

Swords & Wizardry, *S&W*, and *Mythmere Games* are trademarks of Matthew J. Finch. The Product is not affiliated with Matthew J. Finch, *Mythmere*, Or *Frog God Games*.

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.

Everything here is Open Game Content. All artwork is in the Public Domain. “Venomist” and this work’s Trade Dress are considered Product Identity. This is v1.0 of this work.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a, Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

Swords & Wizardry Complete Rules, Copyright 2010, Matthew J. Finch

Swords & Wizardry Light, Copyright 2016, Erik Stiene and Matthew J. Finch

Swords & Wizardry Continual Light Rules, Copyright 2016, Erik Stiene

Venomist for Continual Light, Copyright 2018, Justin Ryan Isaac