Warlock, The Murrain Maiden

LEGEND HAS IT THAT
the visage of the goddess
Kogha often appears to
Zamanori when they are
about to perish from a
degenerative illness, or the fumes of a
poisonous mushroom. In their time of need,
she offers them a choice: perish, or become
her advocate. Those who submit receive
her pestilent grace, along with the ability
to infect and envenom living beings. These
plague-bearers often form covenants outside
of civilized lands, preferring the embrace of
swamps where their patron’s creations thrive.
Kogha’s creed is not one of wanton
destruction. Her devout believe that
disease is but a trial; one that determines
which souls are bound for the domain
of Belegorn, her father, and which still
belong to the world of the living. They see
this as a necessary process of selection,
like separating the wheat from the chaff,
allowing the strong to survive and the weak
to pass on.

Expanded Spell List
1st-level Murrain Maiden feature

At 1st level, the Murrain Maiden lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Murrain Maiden Expanded Spells

Spell Level Spells

1st bane, detect poison and disease

2nd blindness/deafness, hold person

3rd gaseous form, protection from energy

4th blight, freedom of movement

5th cloudkill, insect plague

Bonus Cantrip

1st-level Murrain Maiden feature

At 1st level, you learn the poison spray cantrip. It counts as a warlock cantrip for you, but it doesn’t count against your number of cantrips known.

Intoxication

1st-level Murrain Maiden feature

Also at 1st level, you relish in the blight wrought by your patron. Whenever you deal poison damage to a creature within 10 feet of you, or whenever you start your turn within 5 feet of a creature that is poisoned, you can use your reaction to become toxified for the next minute. While you are toxified, you gain the following benefits:

• You gain 1d8 temporary hit points at the start of your turn.

• You are immune to the charmed and frightened conditions.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Noxious Flower

6th-level Murrain Maiden feature

Starting at 6th level, you can spring a venomous rose in the palm of your hand, which emanates a fog of nauseating fumes that devastates your enemies. As an action, you create a 10-foot radius sphere of toxic vapors centered on a point within 30 feet of you. The sphere also spreads around corners. When a creature enters the effect's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failure, the creature is poisoned and remains so until it ends its turn outside the affected area. During each of your turns, you can use your bonus action to move the cloud up to 15 feet. The cloud persists for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Mudwalk

10th-level Murrain Maiden feature

Starting at 10th level, you can evoke your patron's putrid form with each step that you tread. At the end of each of your turns and while you are standing on soft ground, you may choose to turn the area within a 5-foot radius around you into a swamp for the next minute. The area becomes difficult terrain for all creatures other than you. As a bonus action while standing over a swamp area created by you, you can teleport to any swamp square created by you.

You can teleport in this way for a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a

long rest.

Blightbringer

14th-level Murrain Maiden feature

Beginning at 14th level, you can bring forth pestilence and disease. As an action, you may force all creatures of your choice within the area of your Toxic Miasma to make a Constitution saving throw. On a failure, they are affected by a random disease as per the contagion spell.

Once you use this feature, you can’t do so again until you finish a long rest, unless you expend a spell slot of 5th-level or higher to use it again.

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