

Archive of Forgotten Lore:

Rogue

This is Supplemental Material

Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. This is an option written by Odvaskar for that feature: The Toxicologist

Toxicologist

Some rogues enhance their stealth and agility with lethal poisons. Trained in the creation of poisons and medicinal remedies, toxicologist are one of the most versatile rogues. These rogues can be found in all places in society. From a castle acting as the royal apothecary for a ruler, to a poisoner dealer in a den of thieves, or a simple town doctor that collects herbs to heal the townsfolk. Though most toxicologists are hired assassins. Poison might not be an honorable weapon, but a toxicologist knows honor matters little if you're dead.

Tool Proficiencies

3rd-level Toxicologist feature

When you take this roguish archetype at 3rd level, you gain proficiency with poisoner's kits and herbalism kits. If you already have these proficiencies, you gain proficiency with another two types of artisan's tools of your choice.

Ingredient Harvest

3rd-level Toxicologist feature

At 3rd level, you have learned how to extract poison from a poisonous creature, such as a snake, spider, wyvern, or carrion crawler. The creature must be incapacitated or dead, and the harvesting requires 10 minutes followed by an Intelligence (Poisoner's Kit) check against the creature's Challenge Rating

(CR). On a successful check, you harvest enough poison for a single dose. On a failed check, you were unable to extract the poison. If you failed the check by 5 or more, you are subject to the creature's poison. A creature can be harvested a number of times equal its CR (minimum of 1). If it is alive, it can be harvested the same amount of times after 24 hours.

Additionally, you can forage for plants to use as ingredients. If you're in an environment that contains the plant you are looking for make an Intelligence (Nature) check against the DC in the Plant Rarity table below. If you are successful, you locate it, but you still need to harvest it. The process is the same as for creatures, but you'll need to succeed on an Intelligence (Herbalism Kit) check against the DC based on the rarity of the plant as shown in the table below. A harvested plant can be used for one dose of poison or one remedy.

Plant Rarity

Rarity	Difficulty Class
Common	DC = 10
Uncommon	DC = 15
Rare	DC = 20
Very Rare	DC = 25
Legendary	DC = 30

Apothecary

3rd-level Toxicologist feature

You have learned how to create poisons as well as how to cure diseases, conditions, and heal wounds. Creating a poison or a remedy requires you to have a poisoner's kit (poison) or herbalism kit (remedy) on your person. The process of make a poison or remedy takes an hour as long as you have the right ingredients. This process is a light activity that can be performed during a short, or long rest, or other downtime. You can use a remedy or poison as a bonus action, but other creatures must use an

action. You can create the remedies on the table below.

Remedies

Remedy	Ingredient	Effect
Antitoxin	Common plant	A creature that drinks this liquid gains advantage on saving throws against being poisoned for 1 hour
Elixir of Health	Rare plant, Holy water	A creature that drinks this potion has any disease afflicting it cured, and has any of these conditions removed: blinded, deafened, paralyzed, and poisoned.
Potion of Vitality	Very Rare plant, Celestial's Tear	A creature that drinks this potion has any exhaustion removed, as well as has any disease or poison afflicting it cured. For the next 24 hours, it regains the maximum number of hit points for any Hit Die it spends.
Healing Potion	Uncommon plant	A creature that drinks this potion regains 2d4+2 hit points.
Greater Healing Potion	Rare plant, drop of troll's blood	A creature that drinks this potion regains 4d4+4 hit points.
Superior Healing Potion	Very Rare plant, cup of troll's blood	A creature that drinks this potion regains 8d4+8 hit points.

When creating a poison it is important to know what type it will be after you have the harvested poison from a creature or plant. You can create poisons in the following types:

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. A partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a

failed save. The dose can be delivered in food or a liquid.

Inhaled. These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effects. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

Regardless of the type, the effect of the poison is the same as from the creature you harvested from, except for its DC. When a creature is subject to a poison you create it will have to make a Constitution saving throw (DC is equal to 8 + your proficiency bonus + your Intelligence modifier). Some poisons can be made from plants like the following:

Basic Poison. Injury poison made of a common poisonous plant. Deals a number of d4s equal to your proficiency bonus of poison damage to the target or half as much damage on a successful save.

Fecal Gas. An inhaled poison made of fecal matter that causes the target to use its action to vomit for the turn.

Fungal Spore Poison. An ingested poison made from hallucinogenic mushroom spores that have the same effect as a *Confusion* spell.

Note from Odvaskar: KEEP TRACK OF YOUR POISONS! Be creative when creating poisons and remedies. Ask your DM for help.

Lethal Toxin

9th-level Toxicologist feature

Starting at 9th level, the knowledge you have gained from creating poisons has allowed you to develop lethal toxins. When creating a poison you can add an extra ingredient to overcome a creature's type defenses against poison. A creature subject to a poison made in this way gains no benefit from its resistance to poison damage or advantage on the save made against the poisoned condition. If the creature has immunity to poison damage and the poisoned condition it instead has resistance to poison damage and advantage on the save made against the poisoned condition.

Lethal Toxin

Creature Type	Lethal Ingredient
Aberration	Gold Dust
Beast	Beast's Liver
Celestial	Demon Ichor or Fiend Blood
Construct	Acid
Dragon	Diamond Dust
Elemental	Wild Magic infused Crystal Dust
Fey	Iron Dust
Fiend	Holy water
Giant	Dragon Blood
Humanoid	Corpse Blood
Monstrosity	Silver Dust
Ooze	Salt
Plant	Oil
Undead	Blessed Blood

Specialize Physician

13th-level Toxicologist feature

Through you time spent experimenting with various remedies and poisons you have nearly perfected the formulae used to create them. Remedies you create that restore hit points, restore extra hit points equal to your Proficiency Bonus. Poisons you create deal extra poison damage equal to your Proficiency Bonus. In addition, you built a tolerance to poison that has given you immunity to poison damage and the poisoned condition.

Venomous Death

17th-level Toxicologist feature

Beginning at 17th level, you can bring a swift death to poisoned creatures. Weapon attacks made against a poisoned creature score a critical hit on a roll of 19 or 20. You gained the benefit of your Sneak Attack against any creature that is poisoned, even if you have used it once on a turn already. You can't use your Sneak Attack against the same creature more than once in a turn. Additionally, if you kill a poisoned creature on your turn you gain and additional action for that turn.