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Venomist

For use with *Swords & Wizardry Continual Light*

You practice the forbidden art of poisoning. You have an intimate and forbidden knowledge of poisons, venoms, and other toxins. Whether you use this knowledge for good or ill is your choice.

Level	HD	BHB	Save
1	1	+0	15
2	2	+0	14
3	2+1	+1	13
4	3	+1	12
5	4	+2	11
6	4+1	+2	10
7	5	+3	9



You are permitted to wear leather armor. You may use bows, crossbows, daggers, slings, spears, staves, clubs, and short swords.

Resist Toxin: You gain a +2 bonus on all saving throws vs poisons, venoms, and toxins.

Know Your Craft: You have a 5 in 6 chance to identify poisons and their effects.

Apply Poison: You can apply poison to a weapon without risk of poisoning yourself. Other classes risk poisoning themselves when applying poison. Thieves have a 3 in 6 chance to properly apply poison and other classes have a 1 in 6 chance.

Craft Poison: Once per day, if you have proper ingredients, you can take an hour and attempt to create poison. You have a 3 in 6 chance to properly create the poison. This chance increases to 4 at 3rd level and 5 at 6th level. At first level you can create antidotes and damage poison. At 2nd level you can make short breath poison. At 5th level you can make paralytic poison. Finally at 7th level you learn how to make death poison. You may discover recipes for other poisons while adventuring.

Poison Recipes

- Antidote - If administered within 2 rounds of a failed saving throw, this potion allows a new saving throw, which will reverse the affects of the failed save if successful.
- Damage Poison - This poison does 1d3 damage at 1st and 2nd level. This increases to 1d6 at 3rd level and 2d6 at 6th level.
- Short Breath Poison - On a failed save the target takes -1 on attack rolls for 2d6 round due to shortness of breath. The penalty increases to -2 at 3rd level and -5 at 6th level.
- Paralytic Poison - On a failed save the target is unable to move or act, but they may make a new save every round to break the effect.
- Death Poison - On a failed saving throw the target dies.

Gear Set: Short Sword or Dagger, Crossbow or Bow, Leather Armor, 2 vials of damage poison, 2 vials of antidote.

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