

Prestige Class: Master of Weeds

The Master of Weeds works to unlock the full potential of poisons through careful study and experimentation. Given the nature of their work, they are often found with titles of Royal Poisoner or Master Assassin, finding positions either exempt from or far outside the law of the land.

Prerequisites :

- Intelligence 14
- Constitution 14
- Proficiency with Poisoner's Kit
- Complete a special task: Build a laboratory.

| Level | Features | Personal Laboratory Crafting Speed |
|-------|---|---------------------------------------|
| 1st | Poison Expertise Poisonous Innovation Personal Laboratory | 10gp |
| 2nd | Cautious Cook | 25gp |
| 3rd | Poison Pin | 50gp |
| 4th | Death Eater | 100gp |
| 5th | Poison Savant | 200gp |

Class Features

Hit Points 1d8 rogue?

Proficiencies None

Poison Expertise At 1st level, your proficiency bonus is doubled when using the poisoner's kit. Additionally, you are considered proficient in Intelligence (Medicine) for the purpose of extracting poison from a creature, if you were not proficient already.

Personal Laboratory At 1st level, when using downtime to create a poison in your personal laboratory, you can make progress in 10gp increments instead of 5gp. This bonus increases to 15gp increments at 2nd level, 20gp at 3rd level, 25gp at 4th level, and 30gp at 5th level.

Poisonous Innovation At 1st level, you may use your personal laboratory to study and experiment with poisons. When crafting a poison, you may choose to change some of its six attributes. These attributes are: Delivery method, status effect imposed, damage dealt, duration, delay, and difficulty class. Options for each attribute are given below, with the standard attribute listed first and italicized.

You may change a number of attributes up to your Master of Weeds level + 1.

Cautious Cook At 2nd level, you can spend equal time and material components to create an antidote specific to any poison you can create. This antidote negates any pending or lingering effects and grants immunity to that poison for one hour.

Additionally, you can craft a generic Antitoxin, granting advantage on saving throws against poison for one hour. (Refer to Chapter 5 of the Player's Handbook for details on Antitoxin.)

Death Eater At 4th level, your constant exposure to poison has bolstered your resistance to it. You gain resistance to poison damage and have advantage on saving throws against poison.

Poison Savant You roll with advantage when creating poisons.

Research Poisons Your understanding of poisons enables you to create a number of effects.

| Attribute | Crafting Cost Impact |
|-----------|----------------------|
|-----------|----------------------|

| Delivery Method | |
|-----------------|--|
|-----------------|--|

| | |
|---------------|---|
| <i>Injury</i> | — |
|---------------|---|

| | |
|---------|---|
| Contact | — |
|---------|---|

| | |
|-----------|---|
| Ingestion | — |
|-----------|---|

| | |
|----------|---|
| Inhaling | — |
|----------|---|

Status Effect Imposed

None

Blinded

Deafened

Frightened

Paralyzed

Poisoned

Stunned

Unconscious

Damage Dealt

| | |
|------------|-------|
| <i>1d4</i> | +0 DC |
|------------|-------|

Duration

| | |
|-----------------|-------|
| <i>1 minute</i> | +0 DC |
|-----------------|-------|

| | |
|---------|--------|
| 1 round | -10 DC |
|---------|--------|

| | |
|--------|--------|
| 1 hour | +10 DC |
|--------|--------|

| | |
|-------|--------|
| 1 day | +20 DC |
|-------|--------|

Delay

No delay

1 round delay

1 minute delay

1 hour delay

1 day delay

Save DC

DC 10