

# PATH OF THE SERPENT'S BLOOD

The blood coursing through your veins is unusual, some might even say cursed. It burns and bites those it touches, and sickens any creature unlucky enough to ingest it. Your body, inured to the burning and sickening, is like a cauldron ready to bubble over, concocted by a mad alchemist or hateful assassin. But why fight against your own blood? Why struggle against the very thing that sustains you, that gives you life?

Embrace it, and your enemies one day will fear to even strike you.

## ALCHEMICAL HORROR

Your blood is a miracle - or, rather, the fact that you still live while it runs in your veins is. Outside of your body, your blood burns through anything it touches, and can sicken most creatures that come in contact with it.

However, your blood does have a strange quality to it. Choose from or roll on the table below to determine the odd characteristic of your blood.

## HORRIBLE CHARACTERISTIC

### d6 Blood Type

- 1 Your blood hisses and bubbles when in contact with air, or anything outside your body.
- 2 Rather than a sanguine crimson, your blood is an odd color and might even shine strangely in the light.
- 3 To put it nicely, your blood smells horrendous. Whenever in contact with air, it smells like burnt ashes or rotting decay.
- 4 Your blood runs thicker than water - much thicker. It seems like an ichor, despite functioning as normal.
- 5 With shimmering or scintillating patterns, your blood resembles wine or oil, with corresponding texture.
- 6 Your blood makes odd patterns when rolling down your skin or attempts to crawl back to your wound.

## VISCERAL POISON

When you take this path at 3rd level, your blood takes on a dangerous nature. Whenever an enemy deals slashing, bludgeoning, or piercing damage to you while within 5 feet, it takes poison damage equal to your Constitution modifier.

Starting at 6th level, you can choose to deal either poison or acid damage with this feature each time you use it. At 10th level, the amount of damage dealt increases to twice your Constitution modifier.

## RESIDENT TOXIN

Also at 3rd level, the toxic nature of your blood makes you naturally resistant to other substances. You gain resistance to poison damage and advantage on all saves against poisons.

At 6th level, you gain resistance to acid damage and become immune to all disease. Then, at 10th level, this improves to immunity to poison damage and the poisoned condition. Starting at 14th level, you are immune to acid damage as well, but only while raging.

## ACID WHIRLWIND

Starting at 6th level, you gain the ability to directly use your blood as a weapon. As an action while raging, you can explode in acidic blood, dealing acid damage to all creatures within 10 feet. Affected creatures must make a Dexterity saving throw, taking half damage on a success. Your save DC is 8 + your Constitution modifier + your proficiency modifier.

The amount of damage dealt depends on how serious your injuries are. If you are not damaged at all, you deal damage equal to your Constitution modifier. If you are missing hit points but still above half health, you deal 1d12 damage. If you are under half your hit points, you add your Constitution modifier to the damage dealt. If you are at a number of hit points equal to or less than your barbarian level, you add twice your Constitution modifier instead.

## PESTILENT FLESH

At 10th level, your blood is so tainted that creatures who bite you risk falling victim to your poisonous flesh. Any creature that makes a bite attack against you or somehow ingests a piece of you must make a Constitution saving throw. On a failure, the creature is poisoned for 1 minute, or suffers acid damage equal to your barbarian level if they are immune to poison or are already poisoned.

Any creature that fully eats a significant portion of you, such as a hand or other extremity, must make an additional Constitution save. On a failure, the creature becomes afflicted by a random disease.

## MALIGN TRANSFUSION

Starting at 14th level, you can attempt a transfusion of your corrosive blood into an enemy. As an action, you target a creature within reach who must then make a Constitution saving throw. On a success, nothing occurs.

On a failure, the creature's blood takes on some of your own blood's poisonous qualities. For 1 minute, the creature is poisoned, and takes acid damage equal to your Constitution modifier at the end of each of its turns. It also takes this damage any time it suffers bludgeoning, piercing, or slashing damage, or any time it makes an attack roll, skill check, or saving throw using Strength, Dexterity, or Constitution.

Creatures that are resistant to poison or acid damage have advantage on the initial save against this feature, but then have their normal resistance stripped from them for the duration. Creatures immune to acid or poison damage, or the poisoned condition, are likewise immune to this feature.

The effects of this feature end early if you end your rage, or if you choose to end them as a bonus action. You may use this feature once per long rest.