

# Poisoncraft: The Dark Art

## Web Enhancement Alpha

The bleak gnome—or sennith—is a playable PC race presented in Chapter 6 of *Poisoncraft: The Dark Art*:

Bleak gnomes can take up to three levels in “bleak gnome” at any time. Each level represents the strengthening of the character’s bond with his toxic essence.

As bleak gnomes gain racial levels, their blue skin tone deepens. Not all bleak gnomes take racial levels (or all three of them).



**Hit Die:** d8

**Skill Points:** 2 + Int bonus

**Class Skills:** Appraise, Craft, Hide, Knowledge (all skills, taken individually), Listen, Move Silently, Profession, Search, Sense Motive, Spot, and Survival.

**Weapon and Armor Proficiency:** Bleak gnomes with levels only in bleak gnome (no actual class levels) are proficient in the use of all simple weapons and Light armors and shields.

**BLEAK GNOME RACIAL LEVELS**

Lvl	BAB	Fort	Ref	Will	Special
1	+0	+2	+0	+0	Magical poison immunity; +4 racial bonus on saves vs. poison
2	+1	+3	+0	+0	+2 racial bonus to DC of poison spells; spell-like abilities: 1/day <i>greater augment poison</i> , <i>poison</i>
3	+2	+3	+1	+1	Poison-tinged blood enhancement: mundane poison cost reduced by one-half, magical poison cost calculated as if spell level were 2 lower than actual spell level; +2 Constitution or +2 Intelligence (player’s choice)

Chapter 7 of *Poisoncraft: The Dark Art* presents adventure seeds using the new rules from the book. “Where Heroes Fear To Tread” sends the PCs on a mission to confront the reclusive druid, Menayone, to aid their ailing friend:

Menayone earliest memories are of the family of wyverns by whom she was raised. How she came into the care of these creatures remains a mystery. She was twelve, when a well armed hunting party encroached on their territory. Seeing the girl presumably in peril from the beasts, they exterminated them without further thought. Menayone was horrified as the only creatures she ever knew as parents were struck down before her very eyes. She fled deeper into the wild. Menayone wandered for several years, until she settled in a dense forest. Her bond with nature deepened, and her inherent skill in the druidic arts blossomed. As a result of her tragic past, Menayone remains wary of interlopers and fearful of those who might harm her woodland charges.

**Menayone, Female Human Drd 5 / Vch 10:** CR 15; Medium Humanoid; HD 5d8+5 (Drd) and 10d8+10 (Vch); hp 88; Init +0; Spd 30 ft.; AC 17 (+4 hide, +3 shield), touch 10, flat-footed 17; Atk +11/+6 melee (1d6+1/18-20, scimitar); Space/Reach 5 ft./5 ft.; SQ animal companion (snake, Large viper), nature sense, quick venom, resist nature’s lure, trackless step, venom immunity, venom intensification +5, wild empathy, wild shape (5/day, large, tiny, plant), woodland stride; AL TN; SV Fort +15, Ref +7, Will +18; Str 10, Dex 10, Con 12, Int 14, Wis 19, Cha 12.

**Skills:** Concentration +15, Diplomacy +17, Handle Animal +13, Knowledge (nature) +19, Knowledge (local) +13, Listen +14, Spot +19, Survival +21. **Feats:** Combat Casting, Die Hard, Endurance, Natural Spell, Silent Spell, Track.

**Venom Forms:** Avaranc, phase spider, pseudodragon, water naga, wyvern.

**Spells:** Caster level 12<sup>th</sup>. Spells Prepared (6/6/5//5/4/3/2; base DC = 14 + spell level): o—*cure minor wounds* (2x), *detect magic*, *know direction*,

*light, purify food and drink; 1<sup>st</sup>—charm animal, entangle, hide from animals, obscuring mist, speak with animals; 2<sup>nd</sup>—barkskin, silent entangle, gust of wind, owl's wisdom, soften earth and stone; 3<sup>rd</sup>—call lightning (2x), greater magic fang, neutralize poison, speak with plants; 4<sup>th</sup>—flame strike, ice storm, scrying, silent spike growth; 5<sup>th</sup>—aspect of the arachnid, silent dispel magic, toxic tracker; 6<sup>th</sup>—liveoak, wall of wasps.*

*Possessions: Amulet of resistance +3, earth elemental gem, major cloak of displacement, orb of storms, +1 hide armor, +1 heavy wooden shield, +1 venomous scimitar, fearsome forest scroll.*

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