



ECHOES OF EXTINCTION



WEEK 7



VENOMWEAVER SORCERER

Drawing from an innate bond with the arachnids, Venomweaver sorcerers stalk as expert assassins of the darkness. Through vile symbiosis, their flesh is infused with spider ichor, turning them into masters of guile and venom. With a mere touch, they impart debilitating poisons; their profane spells manifest as illusory webs to ensnare minds and swarms of phantom spiders to drain life essence. Ever patient, Venomweavers use shadow and subterfuge to close in on prey, then strike with sadistic precision. By fully embracing their fell arachnid lineage, they become silent predators, awaiting the moment to inflict venomous death.

VENOMWEAVER SPELLS

Sorcerer Level	Spells
1st	<i>animal friendship</i>
3rd	<i>web</i>
5th	<i>meld into stone</i>
7th	<i>giant insect</i>
9th	<i>insect plague</i>

VENOMWEAVER SPELLS

At 1st level and when you reach certain levels in this class, you learn additional spells, as shown on the Venomweaver 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 an enchantment spell from the sorcerer or warlock spell list.

ARACHNID ASCENT

Starting at 1st level, you gain the ability to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Your climbing speed equals your walking speed.





VENOM AFFINITY



Also at 1st level, you possess a natural talent for poisons and sicknesses, which is reflected in your magic. Whenever you cast a spell of 1st level or higher that deals poison damage or requires a Constitution saving throw, you can choose to imbue it with one of three strong venoms: Lethargy, Disorientation, or Weakening. One target that is damaged by the spell or that failed the saving throw suffers an additional effect based on the chosen venom.

- **Lethargy:** The target's speed is reduced by 15 feet until the end of your next turn.
- **Disorientation:** The target has disadvantage on attack rolls until the end of your next turn.
- **Weakening:** The target has disadvantage on Strength and Dexterity checks and saving throws until the end of your next turn.

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



PERFECT FORMULA



By 6th level, you've perfected the nature of your poisons and venoms, as well as your body's reaction to them. Your spells and abilities ignore resistance to poison damage and immunity to the poisoned condition.

In addition, you are resistant to poison damage and immune to the poisoned condition.



WEB DEFENSE



At 14th level, as a reaction when you become the target of an attack, you can cause a burst of thick webs to sprout out at the attacker, forcing it to make a Dexterity saving throw against your spell save DC. On a failed save, it becomes grappled and restrained until the start of its next turn. Additionally, the thick webbing creates a 10-foot radius of difficult terrain around it, which lasts until the end of your next turn.

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



UNBOUND VENOMS



At 18th level, whenever you deal poison damage with a spell or a creature fails a Constitution saving throw against one of your spells, you can deal poison damage to the creature equal to your Charisma modifier (minimum of 1).



GALEHOLLOW, BLADE OF THE 8TH WINDS

Wondrous item, legendary (requires attunement by a monk of 10th level or higher)

This blade is sheathed in a lustrous brass scabbard, unmarred by time, featuring eight distinct lock markings. These symbols are not mere decoration but seals, each binding the power of a marilith, a serpentine demoness, known for her command over the winds. The blade itself, forged from a rare, shimmering metal, sings with a subtle, ethereal tone, indicative of the tempestuous spirit trapped within. Its handle, expertly wrapped in dark, resilient silk, offers an unwavering grip to those destined to harness its might.

While attuned to *Galehollow*, whenever you spend a ki point, you can choose to open one of its Galegates, up to a maximum of 8 Galegates simultaneously. You gain benefits of each Galegate you open (in order, from 1st to 8th) as follows:

- **1st Galegate.** While this Galegate is open, you have advantage on Dexterity (Stealth) checks and can communicate telepathically with any creature you can see within 120 feet of you. When the Galegate closes, you have disadvantage on the next saving throw you make before you finish a short or long rest.

- **2nd Galegate.** While this Galegate is open, ranged weapon attacks against you have disadvantage. In addition, when you use your Slow Fall feature, each creature of your choice within 10 feet of you when you reach the ground takes force damage equal to the amount of damage you reduced. When the Galegate closes, half of your remaining hit dice (rounded up) are spent without any benefit.

- **3rd Galegate.** While this Galegate is open, you have truesight out to 120 feet. When the Galegate closes, half of your remaining hit dice (rounded up) are spent without any benefit.

- **4th Galegate.** While this Galegate is open, you have resistance against bludgeoning, piercing, and slashing damage. When the Galegate closes, you suffer one level of exhaustion.

- **5th Galegate.** While this Galegate is open, your unarmed strikes deal force damage instead of bludgeoning damage and have a range of 120 feet. When the Galegate closes, you suffer one level of exhaustion.

- **6th Galegate.** While this Galegate is open, you can use your Deflect Missiles feature on any melee attack that deals bludgeoning, piercing, or slashing damage. If you reduce the bludgeoning, piercing, or slashing damage to 0, as part of the same reaction you can spend 1 ki point to make an unarmed attack against the creature if it's within reach. When the Galegate closes, you suffer three levels of exhaustion.

- **7th Galegate.** While this Galegate is open, you can take two additional reactions in a round, but you can only take one reaction on a turn. When the Galegate closes, you take a -4 penalty to all attack rolls, saving throws, and ability checks. Every time you finish a long rest, the penalty is reduced by 1 until it disappears.

- **8th Galegate.** While this Galegate is open, you can make up to 8 unarmed strikes when you take the Attack action. In addition, when this Galegate is opened, all Galegates close in 1 minute. When the Galegate closes, you die.

Any open Galegates close 1 hour after the 1st Galegate is opened or when you start a short or long rest. When a Galegate closes, its benefits end, and you suffer the drawbacks for that Galegate.



ROD OF THE FIRST FLAME

Rod, very rare


Crafted from a dark wood, the rod feels surprisingly warm to the touch, its surface subtly pulsating with the life of the ancient blaze it contains. Throughout its length, intricate veins of fiery orange and red weave a mesmerizing pattern, hinting at the dormant power within. This slender staff is a conduit of primordial energy, holding the potential to unleash or harness the raw, untamed force of the first fire ever kindled.

While holding this rod, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet, and flames of your choice that you create with spells can't be extinguished by nonmagical means. In addition, this rod has 10 charges and regains 1d6 + 4 expended charges daily at dawn. While holding it, you can expend the requisite number of charges to use the following options:

- **Pass Through Fire.** When you take fire damage, you can use a reaction and expend up to 5 charges to reduce the damage taken by 5 for each charge expended. You regain hit points equal to the amount of damage reduced.

- **Flame Command.** When a creature you can see within 120 feet of you takes fire damage, you can use a reaction and expend up to 5 charges to increase the damage taken by 5 for each charge expended.





Paralyzing Shadows

4th-level necromancy (warlock, wizard)

Casting Time: 1 bonus action

Range: Self

Components: S, M (an onyx worth at least 50 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You conjure a 5-foot diameter circle of swirling shadow centered on a point on the ground underneath your feet. When you cast the spell, and as a bonus action on your subsequent turns, you can direct the shadows to lash out at a creature within 15 feet of you. It must succeed on a Strength saving throw or become paralyzed until the start of its next turn. The spell ends early if you move out of the circle's space.



Leyfruit

9th-level conjuration (druid, sorcerer)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an enchanted emerald worth at least 25,000 gp, which the spell consumes)

Duration: Instantaneous

Using ancient conjuration magic, you imbue a fruit with the essence of arcana. A creature can use its action to eat the fruit. Eating it causes the creature to recover each expended spell slot of 8th level or lower. If the creature eating the fruit is the same creature who created it, it dies.

The fruit loses its potency if it has not been consumed within 24 hours of the casting of this spell.



Glimpse of Dreams

5th-level illusion (sorcerer, warlock, wizard)

Casting Time: Instantaneous

Range: 60 feet

Components: V, M (the bloodied eye of a magical raven)

Duration: Concentration, up to 1 minute

You create a red veil over a creature's eyes, bringing it into a personal dream. Choose a conscious creature you can see within range. It must make a Wisdom saving throw (it can choose to fail). On a failed save, a creature is brought into one of the following dreams until the spell ends or until a creature spends its action to wake it:

- **Hopeful Dream.** While in this dream, at the start of each of the creature's turns, it regains hit points equal to $1d10$ + your spellcasting ability modifier.

- **Hopeless Nightmare.** While in this dream, at the start of each of the creature's turns, it takes $3d10$ psychic damage. Each time the target takes damage from a source other than this spell, it can make a Wisdom saving throw, ending the effect on itself on a success.

While in a dream, the creature is incapacitated, its speed is 0, it is unaware it is dreaming, and it can't perceive anything outside of the dream. At the end of each of its turns, the target can make another Wisdom saving throw, ending the effect on itself on a success.

- **At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you can target one additional humanoid for each slot level above 5th. When you cast this spell using a spell slot of 9th level, you can target any number of creatures you can see.



Heavenly Arrow

5th-level evocation (cleric, paladin)

Casting Time: 1 action

Range: Self (150-foot line)

Components: S

Duration: Instantaneous

You summon an arrow from the heavens and send it out from you in a 100-foot-long, 5-foot-wide line in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes $4d6$ lightning damage and $3d10$ radiant damage on a failed save, or half as much damage on a successful one. For the next hour, you know whenever a creature that failed this saving throw tells a lie.



FEATS

INFECTIOUS POISON

Prerequisites: 13th level, the ability to cast at least one spell

You've found a way to infuse your spells with a fast-acting poison that heavily decays the bodies of your enemies. Whenever you hit a creature with a spell attack that deals poison damage or a creature fails a saving throw against one of your spells that deals poison damage, you can choose for that spell to deal no damage, instead inflicting on it a number of infection points equal to the spell's level. Whenever a creature has 10 or more infection points and fewer than 100 hit points, it dies.

BONDER

You've learned to bond with your friends, aiding their strikes at a cost to your own. You gain the following benefits:

- Increase your Strength, Dexterity or Constitution score by 1, to a maximum of 20.
- When you take the Attack action on your turn, you can take up to a -5 penalty on your attack rolls during the turn. If you do so, you can grant one allied creature within 5 feet of you a bonus to its attack rolls equal to the penalty you took until the start of your next turn.
- Whenever an allied creature within 5 feet of you hits a creature with a melee attack, it deals an extra 1d4 damage of that attack's damage type.