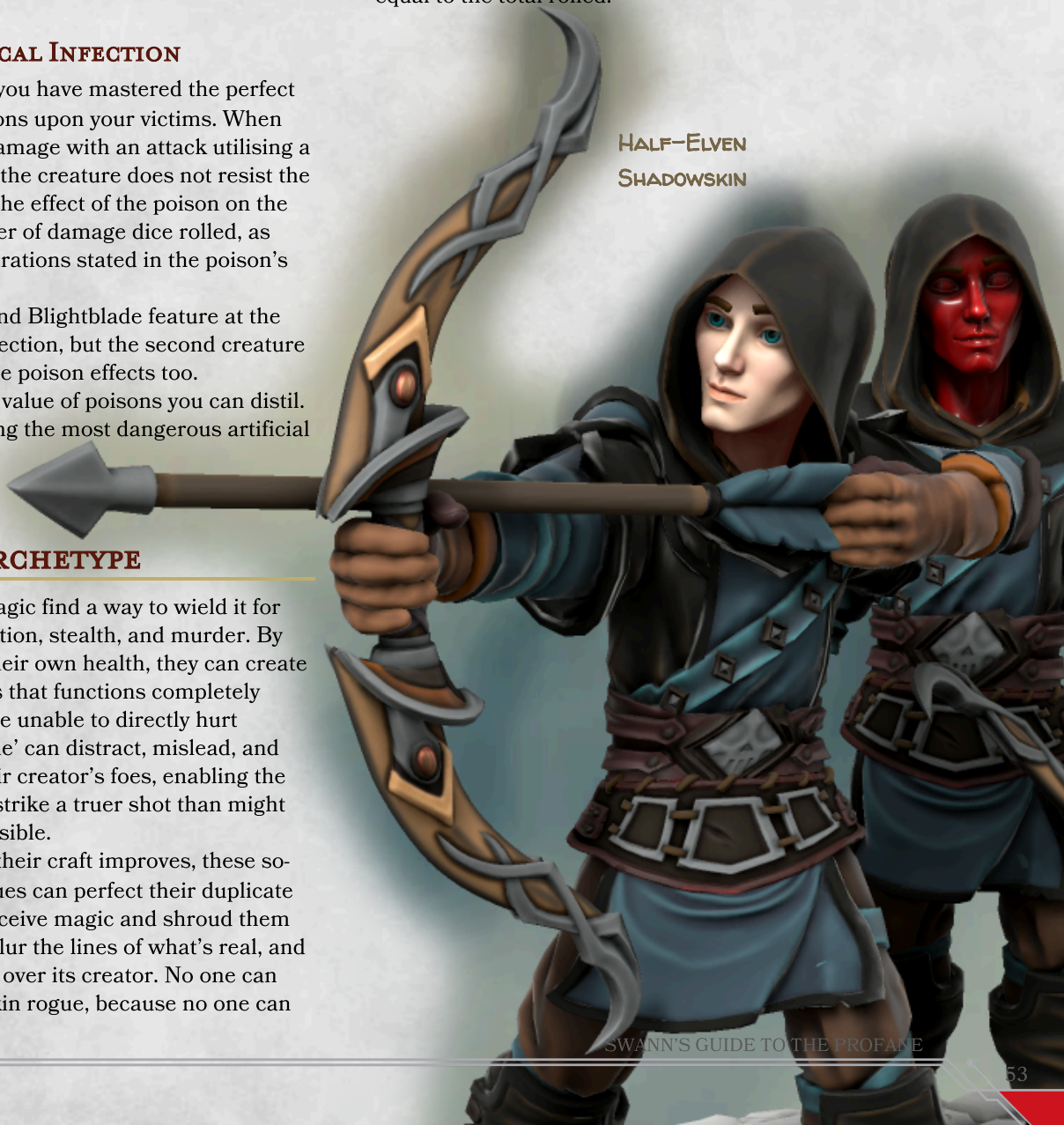
Starting at 3rd level, you can utilise a special form of blood magic to create an exact copy of yourself; a blood double.

Use an action to roll any number of d8s to create a blood double; you take Blood damage equal to the total.

Your blood double appears in an unoccupied space within 15 feet of you and looks like an exact copy of you, complete with any equipment; all made from a combination of magic and blood. It uses your ability scores, saving throws, and racial traits, has an AC of 10 + your DEX, and hit points equal to your proficiency bonus + the total Blood damage you took to create it. It can't make use of any of your abilities, features, or equipment (except racial traits), although it can appear to.

The blood double can't regain hit points except by rolling any number of unspent hit dice as an action when it is within 15 feet of you. It regains lost hit points equal to the total rolled.

HALF-ELVEN
SHADOWSKIN



It shares your initiative, and has its turn immediately before yours. On its turn, with no action required by you, it can move up to your speed, and perform basic tasks that are neither an attack, nor require a skill check. It can also perform tasks that require a skill check (such as lockpicking or searching), or it can make an attack; if it does either of these, you cannot use your bonus action on your next turn.

If you are incapacitated, it can still function normally. It can never activate magic items. Any skill checks or attacks it makes use your proficiencies.

If your blood double makes an attack, it does so using a normal, nonmagical version of a weapon you were carrying when you created it, or one that it has picked up since. If the attack hits, it deals no damage or has any other effect that the weapon normally would; it is not physically attacking it, but instead marking it for you. You have advantage on your next attack made against the marked creature before the end of your next turn.

Your blood double can eat, drink, and sleep, but doesn't need to do so to survive. Your blood double lasts until its reduced to 0 hit points, or you use this feature again.

You can also draw a portion of the spent vitality back from your blood double and into yourself. As an action, when within 15 feet of your blood double, you can destroy it to regain hit points equal to half its remaining hit points minus your proficiency bonus.

BLOOD DAMAGE

Blood damage is a special type of damage that represents your own lifeforce being siphoned by your abilities. It cannot be reduced by any means, bypasses any temporary hit points, and affects you regardless of your race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.

3RD LEVEL – DOUBLE SIGHT

Also starting at 3rd level, as a bonus action, you can take 1d4 Blood damage. For the next 10 minutes, you can choose to perceive through your blood doubles senses. When doing so, you are blinded and deafened to your own senses.

9TH LEVEL – MORE REAL THAN LIFE

At 9th level, your blood magic duplicate is so real that it can even fool mundane and magical senses. No amount of physical inspection can determine that the blood double isn't you, and magic detects the blood double to be a real person as it would normally detect you.

In addition, when you have a blood double, you are hidden from divination magic. If you are targeted by such magic, it instead targets your blood double, and the real you can't be perceived through magical scrying or other sensors.

Truesight can still reveal that your blood double is not the real you, and can perceive you normally.

SWANN'S GUIDE TO THE PROFANE

13TH LEVEL – SHADOW-SWITCH

Starting at 13th level, you are so connected with your blood double that it's hard for even reality to tell you apart. As a bonus action, you take 1d6 Blood damage to teleport, magically swapping places with your blood double.

17TH LEVEL – BETTER THAN TRUTH

Beginning at 17th level, your blood magic duplicate is the best it could possibly be, even exceeding the original in some minor, convenient ways. Your blood double counts your proficiency bonus as twice what it normally is when making attacks.

In addition, when your blood double can see you, you can't be surprised and awakens you if you would be surprised when you are sleeping.



SORCEROUS ORIGINS

BLOOD MAGE

Blood magic is the single purest form of magic; at least according to its inventor, Gariath Swann. No fortuitous ancestor, no one-sided deal, no fawning for divine favour, not even any excruciating study in hopes of understanding. Blood magic is the perfect expression of one's own will, drawing from the only power source over which one has complete control; their own body.

To manipulate magic – this supposedly untameable force – using only the blood in one's veins and the strength of one's resolve. An aspiring blood mage need only reach within their own soul and find the courage to wield their most innate abilities. In doing so they can find the path to great power, and potentially everlasting life.

BLOOD MAGIC SPELLS

You learn additional spells when you reach certain levels in this class, as shown on the Blood Magic Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation or necromancy spell from the sorcerer, warlock, or wizard spell list.

Sorcerer Level	Spells
1st	False Life, Inflict Wounds
3rd	Gentle Repose, Wither and Bloom
5th	Life Transference, Vampiric Touch
7th	Consume Mind, Death Ward
9th	Antilife Shell, Enervation

1ST LEVEL – HARVEST LIFE

When you pick this sorcerous origin at 1st level, your first forays into blood magic see you draining the departing vital essences from those you harm.

When a spell you cast reduces a creature you can see to 0 hit points, you restore hit points equal to the number of the creature's hit dice.

For example: A commoner has 1d8 hit dice, so you restore 1 hit point. A cambion, however, has 11d8, so you restore 11 hit points.

BLOOD DAMAGE

Blood damage is a special type of damage that represents one's life force being siphoned by your magic. It cannot be reduced by any means, bypasses any temporary hit points, and affects you regardless of your race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.

6TH LEVEL – THROUGH YOUR VEINS

Starting at 6th level, you can feed your sorcerous magics at the cost of your own blood. As a bonus action, you can roll a number of d4s up to half your sorcerer level. You take Blood damage equal to the total of the d4s, and regain expended sorcerer points equal to the number of d4s you rolled.

14TH LEVEL – SHAPE OF BLOOD

Starting at 14th level, your mastery over blood magic allows you to affect and damage the vital energies of even your targets. When you cast a spell that deals damage to a creature, you can spend a number of sorcery points equal to the level of the spell slot expended (1 for cantrips) to change all of the spell's damage to Blood damage.

18TH LEVEL – BLOOD CRYSTAL

Starting at 18th level, you have reached one of the most elusive peaks of blood magic; you have found a way to live past death.

When you finish a long rest, you can gain a point of exhaustion to create a Blood Crystal. You can customise its appearance, but typically it's a red-tinged, multi-faceted crystal. It is an object that has an AC equal to your sorcerer level + your proficiency bonus, hit points equal to your sorcerer level, and resistance to all damage. Once created, it can be left somewhere safe.

While your Blood Crystal exists, if you die, your body immediately turns into a harmless liquid (such as blood or water) and drains away or evaporates, leaving behind anything you're wearing or carrying. You then reform 1d10 days later, regaining all your hit points but with 4 points of exhaustion, within 5 feet of your Blood Crystal. Your new body is physically identical to the original, but can be a younger version of you, and the Blood Crystal shatters and is destroyed.

To sustain your Blood Crystal, you must feed it. Each day at dawn, your Blood Crystal loses 1 hit point. Its hit

points can only be restored by using a bonus action to spend any number of hit dice when touching it. If you do this, you don't roll the hit dice or regain any hit points, but the Blood Crystal regains 1 hit point.

As an action, you can conjure an duplicate of your Blood Crystal. It looks identical to it, but has none of its abilities, and is made of glass or another fragile material. When touching your duplicate, you are considered to be touching your real Blood Crystal, and can choose to see through your Blood Crystal using your normal senses.

While you have your Blood Crystal or its duplicate on your person, you have resistance to three damage types of your choice. Choose when you create your Blood Crystal, and you can choose them again whenever you finish a short or long rest with your Blood Crystal or its duplicate on your person.

If you create a new Blood Crystal when you already have one, the previous Blood Crystal immediately shatters.

"Let not fear or taboo stand in your way as you strive for that which you know you can achieve. Victory is but a drop away."

— Gariath Swann to his first disciples



GARIATH SWANN,
THE ORIGINAL
BLOOD MAGE

CONTAMINATED SOUL

There is something...wrong with your soul. Some malady, some affliction, that ate away a small portion of it, but left marks along the edge. These marks, perhaps left by a failed curse, perhaps by a virulent magical disease, perhaps by an instance of great sickness in your lineage, changed you. You wield a power that hungers for the health and life force of other beings, drawing it back to you in an attempt to fill that hole in your soul that it most likely created.

Against whom you turn this soulful hunger is a question for you to answer, as any life force will do to try and patch the gap. And if it serves to perhaps mend the gaping damage to your innermost self, it's a small risk that the same hunger be inflicted upon your victims. Who knows, perhaps it was another trying to feed their own soul's hunger that made you this way...

Although most can't place it, there is something vaguely unhealthy about you. You can roll on the Unhealthy Habits table for whatever unwholesome quirk you live with, or come up with your own.

UNHEALTHY HABITS (CHOOSE OR ROLL A D6)

d6	Habit
1	The hunger is not limited to your soul. You find that no food ever leaves you completely full, leading you to constantly pick away at some morsel or other.
2	Your breathing always sounds a little rough, although it doesn't impact your functioning.
3	Your blood, when it hits the floor, fizzes ever so slightly.
4	The whites of your eyes are slightly discoloured in some unsavoury tint.
5	You idly scratch at your hand or arm, seemingly not noticing even when you draw blood.
6	Your skin is abnormally warm or cold to the touch.

CORRUPTIVE SPELLS

You learn additional spells when you reach certain levels in this class, as shown on the Corruptive Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation or necromancy spell from the sorcerer, warlock, or wizard spell list.

Sorcerer Level Spells

1st	Detect Poison and Disease, Ray of Sickness
3rd	Protection From Poison, Ray of Enfeeblement
5th	Bestow Curse, Stinking Cloud
7th	Blight, Death Ward
9th	Cloudkill, Contagion

1ST LEVEL – LEECHING HUNGER

When you pick this sorcerous origin at 1st level, your hunger begins to reach out through your magic, clawing at the souls of others to try and make you whole again. Whenever you use a sorcerer spell of 1st level or higher to deal damage to a creature, you roll a number of d4s equal to the level of the spell. You regain a number of hit points equal to the result.

If any of the damage dealt was poison damage, you can reroll any roll of 1 on these d4s.

This feature cannot be used if all the targets of the spell who took damage are constructs.

6TH LEVEL – CORRUPTIVE REMNANT

Starting at 6th level, the process by which your magic saps the health of your victims leaves them lesser in more ways than one. Whenever you can use Leeching Hunger, you can choose to also expend a number of sorcery points to try and inflict an additional effect.

The sorcery point cost of effects is shown in the Corruptive Remnant table, with each effect costing that many points each to add. You may select any combination of additional effects to be caused at the same time, however the total sorcery point cost of the effects cannot exceed the spell slot used in the casting of the spell.



DROW ELVEN
CONTAMINATED SOUL

In addition to any other effects of the spell, the target must pass a Constitution saving throw against your spell save DC or be affected by all chosen effects, including additional damage. These additional effects last for 1 minute, and the creature may repeat the saving throw at the end of each of its turns, ending all Corruptive Remnant effects on a success.

Poison damage dealt from Sorcerer spells or Corruptive Remnants also counts as necrotic damage for purposes of circumventing resistance and immunity to poison.

CORRUPTIVE REMNANTS

Sorcery Points	Corruptive Remnants
1	Deafened, Poisoned, 1d6 poison damage
2	Frightened, 2d6 poison damage
3	Blinded, Restrained, 3d6 poison damage
4	Incapacitated, 4d6 poison damage
5	Paralysed, Stunned, 5d6 poison damage

14TH LEVEL – ADAPTIVE SOUL

Starting at 14th level, your hunger's attempts to fill the hole in your soul are beginning to bear fruit, albeit in a patchwork and temporary manner. Whenever you can use Leeching Hunger, you can choose to also absorb some of the creature's traits, your own body and soul adapting to match. You may state one damage resistance or condition immunity that you know the creature has, or select one at random, and gain it for 1 minute. This does not stop the creature from benefiting from that resistance or immunity.

Once you use this feature to gain a damage resistance or condition immunity, you can't use it again until you finish a long rest, unless you spend 4 sorcery points to use it again.

18TH LEVEL – RESIDUAL DAMAGE

Starting at 18th level, the marks your hunger's claw leaves on other creatures' souls are distinct and debilitating. Whenever you can use Leeching Hunger, you can choose to also expend 6 sorcery points to afflict the creature with a measure of your soul's damage.

The creature is unable to regain hit points by any method until Greater Restoration or similar magic is cast on it, or 1 hour has passed.



WARLOCK OTHERWORLDLY PATRONS

THE PLAGUEBRINGER

There are many depraved but powerful beings that exist across the planes; beings that would see the world plunged into a swirl of disease and death. Hags, demons such as sibriexes and wastriliths, devils like amnizus, even the immensely powerful green greatwyrms...all can bestow powers of corruption upon those who beseech them.

Making a pact with such a creature is as dangerous as the foul magics they employ, for they likely see you as little more than a vessel of infection. There is certainly much allure, however, in the promise to live free from all sickness, even if the world around you must wither for you to get it.

EXPANDED SPELL LIST

The Plaguebringer lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Warlock Level	Spells
1st	Detect Poison and Disease, Ray of Sickness
3rd	Blindness/Deafness, Protection From Poison
5th	Bestow Curse, Stinking Cloud
7th	Confusion, Vitriolic Sphere
9th	Cloudkill, Contagion

WATER GENASI PLAGUEBRINGER WARLOCK



1ST LEVEL – EMERGING BLIGHT

Starting at 1st level, your patron grants you the ability to spread their contamination. As an action, you can point to a spot on a surface you can see within 60 feet, making it the epicentre of an emerging corruption. The ground warps, plant life dies, and creatures sicken.

Within a 10 foot radius sphere of that point, plants that aren't creatures wither, and the ground in it is difficult terrain. Any creature that starts its turn within the radius must pass a Constitution save against your warlock spell save DC or take poison damage equal to $1d8 + \text{your warlock level}$. The creature is also poisoned until it ends its turn outside of the radius. Plant creatures have disadvantage on this save.

This Blight lasts for 1 minute, or until you choose to end it early (no action required). You are immune to the effects of your own Blight, unaffected by the difficult terrain and automatically passing the Constitution save. You can do this a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. You may have multiple Blights active at once, but creatures cannot be affected by more than one per turn.

1ST LEVEL – PLAGUE ASPIRANT

Also at 1st level, you are granted some protection against the harmful energies you wield. You have resistance to poison damage, and advantage on saves against being poisoned or diseased.

6TH LEVEL – CORROSIVE BLIGHT

Starting at 6th level, the corruption you spread grows in strength, your poisons searing like acid. The size of your Blight increases to a 15 foot radius sphere. In addition, poison damage you deal by warlock spells or your Blight also counts as acid damage for purposes of circumventing resistance and immunity to poison.

6TH LEVEL – PLAGUE ADHERENT

Also starting at 6th level, your body adapts to better suit your toxic environments. You are immune to disease and poison.

10TH LEVEL – DEBILITATING BLIGHT

Starting at 10th level, the contamination you call forth grows stronger yet, stinging the eyes of those caught within it. The range of your Blight increases to a point you can see within 90 feet, its size increases to a 20 foot radius sphere, and its damage increases to $2d8 + \text{your warlock level}$. In addition, a creature that fails the Constitution save is also blinded until it ends its turn outside of the radius.

14TH LEVEL – PATHOLOGICAL BLIGHT

Starting at 14th level, the sickness you cause is a part of you, moving with you and giving you renewed strength. Instead of selecting a point on a surface you can see to be the centre of your sphere of corruption, you can

choose to centre the Blight on yourself. If you do so, the sphere of effect will move with you.

In addition, the duration of your Blight increases to 10 minutes. The first time you enter the radius of a specific use of the Blight (including if you are within the radius when it appears) you gain temporary hit points equal to $1d10 + \text{your warlock level}$.

THE SANGUINARCH

Command of blood itself is a power craved by many. Vampires have long hungered for the life essence of mortal creatures, but a select few blood mages have ascended to the point that they can share their gifts with others. Among them, the infamous blood mage Gariath Swann is the most powerful, being credited with the invention of the art itself. Whether undead or mortal, these exceptionally skilled manipulators of blood can imbue their chosen with a measure of their control in exchange for a small stipend of what they collect; what the patron does with the syphoned blood is perhaps best not considered.

EXPANDED SPELL LIST

The Sanguinarch lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Warlock Level	Spells
1st	Cure Wounds, Inflict Wounds
3rd	Gentle Repose, Wither and Bloom
5th	Life Transference, Speak With Dead
7th	Aura of Life, Death Ward
9th	Antilife Shell, Raise Dead

1ST LEVEL – BLOOD POOL

Starting at 1st level, you gain access to an otherworldly reservoir of power into and out of which your blood magic flows. The Blood Pool is a resource you must track to fuel your Sanguinarch features, and pay your patron.

You add to your Blood Pool by draining corpses you find or create. As an action you can target one creature you can see within 15 feet that has died within the last hour and isn't undead or a construct. You drain it to increase your Blood Pool by an amount determined by the size of the creature:

Tiny creatures increase it by 1, Small creatures by $1d4$, Medium creatures by $1d6$, Large by $1d8$, Huge by $1d10$, and Gargantuan by $1d12$.

Once you have drained a creature in this way, that creature cannot be drained again.

Your Blood Pool has a maximum capacity equal to five times your proficiency bonus. Upon finishing a long rest, the quantity in your Blood Pool is reduced by an amount equal to your proficiency bonus as your patron takes their tithe. This cannot reduce your Blood Pool to less than 5.

1ST LEVEL – SANGUINARY POWER

Also at 1st level, you can draw upon the power in your Blood Pool to gain otherworldly benefits. As a bonus action, you can gain one of the following benefits:

- Regain lost hit points at a cost of 2 from your Blood Pool per hit point regained.
- Regain an expended Warlock spell slot at a cost of 4 times the level of the spell slot. This can allow you to regain spell slots lower than your usual Warlock spell level.

6TH LEVEL – FINE RED MIST

Starting at 6th level, you can tap into your Blood Pool to take a protective and mobile form.

As an action on your turn, or a reaction after taking damage, you can draw 6 from your Blood Pool to transform yourself, along with everything you're wearing and carrying, into a red misty cloud.

While in this form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter and occupy a hostile creature's space. If air can pass through a space, your mist can do so without squeezing, and it treats liquids as solid surfaces. You have resistance to nonmagical damage, and you have advantage on Strength, Dexterity, and Constitution saving throws.

This lasts for 1 hour, until you drop to 0 hit points, or you choose to end it early (no action required).

10TH LEVEL – SANGUINE ARTS

Starting at 10th level, you can use your magical attacks as a way to lash out at, and drain from, living creatures.

When you hit a creature with a spell that deals damage, you can draw 4 from your Blood Pool to deal an extra 1d6 Blood damage to the target. You then drain half the total Blood damage you dealt back into your Blood Pool. This can allow you to drain from undead and constructs.

14TH LEVEL – GREAT DRAINING

Starting at 14th level, you can unleash a great wave of blood magic that speeds out then back in, draining from the living and dead in an almighty surge. As an action, you can target all undrained dead creatures within 30 feet, draining them as described in Blood Pool. The usual restrictions on which creatures can be drained still apply.

Additionally, any living creatures of your choice within 30 feet must make a Charisma saving throw. A creature takes 3d10 Blood damage on a failed saving throw, and half as much damage on a successful one. Increase your Blood Pool by the amount drained from any corpses and half the total Blood damage dealt by this feature.

If this would cause your Blood Pool to exceed its maximum, you gain the excess as temporary hit points.

Once you use this feature, you cannot do so again until you finish a long rest.

BLOOD DAMAGE

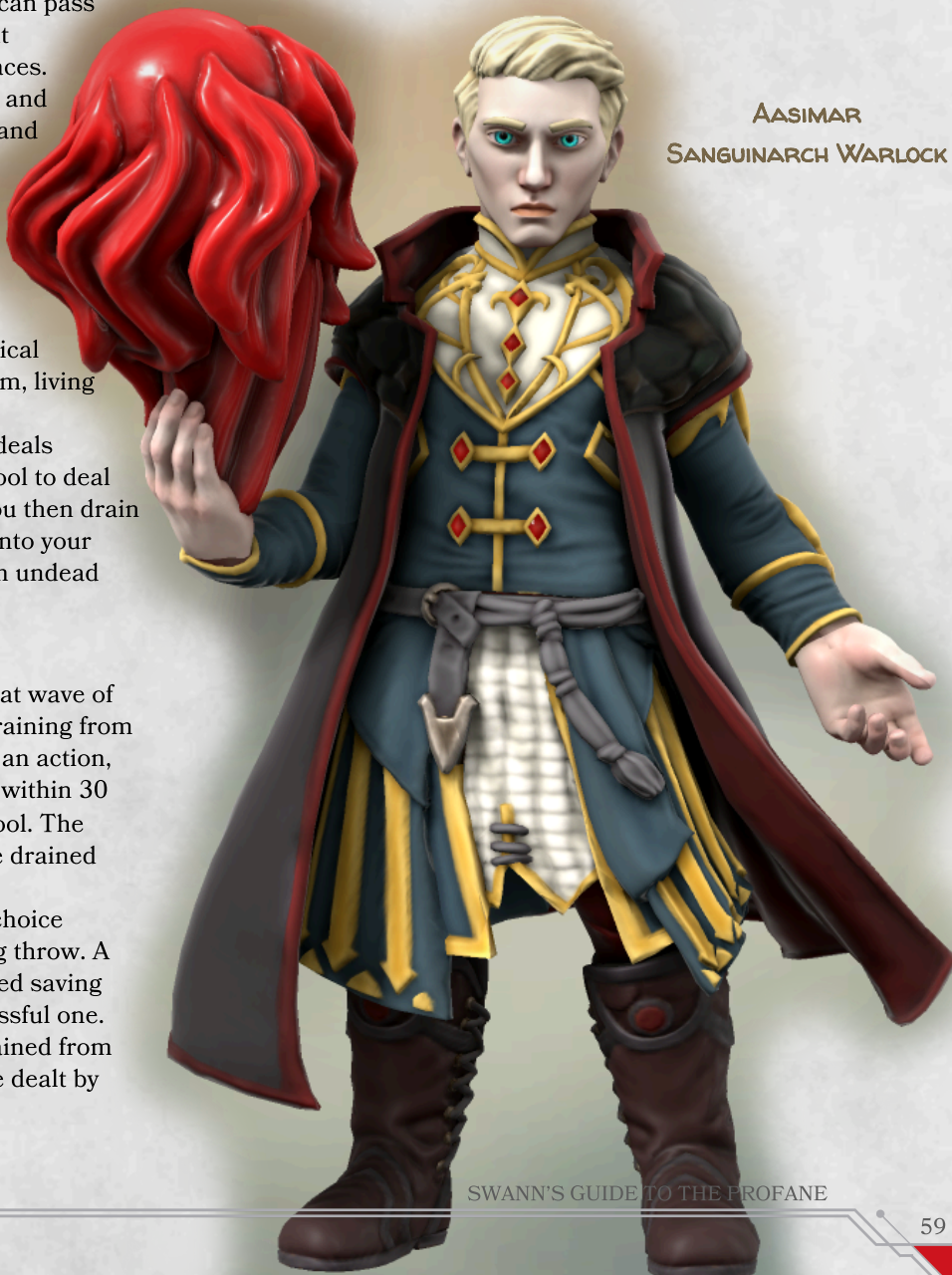
Blood damage is a special type of damage that represents a creature's life force being siphoned by your abilities. It cannot be reduced by any means, bypasses any temporary hit points, and affects them regardless of their race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.

ELDRITCH INVOCATIONS

TOXIC BLAST

Prerequisite: Plaguebringer Patron, Eldritch Blast cantrip

When you cast Eldritch Blast, you can temporarily replace its damage type with poison damage. }}



AASIMAR
SANGUINARCH WARLOCK



WIZARD ARCANE TRADITIONS

HAEMOMANCY

When studied extensively, there is an art – a precision – to blood magic that appeals greatly to some wizards. By internalising one's learning and magic capability, a mage can achieve incredible feats of resilience and power, using their own flesh and blood as a conduit for casting and summoning. Such techniques do not come without risk, and the studios are rarely known for their robust constitutions, but many consider the trade-off to be a worthwhile one.

The most enthusiastic haemomancers are usually easy to spot; they often inscribe their skin with sigils, glyphs, words, and incantations, the writing glowing with an unhealthy brightness when their arcane power is channelled through their own body to strike without warning or mercy. Many wielders of haemomancy like to use it to conjure monstrous creations of blood and gore, intimidating their foes while sustaining their twisted pets off their own life force.

TIEFLING
HAEMOMANCER



BLOOD DAMAGE

Blood damage is a special type of damage that represents your own life force being siphoned by your magic. It cannot be reduced by any means, bypasses any temporary hit points, and affects you regardless of your race; all creatures have some form of vital energy, and this is the damage it takes. Your concentration cannot be broken as a result of taking Blood damage.

2ND LEVEL – AWAKENED FROM WITHIN

Beginning when you select this arcane tradition at 2nd level, your understanding of the connection between blood and magic allows you to tap into your natural power source that flows within. When you use Arcane Recovery, you can recover spell slots in excess of your normal limit by taking 1d4 Blood damage per level. You can then use your hit dice after this as part of the same short rest.

In addition, you can use your own body as an arcane focus.

2ND LEVEL – NUMB FROM WITHOUT

Also at 2nd level, you can all but ignore external pain sensations while wielding magic, as long as you focus instead on your haemomancy. If you fail on a Constitution saving throw that you make to maintain concentration on a spell, you can choose to take Blood damage equal to twice the level of the spell. You instead succeed on the Constitution saving throw.

6TH LEVEL – HAEMOMANTIC CREATIONS

Starting at 6th level, when you summon or create a creature using a spell you've cast, you can choose to grant it the following benefits:

- The creature appears with temporary hit points equal to your wizard level + your proficiency bonus.
- The creature's type is Monstrosity.
- When the creature would drop to 0 hit points, you can use your reaction to take 1d6 Blood damage so the creature instead drops to 1 hit point.

Creatures summoned in this way usually look like they're coated in, or even completely created of, blood.



10TH LEVEL – BODY AS PARCHMENT

Starting at 10th level, when you finish a short or long rest, you can inscribe one or more spells onto your body itself, ready to be cast later; this can take the form of writing upon your body, or having glyphs appear at your touch.

Select any spells of 1st through 5th level that are in your spellbook, the combined levels of which do not exceed your proficiency bonus, and make note of them. You do not need to have them prepared, but they must be of a level for which you have spell slots. You may inscribe upcast spells, but they must be cast at the inscribed level and count as their upcast level for purposes of the spell level limit. You may inscribe the same spell multiple times and at different upcasting levels.

You may cast inscribed spells as normal, with the following differences:

- Take 1d6 Blood damage per level of the inscribed spell when it is cast.
- Inscribed spells do not expend a spell slot when cast.
- Once a particular inscribed spell is cast, it is no longer inscribed.
- Readyng an inscribed spell doesn't cast it unless it is triggered.
- Readyng an inscribed spell doesn't require concentration. If a triggered readied spell requires concentration, then it requires it only once triggered.

14TH LEVEL – BLOOD AS INK

Starting at 14th level, the vital substances that flow through you are imbued with your magic. Whether you bleed blood or something else, you can use it to replace expensive materials, or sustain magic without thought.

When you copy a spell into your spellbook, you can reduce the gold cost as much as you'd like by taking 1d10 Blood damage per 50gp (minimum of 1d10).

In addition, you can maintain concentration on an inscribed spell that you've cast, at the same time as you maintain concentration on another spell or effect. If required to take a Constitution saving throw to maintain concentration, roll separately for each. You can use Numb From Without to turn failed saving throws into successes as normal.

MALIGNANCE MAGIC

Wizards who choose to learn the ways of Malignance are generally unwell in body or mind. It is a specialisation of magic that is disliked, and often outlawed, in peaceful, open societies. It has its connections and roots among great forces of evil and pestilence in the world but, like any tool, it can be used for good or for ill.

The studying of Malignance Magic allows one to manifest into physical form the malice felt by either themselves or their enemies – sometimes both – and use that poisonous malice against their foes. Curiously, for some this process brightens the wizard, almost as if

the manifestations are ridding them of their inner demons. For others, this is more like a crystallisation of whatever darkens their soul, further dragging them into evil's foul embrace.

2ND LEVEL – POISON ADEPT

Your study of Malignance has granted you the ability to manipulate your magic to better suit your particular vocation. Starting when you choose this arcane tradition at 2nd level, when you cast a wizard spell that deals damage, you may temporarily replace the damage type with poison damage.

2ND LEVEL – MALIGNANT TOXIN

As you begin down this dark path, you feel your spells echo back to you, leaving an intangible residue that you can then concentrate into a physical substance.

Also starting at 2nd level, when a 1st level or higher wizard spell you cast deals poison damage to a hostile creature, you gain a Malignant Token. This token is not a physical thing; it is a part of you, and only you can sense its presence. At no point can you have more tokens than your total number of spell slots (including expended slots). At the end of each long rest when you have Malignant Tokens, you lose 1d4 tokens as the incorporeal residue dissipates harmlessly.

As an action you may spend 2 Malignant Tokens to produce a single dose of Malignant Toxin (see below). For each 2 additional tokens you spend when producing a toxin in this way, the damage of that produced dose increases by 1d (e.g. 1d6 becomes 2d6). Produced Malignant Toxins may be used by you, or given to someone else to use. Given their magical nature, they are perfectly safe to handle until someone decides to apply them to something.

Produced doses of Malignant Toxin remain potent until the end of your next long rest, when they disappear harmlessly, reabsorbed into the magical ether.

Malignant Toxin (Special, Contact, Toxin)

Malignant Toxins come in a different form for each wizard; some appear as ordinary vials of purple or green liquid, some as globules of slightly sticky black goo, some as clearly defined crystal objects that are absorbed by the first surface against which they are placed.

A creature subjected to this poison must succeed on a Constitution Save against your Wizard spell save DC or take 1d6 poison damage.

6TH LEVEL – DETERMINED MALEVOLENCE

The malignance within you is strong, empowering and altering the magic you wield, giving it a better chance at overcoming your targets. Poison damage dealt by wizard spells you cast also counts as acid damage for purposes of circumventing resistance and immunity to poison.

In addition the damage dealt by Malignant Toxins increases to 1d8 (including additional dice added by extra tokens spent).

10TH LEVEL – PROTECTIVE ESSENCE

Starting at 10th level, the accumulated malignance bolsters your body against harm. While you have 5 or more Malignant Tokens, you have resistance to poison damage and advantage on saves against being poisoned or diseased. While you have 10 or more, you instead have immunity to poison and disease.

In addition the damage dealt by Malignant Toxins increases to 1d10 (including additional dice added by extra tokens spent).

14TH LEVEL – MALICIOUS BURST

Starting at 14th level, the rampant power of your Malignance Magic creates cascades of vile energy. Instead of gaining a single Malignant Token per spell, you now gain a number of tokens equal to half the level of the spell slot used (rounding up). It must still be a 1st level or higher wizard spell you cast that deals poison damage to a hostile creature to create tokens, and your total number of tokens still cannot exceed your number of spell slots.

When in dire need, you may release a large portion of your pent-up Malignance to ward off an otherwise lethal blow. When you are reduced to 0 hit points, you can immediately spend 15 Malignant Tokens to instead drop to 1 hit point. Every creature within 20 feet of you must then succeed on a Dexterity saving throw against your wizard spell save DC or take 5d10 poison damage, as the released Malignant energy bursts forth.

DWARVEN
MALIGNANCE WIZARD



POISON OVERHAUL

WHY OVERHAUL POISONS?

I've always felt that poisons are an interesting, but horrendously under-utilised resource in D&D. I also understand why; it's hard to make them have a real impact without making them a 'compulsory' part of competitive builds. The result is that poisons in official material are not really worth the time and effort to obtain and use.

To try and fix this, I set out to both create an expanded list of poisons, and a more robust system for using them. I took the few existing poisons, and added a *great deal more*, categorising them based on information from the *Dungeon Master's Guide* and my own ideas to make them closer to the level of spells in power, variety, and use.

The full range, listed below, is 199 poisons, covering the whole spectrum of strength and value from about 15gp, all the way to about 3,000gp. In short, enough to make them viable as a core build or class mechanic. These are used extensively by an Artificer, Bard, Ranger, and Rouge subclass each presented earlier in this book, but any class can make use of them the way they can with potions; stick them random in shops and loot piles, and add another dimension to your game!

POISON CLASSIFICATIONS

The two ways poisons are classified are by **Type** and **Category**; in other words by 'use' and by 'source'. The Types are taken from the *Dungeon Master's Guide*, but will be briefly recounted here:

POISON TYPES

Contact poisons need to make physical contact with the skin, so they could be applied to a surface or a weapon, or perhaps just thrown at someone.

Ingested poisons need to be eaten or drunk, so can be hidden in someone's food or drinks.

Inhaled poisons need to be breathed in, although it's generally accepted that holding one's breath isn't enough; they get into your nose, your eyes, etc, and that has the same effect. These can be powders or gasses that are thrown at someone.

Injury poisons are a little ill-defined, but I see it as getting into the blood. Logically eating an injury poison would probably still affect you, but they're generally delivered by being applied to a piercing or slashing weapon, and then landing a hit.

POISON CATEGORIES

There are two Sub-Categories for poisons; **Natural** and **Artificial**.

Natural poisons are **Venoms**, obtained from poisonous creatures, and **Plants**, obtained obviously from poisonous plantlife or plant-like creatures. These can generally be used 'raw from the source' so to speak;

milking a python will give you python venom that needs no additional work for it to be usable.

Artificial poisons are **Toxins**, requiring alchemical or cooking processes to be potent, while **Mixtures** are when simply combining raw ingredients is enough.

The difference between Mixtures and Toxins isn't particularly great, but the barrier between Natural and Artificial is very important.

PRICING

I've given every poison a value, calculated based on their damage, DC, additional effects, duration, etc. This value is in gp and balanced to be found in shops alongside potions. Poisons are generally expensive for single-use items, but this is to stop them being 'must-buy' items for everyone.

The subclasses that use poisons in their core mechanics are able to create their own, and I feel the prices are fair for them to be used in shops or to determine loot value. If, however, you feel the prices are too low (for example if you run a high-paying campaign), I'd suggest doubling all the prices. The important thing is maintaining their relative costs.

PURPLE WORM
[MONSTER MANUAL]



SAVING THROWS

Almost every poison presented here as a resist DC, so when the victim is subjected to the poison, however it's delivered, they have a chance to resist it. For poisons that rely on landing a hit first, the saving throw is made after dealing damage, while for the others it could be the only defence against the effects.

It's worth noting that not all of these poisons are resisted with a Constitution saving throw; part of diversifying their use means that your toughest enemies aren't automatically going to be resistant to the effects. The saving throw required to resist the effects is listed in the individual poison entries.

HARVESTING POISONS

Every single Natural poison is harvested from the flora or fauna of the world. These are all taken or extrapolated from the creatures presented in every official book available at the time of writing; if their attacks or abilities suggest they have something that could be harvested and weaponised, they are represented in my list of poisons.

These are less likely to be found as usable poisons in shop and loot piles, but they enable your party to encounter virtually any poisonous creature in the multiverse and collect from it for their own use. Along with this, they each have particular ways they must be harvested, judged based on the nature of their particular poison.

Dead harvesting works if the venom is still potent and accessible after death. This would probably require a Medicine check.

Incapacitated harvesting works if for whatever reason you can't or don't want to kill the creature, and its venom can be forcibly collected. This is vital if the venom is no longer potent or accessible after death, possibly using Animal Handling.

Captured harvesting is very similar to incapacitated, but probably requires more specialist equipment than you would have in the field. The average adventurer couldn't exactly collect dragon breath. The check required for this would be very circumstantial, given the preparation.

Willing harvesting is the nicest of the lot; this is when the creature allows you to collect its venom through training or some sort of deal. This might not require any check at all.

Come poisons are able to be collected through all four methods, but that's quite rare among venoms; usually you need to come a little prepared.

While I have not prepared harvesting DCs for the natural poisons, I'd suggest using their resist DC as a guide and adjusting them based on circumstances. Once poison has been collected from a creature, 24 hours must pass before any more can be collected from it.

SYNTHETIC POISONS

Alongside manually harvesting samples, some individuals are able to recreate the effects of Natural poisons using artificial means to acquire them. Typically limited to the backgrounds and subclasses listed in this book that make use of poison recipes, it's possible that proficient potion or poisonmakers in your world are also able to do this.

Synthetic poisons function exactly like their Natural poison counterpart.



ADULT GREEN DRAGON
[MONSTER MANUAL]

AS POISONS ARE LISTED IN VALUE ORDER, HERE THEY ARE IN ALPHABETICAL ORDER FOR REFERENCE

Poison	Page	Poison	Page	Poison	Page	Poison	Page
Aboleth Mucus	83	Dead Elf's Sleep	69	Grung Poison (Red)	76	Scaret toxin	72
Aconite	87	Death Dog Saliva	86	Gyun Parrottrap Pollen	77	Scorpion Venom	73
Alkilith Secretions	79	Death Embrace Slime	86	Halfweed Leaf	87	Sea Basilisk Oil	85
Alyxian Aboleth Mucus	72	Deep Compulsion Spores (Adult)	81	Halfweed Nectar	87	Sea Spawn Poison	67
Amphisbaena Venom	73	Deep Compulsion Spores (Ancient)	84	Harins Moths	68	Serpent Venom	76
Ankheg Acid	77	Deep Green Spores (Adult)	82	Hellwasp Venom	81	Shadowghast Still	75
Arcanaloth Edge	76	Deep Green Spores (Ancient)	85	Hush	70	Shae Gambit	68
Arsenic	69	Deep Night Spores (Adult)	84	Icevein (Strong)	71	Shalevine Extract	66
Assassin's Aid	67	Deep Night Spores (Ancient)	86	Icevein (Weak)	67	Shoosuva Venom	79
Babau Slime	72	Deep Night Spores (Wyrmling)	74	Immolata	69	Sibriex Bile	84
Bale	71	Deep Night Spores (Young)	82	Imp Drip	76	Silver Gas (Adult)	79
Belladonna	87	Devil's Beard	70	Imp Hair	66	Silver Gas (Ancient)	80
Black Acid (Adult)	83	Dretch Gas	73	Insnettle	72	Silver Gas (Wyrmling)	77
Black Acid (Ancient)	83	Dried Vaxxan Yew	86	Ive-Shore	70	Silver Gas (Young)	77
Black Acid (Wyrmling)	79	Dumbfounder	69	Kinetosis	68	Slithering Boomblood	77
Black Acid (Young)	82	Dye Solution	66	Kiridin	69	Snakebite	73
Black Vein	70	Edge Embrace	68	Kruthik Acid	81	Sovereign Spores	78
Blackblood	70	Egg Hunter Torpor	78	Leadblood	70	Spiderbite (Medium)	77
Blindspot	69	Enho's Last Meal	67	Mancin Apple Juice	83	Spiderbite (Strong)	78
Bloodseed	71	Ettercap Bite	75	Mandrake	79	Spiderbite (Weak)	72
Boggle Oil (Slippery)	72	False Death	71	Maurezhi Curse	85	Sprite Night	66
Boggle Oil (Sticky)	72	Fickle Friend	66	Maurezhi Still	75	Star Grue's Shine	72
Bone Devil Venom	81	Firebool	67	Meenlock's Grasp	75	Star Larva Bite	73
Brass Gas (Adult)	78	Firenewt Spit	74	Mime's Mute	68	Steeder Venom (Female)	75
Brass Gas (Ancient)	79	Flumph Stuff	78	Mimic Acid	82	Steeder Venom (Male)	73
Brass Gas (Wyrmling)	75	Fog of Eyra	69	Mindcell	69	Stonedrop	71
Brass Gas (Young)	76	Garnet Wart	84	Mindthorn	67	Sudden Repose	70
Bristlement	69	Ghast Still	74	Mirror Paste	68	The Waking Dark	71
Bulezau Blight	86	Ghoul Still	74	Myconid Spores	75	Thri-Kreen Venom	76
Cadaver's Gas	78	Giant Coral Snakebite	74	Naga Venom (Bone)	75	Tlincalli Venom	81
Canoloth Bile	75	Giant Scorpion Venom	80	Naga Venom (Guardian)	85	Troll Saliva (Dire)	75
Castigation	69	Gloomstalker Spite	74	Naga Venom (Spirit)	83	Troll Saliva (Rot)	81
Centipede Shock	78	Gold Lotus Extract	72	Neogi Venom	80	Troll Saliva (Venom)	77
Charlotte's Eye	68	Gorgonbreath	85	Neothelid Acid	84	Trollblood	82
Chuul Slime	78	Gravedust	66	Nocna Kletva	68	Truth Serum	67
Cockatrice's Curse	84	Green Miasma (Adult)	86	Oleander	86	Vargouille Poison	76
Copper Acid (Adult)	83	Green Miasma (Ancient)	87	Otyugh Bile	87	Vaxxan Yew	85
Copper Acid (Ancient)	83	Green Miasma (Wyrmling)	80	Phase Spiderbite	81	Vegepygmy Spores	82
Copper Acid (Wyrmling)	79	Green Miasma (Young)	85	Pit's Doom	87	Vertigo	68
Copper Acid (Young)	82	Green Venom (Adult)	76	Pseudodragon Sting	77	Vranic Impulse	71
Copper Gas (Adult)	83	Green Venom (Ancient)	80	Puppet Hand	70	Vrock Spores	80
Copper Gas (Ancient)	84	Green Venom (Wyrmling)	73	Puppet Master	71	Wasp Sting	79
Copper Gas (Wyrmling)	80	Green Venom (Young)	73	Purple Worm Venom	86	Wastrilith Water	71
Copper Gas (Young)	81	Grell Dust	77	Quasit Drip	74	Water Hemlock	72
Core Spawn Crystal Spores	84	Grung Poison (Blue)	74	Rat Nap	67	Wibbleknees	66
Cormium	70	Grung Poison (Colourless)	73	Red Rosary	86	Wyvern Poison	82
Corpse Flower Sap	76	Grung Poison (Gold)	80	Rhasol	67	Yuan-ti Venom (Strong)	79
Crawler Mucus	78	Grung Poison (Green)	76	Ricin	85	Yuan-ti Venom (Weak)	73
Cyanide	70	Grung Poison (Orange)	74	Rutterkin Slobber	83	Zombie Plague	85
Dark Chocolate	67	Grung Poison (Purple)	80	Sap Gum	70		

POISON LIST KEY

Each poison has a variety of properties listed in parentheses after the poison's name. These properties affect how difficult it is to produce, who can produce it, and how it is used. The properties are:

Rarity (Common, Uncommon, Rare, or Very Rare) affecting its difficulty to learn and likelihood of being in shops.

Type (Contact, Ingested, Inhaled, or Injury) affecting how it is delivered, as described in the *Dungeon Master's Guide*.

Category (Mixture, Plant, Toxin, or Venom) determined by its source. Mixtures and toxins are considered 'artificial' poisons, while plants and venoms are considered 'natural'.

Value is the recommended gold cost of a single dose of these poisons. This can be used for stocking shops, but also serves as a limit for which poisons can be produced at various subclass levels.

ARTIFICIAL POISONS

ALL POISONS ARE LISTED IN ASCENDING ORDER OF VALUE

DYE SOLUTION

(Common, Contact, Toxin) Value: 20gp

A bottle and dropper of deep blue liquid that turns invisible when exposed to the air for more than a minute. Often used as a security measure.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw. On a failure, after 1d6 minutes a blue mark appears where contact with the poison was made. It lasts until magically cured by *Lesser Restoration* or similar magic.

GRAVEDUST

(Common, Inhaled, Mixture) Value: 51gp

A pouch of ashen grey powder that slips between the fingers.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be frightened of all creatures for 2d4 rounds.

WIBBLEKNEES

(Common, Inhaled, Mixture) Value: 77gp

A bag of greeny-coppery dust that smells faintly of apple pie.

A creature subjected to this poison must succeed on a DC18 Constitution saving throw or fall prone. The creature repeats the save at the start of each of its turns for 1 minute, ending the effect on a success.

IMP HAIR

(Common, Contact, Toxin) Value: 94gp

Thick strands of grass-like plant matter coloured an unpleasant red. Contact with skin leaves red traces.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or have disadvantage on all Dexterity checks for 3d8 hours.

SHALEVINE EXTRACT

(Common, Injury, Toxin) Value: 119gp

A small vial of viscous navy blue liquid that becomes invisibly absorbed onto the first metal surface it touches.

A creature subjected to this poison must succeed on a DC10 Constitution saving throw or take 1d6 poison damage immediately, and then another 1d6 poison damage at the start of its next turn.

FICKLE FRIEND

(Uncommon, Inhaled, Mixture) Value: 153gp

A tiny snuffbox that contains sage-coloured granules. Inhaling it makes someone feel the need to sneeze, but be unable to do so. The effect of this poison temporarily suppresses the victim's personality, making them entirely subservient to the first command they hear, albeit for a very short time.

A creature subjected to this poison must succeed on a DC12 Charisma saving throw or be compelled for 1 round to follow the first single word command heard, as if under the effect of *Command*.

SPRITE NIGHT

(Rare, Injury, Mixture) Value: 170gp

A small pot of pinkish powder made of various plants. It gives off a glittery effect when applied to a weapon.

A creature subjected to this poison must succeed on a DC10 Constitution saving throw or be poisoned for 1 minute. If it fails the save by 5 or more, the poisoned creature falls unconscious for 1 minute, until it takes damage, or another creature uses an action to shake it awake.



SPRITE
[MONSTER MANUAL]

ICEVEIN WEAK

(Uncommon, Injury, Toxin) Value: 171gp

A bottle of clear liquid that remains chilled even in a warm environment. A thin sheen of ice forms when applied to a weapon. The weaker version of the Icevein poison, once a cut is made, the liquid begins to freeze the blood.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or take 1d4 cold damage at the start of each of its turns for 1d6 rounds. This effect does not stack if the creature is affected multiple times. This poison only affects creatures with blood.

SEA SPAWN POISON

(Rare, Contact, Mixture) Value: 173gp

A bag of green-teal powder made primarily from crushed sea spawn quills.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or take 1d6 poison damage and be poisoned for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

RHASOL

(Uncommon, Injury, Toxin) Value: 188gp

A vial of thin, lime-coloured gas that causes distinct discolouration around the joints of victims. This toxin attacks the joints, leaving them fully functional but very painful.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or be poisoned for 5 minutes. If the poisoned creature moves more than half its maximum speed in a single round, it immediately takes 1d6 poison damage. This effect does not stack if the creature is affected multiple times.

DARK CHOCOLATE

(Common, Ingested, Toxin) Value: 191gp

Identical to a piece of the luxury food, but with a burning aftertaste. The reliability of this poison was sacrificed to improve its resemblance to real chocolate.

A creature subjected to this poison must succeed on a DC9 Constitution saving throw or take 3d4 poison damage and be paralysed for 1 minute.

FIREBOOL

(Uncommon, Injury, Toxin) Value: 199gp

A little pot of reddish-brown paste that feels hot to the touch. The weapon edge appears slightly heated when applied. This poison sends fire shooting through the veins of its victims.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or take 1d6+1 fire damage. The creature must repeat the save at the start of its next turn, taking 1d6+1 fire damage on a failure. The effect does not stack if the creature is affected multiple times. This poison only affects creatures with blood.

ASSASSIN'S AID

(Common, Inhaled, Mixture) Value: 204gp

A bag of pale green powder that smells of must and mould.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be paralysed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

RAT NAP

(Uncommon, Injury, Toxin) Value: 204gp

A dropper of pearlescent liquid that takes on a filmy appearance when applied to a weapon. Victims wake up from this poison's effects with a faint headache.

A creature subjected to this poison must succeed on a DC12 Wisdom saving throw or fall unconscious for 1d4 minutes, or until it takes damage, there is a loud noise, or another creature uses an action to shake it awake.

TRUTH SERUM

(Uncommon, Ingested, Toxin) Value: 234gp

A bottle of pale blue liquid that is said to taste of clouds and deceit.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or be poisoned for 1 hour. The poisoned creature cannot knowingly speak a lie, as if under the effect of *Zone of Truth*.

ENHO'S LAST MEAL

(Common, Ingested, Mixture) Value: 238gp

A dark granulated substance that can be mistaken for pepper. It is named for the jester Enho who supposedly applied it to the king's meal as a prank.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or be incapacitated in fits of laughter for 2d4 rounds.

MINDTHORN

(Rare, Injury, Toxin) Value: 238gp

A bottle of silvery liquid that sits a little unevenly when applied to a weapon. Victims of this poison are in a state of extreme mental pain until they wake.

A creature subjected to this poison must succeed on a DC14 Wisdom saving throw or be unconscious for 1d6 minutes.

VERTIGO

(Common, Inhaled, Mixture) Value: 238gp

A little bag of golden glitter that induces a sudden feeling of vertigo, followed immediately by unconsciousness.

A creature subjected to this poison must succeed on a DC14 Wisdom saving throw or be unconscious for 1d6 rounds, or until it takes damage.

EDGE EMBRACE

(Rare, Contact, Toxin) Value: 281gp

A vial filled with deep teal liquid that clings to the sides of the glass unless shaken.

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the poison as an improvised weapon. On a hit, the creature teleports 1d6x5 feet in a random direction determined by 1d6. If the new space is occupied by a creature, both that one and the moved creature take 2d6 force damage. If the new space is occupied by something other than a creature, the moved creature takes 2d6 force damage. In either case, the moved creature is placed in the nearest unoccupied space; the creature decides which space if multiple are available.

MIRROR PASTE

(Uncommon, Contact, Mixture) Value: 309gp

A thick, silvery paste bound in an opaque black cloth bag. Despite being named after a reflective surface, this paste absorbs any light that touches it, rapidly amplifying the temperature of even the dimmest light. Completely covering the affected area, or wiping it off, is the only way to stop the searing pain.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or take 1d6 radiant damage. The creature repeats the save at the end of each of its turns, taking 1d6 radiant damage on a failure. This effect continues until someone (the affected creature or another creature) uses an action to wipe off or cover the area. The save is not repeated when the affected creature is in total darkness, but continue if the creature leaves the darkness. This effect does not stack if the creature is affected multiple times.

KINETOSIS

(Uncommon, Injury, Toxin) Value: 323gp

A small bottle of dirty purple liquid that smells strongly of bile when applied to a weapon. A highly refined irritant, it is virtually guaranteed to induce nausea in victims.

A creature subjected to this poison must succeed on a DC19 Constitution saving throw or be poisoned for 12 hours.

MIME'S MUTE

(Rare, Inhaled, Toxin) Value: 344gp

A padded bottle of colourless, odourless gas. When released, the gas quickly expands to cover a large area.

A creature subjected to this poison must succeed on a DC18 Constitution saving throw or be deafened for 30 minutes. This affects every creature within a 20 foot radius.

HARINS MOTHS

(Uncommon, Inhaled, Mixture) Value: 354gp

A little bag of tan dust and flakes that smell of must. Victims of this poison think they're being attacked by vicious moths. The hallucination is so real that they actually feel the pain.

A creature subjected to this poison must succeed on a DC13 Wisdom saving throw or be incapacitated for 1 minute and take 2d6 psychic damage as it is attacked by illusory moths. The creature repeats the save at the end of each of its turns, ending the effect on a success. This poison has no effect on creatures with a Wisdom score of 5 or less.

NOCNA KLETVA

(Uncommon, Ingested, Toxin) Value: 387gp

A little bottle of deep purple liquid that darkens food and tastes slightly sour.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or be poisoned for 1d8 hours. If the creature fails the save by 10 or more, it is also blinded until magically cured.

CHARLOTTE'S EYE

(Rare, Contact, Toxin) Value: 408gp

A flask within which the liquid constantly moves, altering colour and consistency at random.

A creature subjected to this poison must succeed on a DC12 Charisma saving throw or change as if under the effect of Polymorph for 6d10 minutes. Roll 1d10 to determine the form they take: 1 they become a bat, 2 a lemur, 3 a hyena, 4 a butterfly, 5 a frog, 6 a chihuahua, 7 a crow, 8 a jackalope, 9 a heron, 10 a doe.

SHAE GAMBIT

(Common, Injury, Toxin) Value: 428gp

A vial of peach-coloured liquid that gravitates to sharp edges and points when applied to a weapon. It is also known as 'All or Nothing' due to its powerful effect...but also the way it's commonly resisted.

A creature subjected to this poison must succeed on a DC8 Constitution saving throw or take 7d8 poison damage.

BLINDSPOT

(Rare, Contact, Toxin) Value: 434gp

The poisoncrafter must add at least one drop of their blood to the substance before it functions. They then become completely invisible to the victim. A vial of thin liquid that is totally clear until a creature's blood is added. Once infused, it turns an inky blue.

A creature subjected to this poison must succeed on a DC17 Wisdom saving throw or be unable to see you for 1 hour. This is treated as if you are invisible, but only to the creature.

IMMOLATA

(Uncommon, Contact, Mixture) Value: 448gp

A pot of viscous brown gel that stinks of oil, this ignites on contact with living flesh.

A creature subjected to this poison must succeed on a DC17 Constitution saving throw or take 3d10 fire damage, or half as much on a successful save. This poison only affects creatures with living flesh.

MINDCELL

(Rare, Ingested, Toxin) Value: 510gp

A vial of colourless liquid that carries a very strong alcoholic taste. A fascinating, yet terrifying, substance, consuming this poison causes someone to believe themselves in a prison cell within their own mind. This can be overcome by understanding it is not real.

A creature subjected to this poison must succeed on a DC15 Intelligence saving throw or be stunned for 8 hours. The creature repeats the save every 1 hour, ending the effect on a success.

BRISTLEMENT

(Rare, Injury, Toxin) Value: 536gp

A vial of thick, slightly sticky maroon gel that adheres securely to a weapon once applied. Said to be 'anger solidified', this poison puts the victim into a state of uncontrollable rage, forcing them to violently attack anyone around them.

A creature subjected to this poison must succeed on a DC14 Wisdom saving throw or be poisoned for 1d6 rounds. The poisoned creature must use its action to attack the nearest creature within range of whatever weapon it's holding, choosing its target randomly if multiple are equal distance. If no creatures are in range, it must use its full movement (including dashing) to get the nearest visible creature within range.

DUMBFOUNDER

(Common, Contact, Mixture) Value: 544gp

A tin containing a strong smelling compound of paste that has a mottled purple colouring. Designed for hunting, but utilised more widely, victims can often find their hand unable to release from whatever surface is coated in this poison.

A creature subjected to this poison must succeed on a DC16 Constitution saving throw or be paralysed for 2 hours.

KIRIDIN

(Uncommon, Ingested, Toxin) Value: 583gp

A vial of normally off-white, tasteless liquid that changes colour to match the nearest liquid. This poison is known for being resistant to all non-magical cures.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or be poisoned until magically cured. The poisoned creature has its hit point maximum reduced by 1d8. This effect does not stack if the creature is affected multiple times.

ARSENIC

(Common, Ingested, Toxin) Value: 599gp

A colourless, tasteless liquid that can be added almost undetectably to food and drink.

A creature subjected to this poison must succeed on a DC15 Constitution saving throw or be poisoned for 1 hour and take 3d8 poison damage. On a successful save the creature takes half as much damage and isn't poisoned.

FOG OF EYRA

(Uncommon, Inhaled, Toxin) Value: 638gp

A glass orb of wispy, cloud-like rust-coloured gas, it smells of eye-watering spices.

A creature subjected to this poison must succeed on a DC15 Constitution saving throw or be poisoned for 1 hour. The poisoned creature is blind.

DEAD ELF'S SLEEP

(Uncommon, Contact, Mixture) Value: 663gp

A vial of pale orange liquid that clings to any non-glass surface, but can be neutralised by water. Said to have been developed by vengeful humans to combat elven resistance to sleep magic.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or be poisoned for 24 hours. The poisoned creature is unconscious until it takes damage.

CASTIGATION

(Rare, Inhaled, Mixture) Value: 663gp

A bag of very fine, bright yellow powder.

A creature subjected to this poison must succeed on a DC15 Charisma saving throw or take 4d10 radiant damage and be incapacitated until the end of its next turn. This poison only affects sentient creatures.

IVE-SHORE

(Common, Contact, Toxin) Value: 666gp

A vial of thick, yellowish liquid with a rough texture.

A creature subjected to this poison must succeed on a DC9 Constitution saving throw or be poisoned for 1d8 hours. The poisoned creature has its hit point maximum reduced by 1d6. This effect does not stack if the creature is affected multiple times.

BLACKBLOOD

(Uncommon, Contact, Toxin) Value: 707gp

A small tub of thick black substance that smells strongly of iron, this stuff kills flesh on contact.

A creature subjected to this poison must succeed on a DC16 Constitution saving throw or take 6d6 necrotic damage, or half as much on a successful save. This poison only affects creatures with flesh.

CYANIDE

(Common, Ingested, Toxin) 714gp

A tiny vial of translucent white granules that have a strong, acrid taste.

A creature subjected to this poison must succeed on a DC15 Constitution saving throw or be poisoned for 1 hour and take 4d8 poison damage, or half as much on a successful save.

PUPPET HAND

(Uncommon, Inhaled, Mixture) Value: 714gp

A pouch of coral-coloured powder that has a light, fruity scent. This powder causes the victim to see the first person to speak to them as a dear friend. This is very similar to Puppet Master, but designed to be inhaled.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or be charmed for 1 hour by the first person to speak to it. This effect ends immediately if the person charming the creature does anything harmful towards it. When the effect ends, the creature knows it was charmed.

CORMIUM

(Common, Ingested, Mixture) 765gp

A designer mix that looks identical to salt, it has a faintly salty taste before the poisonous effect kicks in.

A creature subjected to this poison must succeed on a DC15 Constitution saving throw or be poisoned for 4d6 hours. The poisoned creature is unconscious.

HUSH

(Uncommon, Inhaled, Toxin) Value: 765gp

A bag of sky blue powder with a lingering scent of grass.

A creature subjected to this poison must succeed on a DC15 Constitution saving throw or be silenced for 2d4 hours.

SUDDEN REPOSE

(Rare, Inhaled, Toxin) Value: 765gp

A stoppered vial filled with unmoving grey smoke-like gas. It suddenly shoots out of the vial when opened.

A creature subjected to this poison must succeed on a DC15 Constitution saving throw or be poisoned for 8 hours. The poisoned creature is unconscious until it takes damage, or another creature uses an action to shake it awake.

BLACK VEIN

(Rare, Injury, Toxin) Value: 796gp

A vial of jet black liquid that congeals when applied to a weapon. Infected people present with bulging black veins. This toxin turns the blood of victims into a thick black ichor.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or take 2d4 necrotic damage and be poisoned until magically cured. The creature repeats the save every 1 hour, taking 2d4 necrotic damage on a failure. This effect does not stack if the creature is affected multiple times. This poison only affects creatures with blood.

DEVIL'S BEARD

(Very Rare, Ingested, Mixture) Value: 816gp

A little packet of dark grey-green flakes. The taste is distinctly unpleasant, but can be disguised by strong flavours.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be poisoned for 1 hour. The poisoned creature can't regain hit points.

SAP GUM

(Rare, Contact, Mixture) Value: 842gp

An adhesive beige paste held in wax-coated paper. It can be applied to most surfaces, but loses potency when washed with even a weak acid.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or increase its exhaustion by 1 level. If the creature fails the save by 5 or more, its exhaustion instead increases by 2 levels.

LEADBLOOD

(Rare, Injury, Mixture) Value: 884gp

A vial of dark, silvery liquid that takes a few seconds to respond to movement and changes in gravity.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or be poisoned for 8 hours. The poisoned creature has exhaustion level 4 (unless its exhaustion was already higher). The creature repeats the save every 1 hour, reducing its exhaustion by 1 level on a success. The poisoned effect ends early if the creature's exhaustion reaches 0. This effect does not stack if the creature is affected multiple times.

FALSE DEATH

(Uncommon, Ingested, Mixture) Value: 925gp

A tiny bottle of almost black liquid, swirls of red within. This has the curious effect of feigning death in the drinker.

A creature subjected to this poison must succeed on a DC17 Constitution saving throw or take 4d10 poison damage, or half as much on a successful save. If the poison damage reduces the creature to 0 hit points, it is stable but unconscious for 1 hour, appearing dead except under careful scrutiny.

ICEVEIN STRONG

(Rare, Injury, Toxin) Value: 933gp

A bottle of clear liquid that remains chilled even in a warm environment. A thin sheen of ice forms when applied to a weapon. The stronger version of the Icevein poison, the liquid rapidly freezes blood, quickly reaching the heart.

A creature subjected to this poison must succeed on a DC18 Constitution saving throw or take 2d8 cold damage at the start of each of its turns for 1d6 rounds. This effect does not stack if the creature is affected multiple times. If a creature is affected by this poison, any new or ongoing effects of Icevein Weak are stopped. This poison only affects creatures with blood.

BLOODSEED

(Rare, Injury, Toxin) Value: 979gp

A vial of blood-like liquid, floating in which can be seen tiny black pips.

A creature subjected to this poison must succeed on a DC16 Constitution saving throw. On a failure, after 1d12 hours, it takes 8d8 poison damage. This effect does not stack if the creature is affected multiple times.

PUPPET MASTER

(Rare, Ingested, Mixture) Value: 1,071gp

A vial of coral-coloured liquid that has a light, fruity taste. This powder causes the victim to see the first person to speak to them as a dear friend. This is very similar to Puppet Hand, but designed to be ingested, improving its strength.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or be charmed for 24 hours by the first person to speak to it. This effect ends immediately if the person charming the creature does anything harmful towards it. When the effect ends, the creature knows it was charmed.

STONEDROP

(Rare, Injury, Mixture) Value: 1,224gp

A tin of grey paste that smells of old stone. It adheres to and coats a weapon's edge when applied.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw against petrification or be restrained. The creature repeats the save at the end of its next turn. A success ends the effect, but on a failure the creature is petrified.

WASTRILITH WATER

(Rare, Contact, Mixture) Value: 1,255gp

A container of murky black water.

A creature subjected to this poison must succeed on a DC18 Constitution saving throw or take 4d6 poison damage and be poisoned for 1 minute. On a success, it is immune to Wastrilith Water for 24 hours and suffers no damage or effects. If the creature is still poisoned at the end of the minute, repeat the save. On a further failure, the creature takes 4d8 poison damage and is poisoned until it has finished a long rest. This does not stack if affected multiple times. This has no effect on demons.

VRANIC IMPULSE

(Rare, Injury, Toxin) Value: 1,358gp

An opaque vial containing a small quantity of purpley-black liquid. A faint sound of whispering can be heard when applied to a weapon. This poison attacks the brain. Victims are struck repeatedly with horrifying visions of their body parts - most commonly their hands - melting before their eyes. Some victims die from shock alone.

A creature subjected to this poison must succeed on a DC17 Intelligence saving throw or take 3d6 psychic damage and drop anything held in its hands. The creature repeats the save every 2 turns for 1 minute, taking 3d6 psychic damage and dropping anything held in its hands on a failure. This effect does not stack if the creature is affected multiple times.

THE WAKING DARK

(Rare, Inhaled, Mixture) Value: 1,428gp

A pouch of black powder with distinct mustard-yellow grains dotted throughout. It is scentless and has no visible effects initially.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or be unable to sleep until magically cured.

BALE

(Very Rare, Inhaled, Mixture) Value: 1,428gp

A pouch of pale green powder that glows very faintly in pitch darkness. Said to be a cursed powder, this poison quickly infects the magical channels of the victim's body, inhibiting healing by any unnatural means.

A creature subjected to this poison must succeed on a DC14 Wisdom saving throw or be unable to regain hit points by healing or items (natural healing such as short and long rests still work) until magically cured.

GOLD LOTUS EXTRACT

(Very Rare, Ingested, Toxin) Value: 1,870gp

A tiny vial of golden liquid; no more than a few drops. It is said to have an otherworldly taste in the few seconds before being fatal. Perhaps the most instantly deadly poison in the world.

A creature subjected to this poison must succeed on a DC20 Constitution saving throw or take 10d10 poison damage, or half as much on a successful save.

WATER HEMLOCK

(Uncommon, Ingested, Toxin) Value: 2,264gp

A vial of dirty-looking liquid with a dry, starchy taste.

A creature subjected to this poison must succeed on a DC18 Constitution saving throw or take 2d10 poison damage and be poisoned for 2d10 + 20 hours. The poisoned creature is unconscious. The creature repeats the save every 1 hour, taking 2d10 poison damage on failure. This does not stack if affected multiple times.

NATURAL POISONS

ALL POISONS ARE LISTED IN ASCENDING ORDER OF VALUE

BOGGLE OIL (SLIPPERY)

(Rare, Contact, Venom) Value: 14gp

Must be harvested from a willing or captured boggle.

A jar of disgusting, watery oil that remains until disturbed, at which point it quickly loses potency.

A creature subjected to this poison must succeed on a DC11 Dexterity saving throw or fall prone. This has no effect on boggles.

STAR GRUE'S SHINE

(Very Rare, Injury, Venom) Value: 21gp

Must be harvested from a captured star spawn grue.

A completely transparent liquid that is only visible by the glints and glitters that shine from within it, even when applied to a weapon.

A creature subjected to this poison must succeed on a DC10 Wisdom saving throw or, until the end of your next turn, all attacks against the creature have advantage.

SCARETOXIN

(Uncommon, Injury, Venom) Value: 23gp

Must be harvested from a captured scarecrow.

A pouch of coarse, dry yellow-brown powder that clings to a weapon when applied.

A creature subjected to this poison must succeed on a DC11 Wisdom saving throw or be frightened of you until the end of its next turn.

ALYXIAN ABOLETH MUCUS

(Very Rare, Contact, Venom) Value: 30gp

Must be harvested from a dead, incapacitated, or captured alyxian aboleth.

A sealed jar of thin white mucus that clings to surfaces strongly.

A creature subjected to this poison must succeed on a DC14 Strength saving throw or be restrained until the end of its next turn.

BOGGLE OIL (STICKY)

(Rare, Contact, Venom) Value: 37gp

Must be harvested from a willing or captured boggle.

A coated jar of disgusting, sticky oil that binds on contact, but can be broken fairly easily.

A creature subjected to this poison must succeed on a DC11 Strength saving throw or be restrained. The creature can use its action to repeat the save, ending the effect on a success. This has no effect on boggles.

SPIDERBITE (WEAK)

(Common, Injury, Venom) Value: 38gp

Must be harvested from a dead, incapacitated, or captured spider.

A dropper of silvery liquid that loses all shine when applied to a weapon.

A creature subjected to this poison must succeed on a DC9 Constitution saving throw or take 1d4 poison damage.

INSNETTLE

(Common, Ingested, Plant) Value: 47gp

A nettle found in lightly wooded areas.

Beige nettle leaves with an overpowering bitter taste when raw. Once cooked, they lose all flavour and potency.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or harmlessly cough for 1d10 + 5 minutes.

BABAU SLIME

(Very Rare, Injury, Venom) Value: 55gp

Must be harvested from a dead, incapacitated, captured, or willing babau.

A vial of glinting, gleaming slime that catches the light when applied to a weapon.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or take 1d4 acid damage, or half as much on a successful save.

AMPHISBAENA VENOM

(Rare, Injury, Venom) Value: 65gp

Must be harvested from a dead, incapacitated, or captured amphisbaena.

A double-ended vial of pale yellow liquid. It slides around on a weapon when applied.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or take 1d6 poison damage, or half as much on a successful save.

GREEN VENOM (WYRMLING)

(Rare, Injury, Venom) Value: 65gp

Must be harvested from a dead, incapacitated, or captured wyrmling green dragon.

A wax-sealed bottle of darkish green liquid. It is distinct when applied to a weapon.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or take 1d6 poison damage, or half as much on a successful save.

SCORPION VENOM

(Common, Injury, Venom) Value: 69gp

Must be harvested from a dead, incapacitated, or captured scorpion.

A vial of very slightly yellow liquid. It gleams slightly in light when applied to a weapon.

A creature subjected to this poison must succeed on a DC9 Constitution saving throw or take 1d8 poison damage, or half as much on a successful save.

STAR LARVA BITE

(Very Rare, Injury, Venom) Value: 81gp

Must be harvested from a dead star spawn larva mage.

A dropper of faintly purple liquid, so thin that it's invisible when applied to a weapon.

A creature subjected to this poison must succeed on a DC19 Constitution saving throw or be poisoned until the end of its next turn.

SNAKEBITE

(Common, Injury, Venom) Value: 85gp

Must be harvested from a dead, incapacitated, or captured snake or flying snake.

A vial of ordinary snake venom, usually transparent or slightly golden in colour. It leaves a slight sheen when applied to a weapon.

A creature subjected to this poison must succeed on a DC10 Constitution saving throw or take 2d4 poison damage, or half as much on a successful save.

GRUNG POISON (COLOURLESS)

(Uncommon, Contact, Venom) Value: 92gp

Must be harvested from an incapacitated, captured, or willing grung.

A vial of colourless, but translucent liquid that leaves a filmy look on any surface or weapon.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be poisoned for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success. This has no effect on grungs.

STEEDER VENOM (MALE)

(Rare, Injury, Venom) Value: 92gp

Must be harvested from a dead, incapacitated, or captured male steeder.

A little vial of terracotta-coloured liquid that is visible when applied to a weapon.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or take 1d8 poison damage, or half as much on a successful save.

DRETCH GAS

(Rare, Inhaled, Venom) Value: 117gp

Must be harvested from a willing or captured dretch.

A glass ball containing pressurised green gas that induces nausea.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or be poisoned until the end of its next turn. The poisoned creature can take either an action or bonus action on its turn, not both, and can't take reactions.

GREEN VENOM (YOUNG)

(Rare, Injury, Venom) Value: 119gp

Must be harvested from a dead, incapacitated, willing or captured young green dragon.

A wax-sealed bottle of green liquid. It is slightly distinct when applied to a weapon.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or take 2d4 poison damage, or half as much on a successful save.

YUAN-TI VENOM (WEAK)

(Uncommon, Injury, Venom) Value: 119gp

Must be harvested from a dead, incapacitated, captured, or willing yuan-ti abomination, malison, mind whisperer, or pit master.

A vial of thin, gold-coloured liquid that gives off a sharp scent when applied to a weapon.

A creature subjected to this poison must succeed on a DC10 Constitution saving throw or take 2d6 poison damage, or half as much on a successful save.

GHOUL STILL

(Uncommon, Injury, Venom) Value: 128gp

Must be harvested from a dead, incapacitated, or captured ghoul.

A vial of viscous brown slime that clings to weapons when applied.

A creature subjected to this poison must succeed on a DC10 Constitution saving throw or be paralysed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success. This has no effect on undead or elves.

GRUNG POISON (BLUE)

(Rare, Contact, Venom) Value: 143gp

Must be harvested from an incapacitated, captured, or willing blue grung.

A vial of translucent blue liquid that leaves a filmy look on any surface or weapon.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be poisoned for 1 minute. The poisoned creature must make a loud noise at the start and end of its turn. The creature repeats the save at the end of each of its turns, ending all effects on a success. This has no effect on grungs.

GRUNG POISON (ORANGE)

(Rare, Contact, Venom) Value: 143gp

Must be harvested from an incapacitated, captured, or willing orange grung.

A double-ended vial of pale yellow liquid. It slides around on a weapon when applied.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is frightened of its allies. The creature repeats the save at the end of each of its turns, ending all effects on a success. This has no effect on grungs.

DEEP NIGHT SPORES (WYRMLING)

(Rare, Inhaled, Venom) Value: 150gp

Must be harvested from a captured wyrmling deep dragon.

A small bundle of grey spores that appear like dark spots in vision.

A creature subjected to this poison must succeed on a DC11 Wisdom saving throw or take 1d10 psychic damage and be frightened of the first creature it sees for 1 minute. On a successful save the creature takes half as much damage and suffers no additional effects. The creature repeats the save at the end of each of its turns, ending all effects on success.

GHAST STILL

(Uncommon, Injury, Venom) Value: 153gp

Must be harvested from a dead, incapacitated, captured, or willing ghastr.

A vial of viscous grey slime that clings to weapons when applied.

A creature subjected to this poison must succeed on a DC10 Constitution saving throw or be paralysed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on success. This has no effect on undead.

GIANT CORAL SNAKEBITE

(Rare, Injury, Venom) Value: 153gp

Must be harvested from a dead, incapacitated, or captured giant coral snake.

A vial of blue liquid with swirls of pink and yellow. The colours move around when applied to a weapon. Victims hallucinate wildly under its effects.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be stunned until the end of its next turn. The creature gains a short-term madness effect for 10 minutes.

GLOOMSTALKER SPITE

(Rare, Injury, Venom) Value: 155gp

Must be harvested from a dead, incapacitated, or captured gloomstalker.

An opaque vial of deep purple, dusty-looking liquid. It quickly burns away when exposed to light.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or take 2d6 necrotic damage.

FIRENEWT SPIT

(Rare, Contact, Venom) Value: 168gp

Must be harvested from an incapacitated, captured, or willing firenewt warrior.

A bottle of bright red-orange liquid that fizzes with heat upon contact with the air.

A creature subjected to this poison must succeed on a DC11 Dexterity saving throw or take 2d8 fire damage, or half as much on a successful save.

QUASIT DRIP

(Rare, Injury, Venom) Value: 170gp

Must be harvested from a willing or captured quasit.

A tiny dropper of a green-orange liquid that is barely visible when applied to a weapon.

A creature subjected to this poison must succeed on a DC10 Constitution saving throw or take 2d4 poison damage and be poisoned for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on success.

ETTERCAP BITE

(Uncommon, Injury, Venom) Value: 178gp

Must be harvested from a dead, incapacitated, or captured ettercap.

A vial of silvery liquid that loses all shine when applied to a weapon.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or take 1d8 poison damage and be poisoned for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on success.

TROLL SALIVA (DIRE)

(Uncommon, Injury, Venom) Value: 178gp

Must be harvested from a dead, incapacitated, captured, or willing dire troll.

A vial of pale greenish liquid that becomes almost colourless when applied to a weapon.

A creature subjected to this poison must succeed on a DC19 Constitution saving throw or take 1d10 poison damage, or half as much on a successful save.

CANOLOTH BILE

(Rare, Contact, Venom) Value: 179gp

Must be harvested from a dead, incapacitated, captured, or willing canoloth.

A vial of thin, dark pink liquid that bubbles slightly.

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the poison as an improvised weapon. On a hit, the target takes 2d6 acid damage.

NAGA VENOM (BONE)

(Rare, Injury, Venom) Value: 179gp

Must be harvested from an incapacitated or captured bone naga.

A vial of nearly transparent liquid that has a dry scent.

A creature subjected to this poison must succeed on a DC10 Constitution saving throw or take 3d6 poison damage, or half as much on a successful save.

MAUREZHI STILL

(Very Rare, Injury, Venom) Value: 184gp

Must be harvested from a dead, incapacitated, or captured maurezhi.

A vial of viscous red slime that clings to weapons when applied.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be paralysed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success. This has no effect on undead.

SHADOWGHAST STILL

(Rare, Injury, Venom) Value: 184gp

Must be harvested from a dead, incapacitated, captured, or willing shadowghast.

A vial of viscous dark grey slime that clings to weapons when applied.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be paralysed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success. This has no effect on undead.

STEEDER VENOM (FEMALE)

(Rare, Injury, Venom) Value: 184gp

Must be harvested from a dead, incapacitated, or captured female steeder.

A little vial of terracotta-coloured liquid that is visible when applied to a weapon.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or Take 2d8 poison damage, or half as much on a successful save.

BRASS GAS (WYRMLING)

(Rare, Inhaled, Venom) Value: 187gp

Must be harvested from a captured wyrmiling brass dragon.

A wax-sealed glass globe of pressurised brassy vapour.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or fall unconscious for 1 minute, until it takes damage, or another creature uses an action to shake it awake.

MEENLOCK'S GRASP

(Very Rare, Injury, Venom) Value: 187gp

Must be harvested from a dead, incapacitated, or captured meenlock.

A dropper of a thin yellow substance that leaves a grainy stain on weapons when applied.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or be paralysed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

MYCONID SPORES

(Very Rare, Contact, Plant) Value: 187gp

Must be harvested from a captured or willing myconid adult or sovereign.

A small bundle of beige spores that is designed to open when force is applied.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or be stunned for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

THRI-KREEN VENOM

(Very Rare, Injury, Venom) Value: 187gp

Must be harvested from a dead, incapacitated, captured, or willing thri-kreen.

A bottle of vibrant orange liquid that clings to weapons when applied.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or be poisoned for 1 minute. If it fails the save by 5 or more, the poisoned creature is also paralysed. The creature repeats the save at the end of each of its turns, ending all effects on a success.

IMP DRIP

(Uncommon, Injury, Venom) Value: 196gp

Must be harvested from a willing or captured imp.

A tiny dropper of a red liquid that is very noticable when applied to a weapon.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or take 3d6 poison damage, or half as much on a successful save.

SERPENT VENOM

(Common, Injury, Venom) Value: 196gp

Must be harvested from a dead, incapacitated, or captured giant poisonous snake.

A vial of giant snake venom, usually transparent or slightly golden in colour. It leaves a slight sheen when applied to a weapon.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or take 3d6 poison damage, or half as much on a successful save.

GREEN VENOM (ADULT)

(Very Rare, Injury, Venom) Value: 214gp

Must be harvested from a dead, incapacitated, willing or captured adult green dragon.

A wax-sealed bottle of bright green thick liquid. It glowly very slightly when applied to a weapon.

A creature subjected to this poison must succeed on a DC18 Constitution saving throw or take 2d6 poison damage, or half as much on a successful save.

VARGOUILLE POISON

(Rare, Injury, Venom) Value: 214gp

Must be harvested from a dead, incapacitated, or captured vargouille.

A small pot of greenish liquid that writhes slightly when near living flesh.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or take 3d6 poison damage, or half as much on a successful save.

BRASS GAS (YOUNG)

(Rare, Inhaled, Venom) Value: 238gp

Must be harvested from a willing or captured young brass dragon.

A wax-sealed glass globe of pressurised brassy vapour.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or fall unconscious for 5 minutes, until it takes damage, or another creature uses an action to shake it awake.

GRUNG POISON (GREEN)

(Rare, Contact, Venom) Value: 245gp

Must be harvested from an incapacitated, captured, or willing green grung.

A vial of translucent green liquid that leaves a filmy look on any surface or weapon.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be poisoned for 1 minute. The poisoned creature can't move except to jump. If the creature is flying, it can't take any actions or reactions unless it lands. The creature repeats the save at the end of each of its turns, ending all effects on a success. This has no effect on grungs.

GRUNG POISON (RED)

(Rare, Contact, Venom) Value: 245gp

Must be harvested from an incapacitated, captured, or willing red grung.

A vial of translucent red liquid that leaves a filmy look on any surface or weapon.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be poisoned for 1 minute. The poisoned creature must use its action to eat if food is within reach. The creature repeats the save at the end of each of its turns, ending all effects on a success. This has no effect on grungs.

ARCANALOTH EDGE

(Rare, Injury, Venom) Value: 250gp

Must be harvested from a willing arcanaloth.

A marked, clouded bottle of almost invisible liquid. It cannot be seen when applied to a weapon.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or take 3d6 poison damage, or half as much on a successful save.

CORPSE FLOWER SAP

(Rare, Contact, Plant) Value: 250gp

Must be harvested from a dead, incapacitated, or captured corpse flower.

A wax-sealed vial of horrendous-smelling green sap that reeks of corpses and death.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or take 3d6 poison damage, or half as much on a successful save.

GYUN PARROTRAP POLLEN

(Uncommon, Inhaled, Plant) Value: 255gp

Must be harvested from a gyun parrottrap plant.

A bundle of small red and yellow spores.

A creature subjected to this poison must succeed on a DC10 Constitution saving throw or have its speed reduced to 5 feet and be unable to dash for 10d6 minutes.

SILVER GAS (WYRMLING)

(Rare, Inhaled, Venom) Value: 255gp

Must be harvested from a captured wyrmling silver dragon.

A wax-sealed glass globe of pressurised silvery vapour.

A creature subjected to this poison must succeed on a DC15 Constitution saving throw or be paralysed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

TROLL SALIVA (VENOM)

(Uncommon, Injury, Venom) Value: 258gp

Must be harvested from a dead, incapacitated, captured, or willing venom troll.

A vial of bright green liquid that becomes slightly colourless when applied to a weapon.

A creature subjected to this poison must succeed on a DC16 Constitution saving throw or take 1d8 poison damage and be poisoned until the end of its next turn.

ANKHEG ACID

(Uncommon, Contact, Venom) Value: 268gp

Must be harvested from a dead, incapacitated, or captured ankheg.

A vial of greenish acid that is splashed at a target.

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 3d6 acid damage.

SLITHERING BOOMBLOOD

(Very Rare, Contact, Venom) Value: 268gp

Must be harvested from a dead, incapacitated, or captured slithering bloodfin.

A little pot of red-blue-black blood that smells strongly of acidity.

A creature subjected to this poison must succeed on a DC15 Constitution saving throw or take 3d6 poison damage.

SPIDERBITE (MEDIUM)

(Common, Injury, Venom) Value: 271gp

Must be harvested from a dead, incapacitated, or captured giant wolf spider.

A tiny vial of silvery-purple liquid that loses all shine when applied to a weapon.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or take 2d6 poison damage, or half as much on a successful save. If the poison damage reduces the creature to 0 hit points, it is stable but poisoned for 1 hour, even after regaining hit points, and is paralysed while poisoned.

GRELL DUST

(Very Rare, Contact, Venom) Value: 281gp

Must be harvested from a dead, incapacitated, or captured grell.

A bag of ink black coarse powder made of crushed grell spines. It smells very wrong.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralysed. The creature repeats the save at the end of each of its turns, ending all effects on a success.

PSEUDODRAGON STING

(Rare, Injury, Venom) Value: 281gp

Must be harvested from a dead, incapacitated, captured, or willing pseudodragon.

A dropper of thick, yellowish liquid. It has a slight sickly sheen when applied to a weapon.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or be poisoned for 1 hour. If it fails the save by 5 or more, the poisoned creature falls unconscious for 1 hour, until it takes damage, or another creature uses an action to shake it awake.

SILVER GAS (YOUNG)

(Rare, Inhaled, Venom) Value: 289gp

Must be harvested from a willing or captured young silver dragon.

A wax-sealed glass globe of pressurised silvery vapour.

A creature subjected to this poison must succeed on a DC17 Constitution saving throw or be paralysed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

PSEUDODRAGON
[MONSTER MANUAL]



EGG HUNTER TORPOR

(Very Rare, Inhaled, Venom) Value: 298gp

Must be harvested from a captured egg hunter adult.

A bundle of sparkling blue spores that hang in the air, but quickly lose potency.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or be poisoned for 1 minute. The poisoned creature can take either an action or bonus action on its turn, not both, and can't take reactions. The creature repeats the save at the end of each of its turns, ending the effect on a success. If successful, it is immune to Egg Hunter Torpor for 24 hours.

BRASS GAS (ADULT)

(Very Rare, Inhaled, Venom) Value: 306gp

Must be harvested from a willing or captured adult brass dragon.

A wax-sealed glass globe of pressurised brassy vapour.

A creature subjected to this poison must succeed on a DC18 Constitution saving throw or fall unconscious for 10 minutes, until it takes damage, or another creature uses an action to shake it awake.

CADAVER'S GAS

(Very Rare, Inhaled, Venom) Value: 306gp

Must be harvested from a captured cadaver collector.

A glass orb of rust coloured gas that clumps and disperses seemingly at random.

A creature subjected to this poison must succeed on a DC18 Constitution saving throw or be paralysed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

SOVEREIGN SPORES

(Very Rare, Inhaled, Plant) Value: 306gp

Must be harvested from a captured or willing myconid sovereign.

A pouch full of slightly iridescent spores.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is incapacitated as it hallucinates. The creature repeats the save at the end of each of its turns, ending the effect on a success.

SPIDERBITE (STRONG)

(Common, Injury, Venom) Value: 309gp

Must be harvested from a dead, incapacitated, or captured giant spider.

A little vial of silvery-purple liquid that loses all shine when applied to a weapon.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or take 2d8 poison damage, or half as much on a successful save. If the poison damage reduces the creature to 0 hit points, it is

stable but poisoned for 1 hour, even after regaining hit points, and is paralysed while poisoned.

FLUMPH STUFF

(Rare, Contact, Venom) Value: 319gp

Must be harvested from a dead flumph.

A fleshy bag filled with bright blue liquid. The liquid glints in rainbow colours.

As an action, you can splash the contents of this bag onto a creature within 5 feet of you or throw the bag up to 20 feet, popping it on impact. In either case, make a ranged attack against a creature or object, treating the stuff as an improvised weapon. On a hit, the target gives off a horrible stench for 1d4 hours. The creature is poisoned for the duration, and other creatures within 5 feet are also poisoned.

CHUUL SLIME

(Very Rare, Injury, Venom) Value: 332gp

Must be harvested from a dead or incapacitated chuul.

A vial of watery, dirty brown slime that stings the nostrils.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralysed. The creature repeats the save at the end of each of its turns, ending all effects on a success.

CRAWLER MUCUS

(Uncommon, Contact, Venom) Value: 332gp

Must be harvested from a dead or incapacitated carrion crawler.

A small vial of viscous, very pale green mucus that stinks of rot.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralysed. The creature repeats the save at the end of each of its turns, ending all effects on a success.

CENTIPEDE SHOCK

(Uncommon, Injury, Venom) Value: 337gp

Must be harvested from a dead, incapacitated, or captured giant centipede.

A small bottle of faint blue liquid, leaving harmless residue when applied to a weapon. The residue can be washed off with water.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or take 3d6 poison damage. If the poison damage reduces the creature to 0 hit points, it is stable but poisoned for 1 hour, even after regaining hit points, and is paralysed while poisoned.

WASP STING

(Common, Injury, Venom) Value: 337gp

Must be harvested from a dead, incapacitated, or captured giant wasp.

A small bottle of yellow fluid. It has a slight bitter smell when applied to a weapon.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or take 3d6 poison damage, or half as much on a successful save. If the poison damage reduces the creature to 0 hit points, it is stable but poisoned for 1 hour, even after regaining hit points, and is paralysed while poisoned.

MANDRAKE

(Uncommon, Ingested, Plant) Value: 340gp

Made simply by grating the mandragora root.

A packet of grated plant that gives a sweet, acidic taste not unlike lemon.

A creature subjected to this poison must succeed on a DC10 Constitution saving throw or be poisoned for 2d6 minutes. The poisoned creature has its Wisdom score reduced by 1d4 and harmlessly hallucinates. This does not stack if affected multiple times.

SILVER GAS (ADULT)

(Very Rare, Inhaled, Venom) Value: 340gp

Must be harvested from a willing or captured adult silver dragon.

A wax-sealed glass globe of pressurised silvery vapour.

A creature subjected to this poison must succeed on a DC20 Constitution saving throw or be paralysed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

BLACK ACID (WYRMLING)

(Rare, Contact, Venom) Value: 344gp

Must be harvested from a captured wyrmling black dragon.

A lead-forged vial of very thin, black acid that is splashed at a target.

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 3d8 acid damage.

COPPER ACID (WYRMLING)

(Rare, Contact, Venom) Value: 344gp

Must be harvested from a captured wyrmling copper dragon.

A lead-forged vial of very thin, coppery acid that is splashed at a target.

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 3d8 acid damage.

ALKILITH SECRETIONS

(Very Rare, Contact, Venom) Value: 357gp

Must be harvested from a dead, incapacitated, or captured alkilith.

An oil-coated metal container of viscous slime.

As an action, you can splash the contents of this container onto a creature within 5 feet of you or throw the container up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the slime as an improvised weapon. On a hit, the target takes 4d6 acid damage.

BRASS GAS (ANCIENT)

(Very Rare, Inhaled, Venom) Value: 357gp

Must be harvested from a willing or captured ancient brass dragon.

A wax-sealed glass globe of pressurised brassy vapour.

A creature subjected to this poison must succeed on a DC21 Constitution saving throw or fall unconscious for 10 minutes, until it takes damage, or another creature uses an action to shake it awake.

SHOOSUVA VENOM

(Very Rare, Injury, Venom) Value: 357gp

Must be harvested from an incapacitated, captured, or willing shoosuva.

A vial of liquid that varies from yellow to red, but appears uniform when applied to a weapon.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or be poisoned. The poisoned creature is paralysed. The creature repeats the save at the end of each of its turns, ending all effects on a success.

YUAN-TI VENOM (STRONG)

(Uncommon, Injury, Venom) Value: 381gp

Must be harvested from a dead, incapacitated, captured, or willing yuan-ti anathema.

A vial of gold-coloured liquid that gives off a sharp scent when applied to a weapon.

A creature subjected to this poison must succeed on a DC16 Constitution saving throw or take 4d6 poison damage, or half as much on a successful save.

NEOGI VENOM

(Rare, Injury, Venom) Value: 388gp

Must be harvested from a dead, incapacitated, or captured neogi or neogi master.

A little bottle of orange-brown liquid that resembles honey, but has a sharp scent.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or take 4d6 poison damage and be poisoned for 1 minute. The creature repeats the save at the end of each of its turns, ending all effects on a success.

GREEN MIASMA (WYRMLING)

(Rare, Inhaled, Venom) Value: 393gp

Must be harvested from a captured wyrmling green dragon.

A wax-sealed glass globe of pressurised darkish green vapour.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or take 6d6 poison damage, or half as much on a successful save.

GREEN VENOM (ANCIENT)

(Very Rare, Injury, Venom) Value: 393gp

Must be harvested from a dead, incapacitated, willing or captured ancient green dragon.

A wax-sealed bottle of very bright green thick liquid. It glows slightly when applied to a weapon.

A creature subjected to this poison must succeed on a DC22 Constitution saving throw or take 3d6 poison damage, or half as much on a successful save.

GRUNG POISON (GOLD)

(Rare, Contact, Venom) Value: 398gp

Must be harvested from an incapacitated, captured, or willing gold grung.

A vial of translucent yellow-gold liquid that leaves a filmy look on any surface or weapon.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is charmed by the next grung they see and can speak grung. The creature repeats the save at the end of each of its turns, ending all effects on a success. This has no effect on grungs.

GRUNG POISON (PURPLE)

(Rare, Contact, Venom) Value: 398gp

Must be harvested from an incapacitated, captured, or willing purple grung.

A vial of translucent purple liquid that leaves a filmy look on any surface or weapon.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be poisoned for 1 minute. The poisoned creature feels a desperate need to soak itself in liquid or mud. It can't take actions or move

except to reach a body of liquid or mud, or soak in it. The creature repeats the save at the end of each of its turns, ending all effects on a success. This has no effect on grungs.

SILVER GAS (ANCIENT)

(Rare, Inhaled, Venom) Value: 408gp

Must be harvested from a willing or captured ancient silver dragon.

A wax-sealed glass globe of pressurised silvery vapour.

A creature subjected to this poison must succeed on a DC24 Constitution saving throw or be paralysed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

COPPER GAS (WYRMLING)

(Rare, Inhaled, Venom) Value: 421gp

Must be harvested from a captured wyrmling copper dragon.

A wax-sealed glass globe of pressurised coppery vapour.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or for 1 minute the creature can't use reactions or make more than one attack on its turn, and its speed is halved. It can take either an action or bonus action on its turn, not both. The creature repeats the save at the end of each of its turns, ending effect on success.

VROCK SPORES

(Very Rare, Inhaled, Venom) Value: 440gp

Must be harvested from a willing or captured vrock.

A wax-sealed bundle that feels squishy to the touch. Piercing or smashing the bundle releases the spores.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or be poisoned. The poisoned creature takes 1d10 poison damage at the start of each of its turns. The creature repeats the save at the end of each of its turns, ending all effects on a success. Drinking a vial of holy water also ends the effect. This does not stack if affected multiple times.

GIANT SCORPION VENOM

(Common, Injury, Venom) Value: 449gp

Must be harvested from a dead, incapacitated, or captured giant scorpion.

A vial of very slightly yellow liquid. It gleams slightly in light when applied to a weapon.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or take 4d10 poison damage, or half as much on a successful save.

HELLWASP VENOM

(Cery Rare, Injury, Venom) Value: 449gp

Must be harvested from a dead, incapacitated, or captured hellwasp.

A small vial of reinforced glass holding an orange liquid that glows dimly. The orange colouration and glow make it distinct when applied to a weapon.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or take 2d6 fire damage and be poisoned for 1 minute. The poisoned creature is paralysed. The creature repeats the save at the end of each of its turns, ending all effects on a success.

PHASE SPIDERBITE

(Rare, Injury, Venom) Value: 477gp

Must be harvested from a dead, incapacitated, or captured phase spider.

A vial of shiny silver liquid that loses all shine when applied to a weapon.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw or take 4d8 poison damage, or half as much on a successful save. If the poison damage reduces the creature to 0 hit points, it is stable but poisoned for 1 hour, even after regaining hit points, and is paralysed while poisoned.

TROLL SALIVA (ROT)

(Uncommon, Injury, Venom) Value: 505gp

Must be harvested from a dead, incapacitated, or captured rot troll.

A vial of pale reddish-green liquid that becomes almost colourless when applied to a weapon.

A creature subjected to this poison must succeed on a DC18 Constitution saving throw or take 3d10 necrotic damage, or half as much on a successful save.

BONE DEVIL VENOM

(Very Rare, Injury, Venom) Value: 536gp

Must be harvested from an incapacitated, captured or willing Bone Devil.

A small bottle of a reddish milky substance. When applied to a weapon, it gleams reddish in the light.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or take 5d6 poison damage and be poisoned for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

COPPER GAS (YOUNG)

(Rare, Inhaled, Venom) Value: 536gp

Must be harvested from a willing or captured young copper dragon.

A wax-sealed glass globe of pressurised copper vapour.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or for 1 minute the creature can't use reactions or make more than one attack on its turn, and its speed is halved. It can take either an action or bonus action on its turn, not both. The creature repeats the save at the end of each of its turns, ending all effects on a success.

DEEP COMPULSION SPORES (ADULT)

(Very Rare, Inhaled, Venom) Value: 558gp

Must be harvested from a captured or willing adult deep dragon.

A small bundle of very dark purple spores that discolour skin on contact.

A creature subjected to this poison must succeed on a DC16 Wisdom saving throw or use their reaction to make a melee weapon attack against a random creature within reach. If they are unable to, they take 1d10 psychic damage. This does not stack if affected multiple times.

KRUTHIK ACID

(Very Rare, Contact, Venom) Value: 561gp

Must be harvested from a dead or captured kruthik hive lord.

A jar of pinkish translucent acid.

As an action, you can splash the contents of this jar onto a creature within 5 feet of you or throw the jar up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 4d10 acid damage.

TLINCALI VENOM

(Very Rare, Injury, Venom) Value: 571gp

Must be harvested from a dead, incapacitated, captured, or willing tlincalli.

A vial of slightly shiny golden liquid that gives a golden sheen when applied to a weapon.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or take 4d6 poison damage and be poisoned for 1 minute. If it fails the save by 5 or more, the poisoned creature is also paralysed. The creature repeats the save at the end of each of its turns, ending all effects on a success.

BLACK ACID (YOUNG)

(Rare, Contact, Venom) Value: 574gp

Must be harvested from a willing or captured young black dragon.

A lead-forged vial of thin, black acid that is splashed at a target.

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 5d8 acid damage.

COPPER ACID (YOUNG)

(Rare, Contact, Venom) Value: 574gp

Must be harvested from a willing or captured young copper dragon.

A lead-forged vial of thin, coppery acid that is splashed at a target.

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 5d8 acid damage.

DEEP NIGHT SPORES (YOUNG)

(Rare, Inhaled, Venom) Value: 583gp

Must be harvested from a captured or willing young deep dragon.

A small bundle of dark grey spores that appear like dark spots in vision.

A creature subjected to this poison must succeed on a DC14 Wisdom saving throw or take 4d10 psychic damage and be frightened of the first creature seen for 1 minute. Take half as much damage and no additional effects on a successful save. The creature repeats the save at the end of each of its turns, ending all effects on a success.

DEEP GREEN SPORES (ADULT)

(Very Rare, Inhaled, Venom) Value: 612gp

Must be harvested from a captured or willing adult deep dragon.

A small bundle of very dark green spores that cling to cloth and skin.

A creature subjected to this poison must succeed on a DC16 Constitution saving throw or take 5d6 poison damage and be poisoned for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

WYVERN POISON

(Rare, Injury, Venom) Value: 625gp

Must be harvested from a dead, incapacitated, or captured wyvern.

A wax-sealed vial of red-green liquid that reflects light when applied to a weapon.

A creature subjected to this poison must succeed on a DC15 Constitution saving throw or take 7d6 poison damage, or half as much on a successful save.

TROLLBLOOD

(Uncommon, Contact, Venom) Value: 626gp

Must be harvested from a dead, incapacitated, or captured venom troll.

A vial of dirty red thick liquid, the scent of which repels animals.

A creature subjected to this poison must succeed on a DC16 Constitution saving throw or take 4d8 poison damage and be poisoned for 1 minute. Take half as much damage and no additional effects on a successful save. The creature repeats the save at the end of each of its turns, ending the effect on a success.

MIMIC ACID

(Rare, Contact, Venom) Value: 631gp

Must be harvested from a captured or willing hoard mimic.

A container of thin, rust-coloured liquid that fizzes softly on contact with the air.

As an action, you can splash the contents of this container onto a creature within 5 feet of you or throw the container up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 6d6 acid damage and is blinded until the end of its next turn.

VEGEPYGYMY SPORES

(Rare, Inhaled, Plant) Value: 632gp

Must be harvested from a captured or willing vegepygmy chief.

A bundle of reddish-brown spores that attach to inorganic surfaces.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be poisoned and take 2d8 poison damage at the start of each turn. The creature repeats the save at the end of each of its turns, ending all effects on a success. This does not stack if affected multiple times. This has no effect on plants.

BLACK ACID (ADULT)

(Very Rare, Contact, Venom) Value: 689gp

Must be harvested from a willing or captured adult black dragon.

A lead-forged vial of murky, black acid that is splashed at a target.

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 6d8 acid damage.

COPPER ACID (ADULT)

(Very Rare, Contact, Venom) Value: 689gp

Must be harvested from a willing or captured adult copper dragon.

A lead-forged vial of murky, coppery acid that is splashed at a target.

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 6d8 acid damage.

COPPER GAS (ADULT)

(Very Rare, Inhaled, Venom) Value: 689gp

Must be harvested from a willing or captured adult copper dragon.

A wax-sealed glass globe of pressurised coppery vapour.

A creature subjected to this poison must succeed on a DC18 Constitution saving throw or for 1 minute the creature can't use reactions or make more than one attack on its turn, and its speed is halved. It can take either an action or bonus action on its turn, not both. The creature repeats the save at the end of each of its turns, ending all effects on a success.

NAGA VENOM (SPIRIT)

(Rare, Injury, Venom) Value: 696gp

Must be harvested from an incapacitated or captured spirit naga.

A vial of dark, translucent liquid that clings to the sides of the glass.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or take 7d8 poison damage, or half as much on a successful save.

ABOLETH MUCUS

(Very Rare, Contact, Venom) Value: 714gp

Must be harvested from a dead, incapacitated, or captured aboleth.

A sealed jar of thin greenish mucus that is quickly absorbed into water.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or be diseased for 1d4 hours. The diseased creature can only breathe underwater.

MANCIN APPLE JUICE

(Uncommon, Contact, Plant) Value: 748gp

The sap from the Mancin Apple tree; a very toxic tree that bears green apple-like fruit. It causes the skin to blister and the throat to constrict.

A small vial of milky-white sap.

A creature subjected to this poison must succeed on a DC20 Constitution saving throw or take 2d6 acid damage, and be unable to vocalise anything for 2d6 hours. Take half as much damage and no additional effects on a successful save.

RUTTERKIN SLOBBER

(Very Rare, Injury, Venom) Value: 774gp

Must be harvested from a dead, incapacitated, or captured rutterkin.

A metal bottle of putrid greenish liquid, clumping unpleasantly on weapons when applied.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or be poisoned. The creature repeats the save at the end of each long rest, ending the effect on a success. If the creature is reduced to 0 hit points while poisoned in this way, it dies and instantly transforms into a living manes.

BLACK ACID (ANCIENT)

(Very Rare, Contact, Venom) Value: 803gp

Must be harvested from a willing or captured ancient black dragon.

A lead-forged vial of oily, black acid that is splashed at a target.

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 7d8 acid damage.

COPPER ACID (ANCIENT)

(Very Rare, Contact, Venom) Value: 803gp

Must be harvested from a willing or captured ancient copper dragon.

A lead-forged vial of oily, coppery acid that is splashed at a target.

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 7d8 acid damage.

SIBRIEX BILE

(Very Rare, Contact, Venom) Value: 803gp

Must be harvested from an incapacitated or captured sibriex.

A blessed lead pot containing a sickening red-green goop that corrodes and burns almost anything it touches.

As an action, you can splash the contents of this pot onto a creature within 5 feet of you or throw the pot up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the bile as an improvised weapon. On a hit, the target takes 9d6 acid damage.

DEEP COMPULSION SPORES (ANCIENT)

(Very Rare, Inhaled, Venom) Value: 840gp

Must be harvested from a captured or willing ancient deep dragon.

A small bundle of incredibly dark purple spores that discolour skin on contact.

A creature subjected to this poison must succeed on a DC19 Wisdom saving throw or use their reaction to make a melee weapon attack against a random creature within reach. If unable to do so, they take 2d10 psychic damage. This does not stack if affected multiple times.

COCKATRICE'S CURSE

(Rare, Injury, Venom) Value: 842gp

Must be harvested from a dead, incapacitated, or captured cockatrice.

A vial of greyish fluid found in very small doses. It is almost imperceptible when applied to a weapon.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw against petrification or be restrained. The creature repeats the save at the end of its next turn. A success ends the restraint, a failure petrifies the creature for 24 hours.

COPPER GAS (ANCIENT)

(Very Rare, Inhaled, Venom) Value: 842gp

Must be harvested from a willing or captured ancient copper dragon.

A wax-sealed glass globe of pressurised copper vapour.

A creature subjected to this poison must succeed on a DC22 Constitution saving throw or for 1 minute the creature can't use reactions or make more than one attack on its turn, and its speed is halved. It can take either an action or bonus action on its turn, not both. The creature repeats the save at the end of each of its turns, ending all effects on a success.

NEOTHELID ACID

(Very Rare, Contact, Venom) Value: 893gp

Must be harvested from a dead, incapacitated, or captured neothelid.

An internally-reinforced, but outwardly breakable, container of pale purple watery liquid. It viciously eats through materials it touches.

As an action, you can splash the contents of this container onto a creature within 5 feet of you or throw the container up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 10d6 acid damage.

CORE SPAWN CRYSTAL SPORES

(Very Rare, Inhaled, Venom) Value: 904gp

Must be harvested from a captured core spawn emissary.

A short tube of purple crystalline spores that release when the tube is waved through the air.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or be poisoned and take 2d10 poison damage at the start of each of its turn. The creature repeats the save at the end of each of its turns, ending all effects on a success. This does not stack if affected multiple times.

DEEP NIGHT SPORES (ADULT)

(Very Rare, Inhaled, Venom) Value: 966gp

Must be harvested from a captured or willing adult deep dragon.

A small bundle of very dark grey spores that appear like dark spots in vision.

A creature subjected to this poison must succeed on a DC16 Wisdom saving throw or take 6d10 psychic damage and be frightened of the first creature seen for 1 minute. Take half as much damage and no additional effects on a successful save. The creature repeats the save at the end of each of its turns, ending the effect on a success.

GARNET WART

(Common, Contact, Plant) Value: 995gp

Popping up seemingly at random, their spores can lay dormant for years before finding food and growing rapidly.

Short but wide deep red mushrooms that grow in small colonies.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or have red warts grow across their body and remain for 1d4 days. The warted creature has their Charisma score reduced by 2. This does not stack if affected multiple times.

GREEN MIASMA (YOUNG)

(Rare, Inhaled, Venom) Value: 1,000gp

Must be harvested from a willing or captured young green dragon.

A wax-sealed glass globe of pressurised green vapour.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or take 12d6 poison damage, or half as much on a successful save.

MAUREZHI CURSE

(Very Rare, Injury, Venom) Value: 1,020gp

Must be harvested from an incapacitated, or captured maurezhi.

A vial of thick liquid that resembles tainted blood, but stinks of death.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or have their Charisma score reduced by 1d4 until they finish a short or long rest. A humanoid reduced to 0 Charisma by this dies and rises as a ghoul 24 hours later.

DEEP GREEN SPORES (ANCIENT)

(Very Rare, Inhaled, Venom) Value: 1,066gp

Must be harvested from a captured or willing ancient deep dragon.

A small bundle of incredibly dark green spores that cling to cloth and skin.

A creature subjected to this poison must succeed on a DC19 Constitution saving throw or take 8d6 poison damage and be poisoned for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

ZOMBIE PLAGUE

(Very Rare, Inhaled, Venom) Value: 1,102gp

Must be harvested from a captured zombie plague spreader.

A glass orb full of dark, flesh-coloured gas. Due to the risk, the orb is stored in a special lead box at all times.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or take 4d6 poison damage, or half as much on a successful save. A humanoid reduced to 0 hit points by this damage dies and rises as a zombie 1 minute later.

NAGA VENOM (GUARDIAN)

(Rare, Injury, Venom) Value: 1,148gp

Must be harvested from an incapacitated, captured or willing guardian naga.

A vial of light, bubbly liquid that moves around the container on its own.

A creature subjected to this poison must succeed on a DC15 Constitution saving throw or take 10d8 poison damage, or half as much on a successful save.

VAXXAN YEW

(Common, Ingested, Plant) Value: 1,149gp

Possibly the most toxic tree in the world, both the blooms and the leaves can be deadly if eaten.

A small tin of either puffy white blooms (supposedly for decorating meals) or thin, veiny leaves (which can be prepared) which both produce a very sharp and piercing taste.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or be poisoned for 1 hour. The poisoned creature has their Strength score reduced by 2. If it fails the save by 5 or more, they also take 4d6 poison damage. If it fails by 10 or more, the poisoned creature is also unconscious. This does not stack if affected multiple times.

RICIN

(Common, Ingested, Plant) Value: 1,163gp

The seeds of a particular plant are toxic to consume, but relatively easy to overcome.

A little packet of a few intact dark brown seeds.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw or be poisoned for 12 hours. The poisoned creature is unconscious. The creature repeats the save every 2 hours, ending all effects on a success. On a failure they take 2d8 poison damage. This does not stack if affected multiple times.

GORGONBREATH

(Rare, Contact, Venom) Value: 1,326gp

Must be harvested from a captured gorgon.

A metal-laced wax ball containing a bright green gas. It shatters when thrown (or dropped).

A creature subjected to this poison must succeed on a DC13 Constitution saving throw against petrification or be restrained. The creature repeats the save at the end of its next turn. A success ends the restraint, a failure petrifies the creature.

SEA BASILISK OIL

(Very Rare, Contact, Venom) Value: 1,326gp

Must be harvested from a dead, incapacitated, or captured swavin basilisk.

A pot of thick teal-coloured oil. Contact with the oil has hardened the interior of the pot.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw against petrification or be restrained. The creature repeats the save at the end of its next turn. A success ends the restraint, a failure petrifies the creature.

PURPLE WORM VENOM

(Very Rare, Injury, Venom) Value: 1,357gp

Must be harvested from a dead, incapacitated, or captured purple worm.

A vial of light purple fluid that makes metal shinier when applied to a weapon.

A creature subjected to this poison must succeed on a DC19 Constitution saving throw or take 12d6 poison damage, or half as much on a successful save.

DRIED VAXXAN YEW

(Common, Ingested, Plant) Value: 1,374gp

Drying the leaves of the vaxxan yew increases the toxicity.

A packet of dried thin, veiny leaves which burn the tongue with their sharpness.

A creature subjected to this poison must succeed on a DC16 Constitution saving throw or be poisoned for 3 hours. The poisoned creature has its Strength score reduced by 2. If it fails the save by 5 or more, it also takes 4d10 poison damage. If it fails by 10 or more, the poisoned creature is also unconscious. This does not stack if affected multiple times.

RED ROSARY

(Common, Injury, Plant) Value: 1,414gp

Crushing so-called 'rosary peas' allows contact with the incredibly toxic interior of the pea.

A small tin of crushed reddish seeds that are distinct when applied to a weapon.

A creature subjected to this poison must succeed on a DC16 Constitution saving throw or take 8d12 poison damage, or half as much on a successful save.

DEATH DOG SALIVA

(Rare, Injury, Venom) Value: 1,561gp

Must be harvested from a dead, incapacitated, or captured death dog.

A vial of murky, bubbly dark liquid. It leaves noticeably bubbles on a weapon when applied.

A creature subjected to this poison must succeed on a DC12 Constitution saving throw against disease or be poisoned. The creature repeats the save every 24 hours, ending all effects on a success, and reduces their maximum hit points by 1d10 on a failure. This does not stack if affected multiple times.

BULEZAU BLIGHT

(Very Rare, Injury, Venom) Value: 1,624gp

Must be harvested from an incapacitated, captured, or willing bulezau.

A vial of greenish, discoloured, pus-like goo that stinks of rot.

A creature subjected to this poison must succeed on a DC13 Constitution saving throw against disease or be poisoned. While poisoned, the creature sports festering

boils, coughs up flies, and sheds rotten skin. The creature repeats the save every 24 hours, ending all effects on a success. On a failure, its hit point maximum is reduced by 1d8. This does not stack if affected multiple times.

DEATH EMBRACE SLIME

(Very Rare, Contact, Venom) Value: 1,632gp

Must be harvested from a dead, incapacitated, or captured death embrace.

A small jar of virtually transparent slimy mucus. It has a faint scent of salt.

A creature subjected to this poison must succeed on a DC16 Constitution saving throw against petrification or be restrained. The creature repeats the save at the end of its next turn. A success ends the restraint, a failure petrifies the creature.

OLEANDER

(Common, Ingested, Plant) Value: 1,678gp

Oleander flowers are pink and very pretty, making them good gifts despite the danger.

A bundle of very bitter-tasting green leaves.

A creature subjected to this poison must succeed on a DC14 Constitution saving throw or be poisoned for 8 hours. The poisoned creature is unconscious. The creature repeats the save every 1 hour, ending all effects on a success. On a failure, they take 3d8 poison damage. This does not stack if affected multiple times.

DEEP NIGHT SPORES (ANCIENT)

(Very Rare, Inhaled, Venom) Value: 1,680gp

Must be harvested from a captured or willing ancient deep dragon.

A small bundle of incredibly dark grey spores that appear like dark spots in vision.

A creature subjected to this poison must succeed on a DC19 Wisdom saving throw or take 9d10 psychic damage and be frightened of the first creature seen for 1 minute. Take half as much damage and no additional effects on a successful save. The creature repeats the save at the end of each of its turns, ending all effects on a success.

GREEN MIASMA (ADULT)

(Very Rare, Inhaled, Venom) Value: 1,714gp

Must be harvested from a willing or captured adult green dragon.

A wax-sealed glass globe of pressurised bright green vapour. The air shimmers as it's released.

A creature subjected to this poison must succeed on a DC18 Constitution saving throw or take 16d6 poison damage, or half as much on a successful save.

HALFWEED NECTAR

(Common, Ingested, Plant) Value: 1,760gp

Discovered by halflings, it was quickly deemed far too dangerous to use recreationally. The nectar can be collected to add to food or drink.

A small dropper of pale purple nectar, the taste of which has never been coherently described.

A creature subjected to this poison must succeed on a DC15 Constitution saving throw or have its Wisdom score reduced by 1d6 for 1d8 days. The creature is incapacitated if this reduces its Wisdom score to 8 or less. The creature repeats the save every 24 hours, taking 1d10 poison damage on a failure. This does not stack if affected multiple times.

BELLADONNA

(Common, Injury, Plant) Value: 1,777gp

Often sold hidden in a packet of blackberries.

A bunch of shiny black berries with a sweet taste. It appears like black jam when applied to a weapon.

A creature subjected to this poison must succeed on a DC17 Constitution saving throw or take 3d6 poison damage and be poisoned. The poisoned creature is paralysed and takes 2d6 poison damage every 1 hour. This does not stack if affected multiple times.

ACONITE

(Common, Contact, Plant) Value: 1,862gp

One of the most passively dangerous plants in the world, they are risky to even own.

Carefully contained small, beautiful white or blue flowers that cause severe reactions from the slightest touch.

A creature subjected to this poison must succeed on a DC15 Constitution saving throw or take 5d8 poison damage and be poisoned for 8 hours. The creature repeats the save every 1 hour, taking 3d8 poison damage on a failure. This does not stack if affected multiple times.

OTYUGH BILE

(Rare, Contact, Venom) Value: 1,951gp

Must be harvested from a dead or incapacitated otyugh.

A small bottle of putrid brown liquid that causes most people to gag with the faintest sniff.

A creature subjected to this poison must succeed on a DC11 Constitution saving throw against disease or be poisoned. The creature repeats the save every 24 hours, ending all effects on a success, and reducing its maximum hit points by 1d10 on a failure.

HALFWEED LEAF

(Common, Inhaled, Plant) Value: 1,994gp

Discovered by halflings, it was quickly deemed far too dangerous to use recreationally. The leaves can be dried and smoked.

A tiny packet of dried, spiky-edged leaves that, when burned, produce a lilac-coloured smoke.

A creature subjected to this poison must succeed on a DC17 Constitution saving throw or have its Wisdom score reduced by 1d6 for 1d8 days. The creature is incapacitated if this reduces its Wisdom score to 8 or less. The creature repeats the save every 24 hours, taking 1d10 poison damage on a failure. This does not stack if affected multiple times.

GREEN MIASMA (ANCIENT)

(Very Rare, Inhaled, Venom) Value: 2,880gp

Must be harvested from a willing or captured ancient green dragon.

A wax-sealed glass globe of pressurised very bright green vapour. The air itself mists as it's released.

A creature subjected to this poison must succeed on a DC22 Constitution saving throw or take 22d6 poison damage, or half as much on a successful save.

PIT'S DOOM

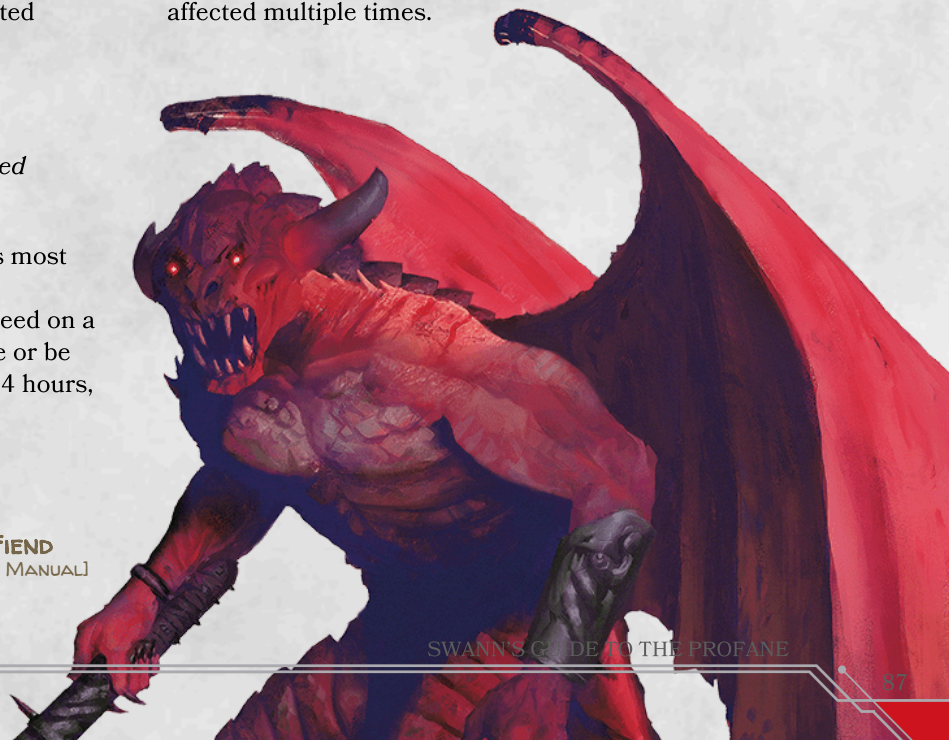
(Very Rare, Injury, Venom) Value: 3,142gp

Must be harvested from an incapacitated pit fiend.

A lead-forged bottle of incredibly dark red liquid, the consistency of blood. It pits and tarnishes any non-magical weapon to which it is applied.

A creature subjected to this poison must succeed on a DC21 Constitution saving throw or be poisoned. The poisoned creature cannot regain hit points and takes 6d6 poison damage at the start of each of its turns. The creature repeats the save at the end of each of its turns, ending all effects on a success. This does not stack if affected multiple times.

PIT FIEND
[MONSTER MANUAL]



MAGIC ITEMS

REPRODUCING HAT

Wondrous item, rare

Appearing identical to a normal, non-magical hat, these are...potentially denizens of Habaplo's realm. When left alone with a non-magical hat or piece of headgear of any kind, the Reproducing Hat will...get busy. It will then produce an offspring conceived with...the other, ordinary hat. Weird.

When left, undisturbed and unobserved, with a piece of non-magical headgear (hats, headbands, bandanas, helmets, tiaras, etc) for 1 hour, the Reproducing Hat will create an entirely new hat. This new hat will look like one or both 'parent' hats, as decided by the below chart.

D100 Result

- | | |
|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | The non-magical parent hat is completely destroyed. Roll again to determine the properties of the child. |
| 2-10 | The non-magical parent hat is damaged slightly in the...process. Its value is severely diminished and any further attempts to Reproduce with it automatically count as rolling a 1 on this chart. Roll again to determine the properties of the child. |
| 11-17 | The child hat takes completely after its magical parent, appearing identical. However, on closer inspection, the child is made entirely of basic cloth. It has a base value of 5sp. |
| 18-20 | The child hat takes completely after its magical parent, appearing identical. It is made of the same material as the Reproducing Hat, but has no magical properties. |
| 21-30 | The child hat is a hybrid of both parents, being some bizarre mashup of materials and styles. The value of the mashup is at the DM's discretion based on the particular parents. |
| 31-90 | The child hat takes completely after its non-magical parent, appearing identical. However, on closer inspection, the child is made entirely of basic cloth. It has a base value of 5sp. |
| 91-99 | The child hat takes completely after its non-magical parent, appearing identical. It is made of similar, but inferior, material to the non-magical parent (cheaper metals, coarser cloth, etc). The range of numbers indicates the value, with the maximum being half the value of the non-magical parent. |
| 100 | The child hat takes completely after its non-magical parent, identical or improved in every way. It has as much value as its non-magical parent in perfect condition. |

SPELLS

CONJURE HATS

4th-level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Reaching out to Habaplo's realm of hats, you succeed in bringing...something through. Choose one of the following options for what appears:

- An ordinary, non-magical hat that the DM describes.
- Eight Minor Hats.
- Four Hats.
- Two Greater Hats.
- One Top Hat.

Anything summoned by this spell (excluding the non-magical hat) disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has it's own turn. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but

otherwise take no actions. The exception to this is the Top Hat which will seek out targets outside of your party unless commanded not to.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you have more control, and more creatures appear; twice as many with a 6th-level slot and three times as many with an 8th-level slot.

FORCE BUBBLE

1st-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Blowing a bubble of air into your hand, pick a space you can see within range. A 5ft radius sphere appears just above ground level in the space. Any creatures within the space when the sphere appears must succeed on a Strength saving throw or be pushed into an adjacent unoccupied space. If there are no unoccupied spaces, any creatures unable to move take 2d8 force damage as the bubble expands and hits them. Any creatures that succeed on their saving throw are not pushed and take no damage from this spell.

LINGERING AURA

Illusion Cantrip

Casting Time: 1 action

Range: Touch

Components: V

Duration: Concentration, up to 1 minute

You temporarily imbue a mundane Tiny object with the semblance of magic, causing it to be perceived as magical by effects such as Detect Magic. You choose the school of magic it appears as when you cast this spell.

CREDITS

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THANK YOU FOR READING, AND I HOPE YOU
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