

AFFLICTION SKIRMISHER

Curse Enemies With the Dark Forces of Nature

An Affliction Skirmisher doesn't hide in a roost and wait for their prey to walk into a trap. Afflictions are a mix of blood magic, curses, and traditional druidic magic that suffuse themselves to a target and hinder them until their constitution or magic can resolve it.

Affliction Skirmishers take the task and responsibility of bearing these afflictions with great weight. This magic is often kept secret except to some of the most deadly assassins and powerful druids.

LEVEL 3: AFFLICTING STRIKES

Once per turn, when you hit a creature with an attack, you can apply an Affliction to the target for 1 minute. At the start of each of the afflicted creature's turns, it takes 1d4 Necrotic damage for each Affliction you have placed on it. At the end of each of the creature's turns, it can make a Constitution saving throw against your spell save DC, ending the effect of all Afflictions on itself on a success.

LEVEL 3: CURSED AFFLICTIONS

Once per turn, when you apply an Affliction to a creature, you can expend a spell slot to make it a Cursed Affliction. When you apply a Cursed Affliction to a creature, it takes an additional 1d6 Necrotic damage and gains an additional Affliction per level of the spell slot expended.

When you apply a Cursed Affliction to a creature, it suffers additional effects based on the level of spell slot expended. The list of Cursed Affliction options can be found at the end of this subclass description.

A creature under a Cursed Affliction can end the effects normally by making a Constitution saving throw at the end of each of its turns to remove the afflictions or by a *Remove Curse* spell or similar magic. This magic only removes the additional effects of the Cursed Affliction, but not the total number of Afflictions the creature has.

A creature can only be under the effect of one Cursed Affliction at a time.

LEVEL 7: FEAST OF ABSOLUTION

As a Magic action, you can cleanse all Afflictions from a hostile creature within 30 feet of you. If you cleanse at least two Afflictions from a creature, you gain a number of Temporary Hit Points equal to your Ranger level times the number of Afflictions cleansed.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1) and regain all expended uses when you finish a Long Rest.

LEVEL 7: PENANCE

When you cleanse four or more Afflictions using your Feast of Absolution feature, you can also apply the same number of Penance to that creature.

Penance. A creature affected by a Penance takes 1d4 Radiant damage at the start of each of its turns for each Penance it has for 1 minute. A *Lesser Restoration*, *Dispel Magic*, *Remove Curse* or similar magic can end this effect. At the end of each of the creature's turns, it can make a Wisdom saving throw against your spell save DC, removing all Penance on itself on a success. A creature affected by Penance cannot be affected by Affliction.

LEVEL 11: VERDICT

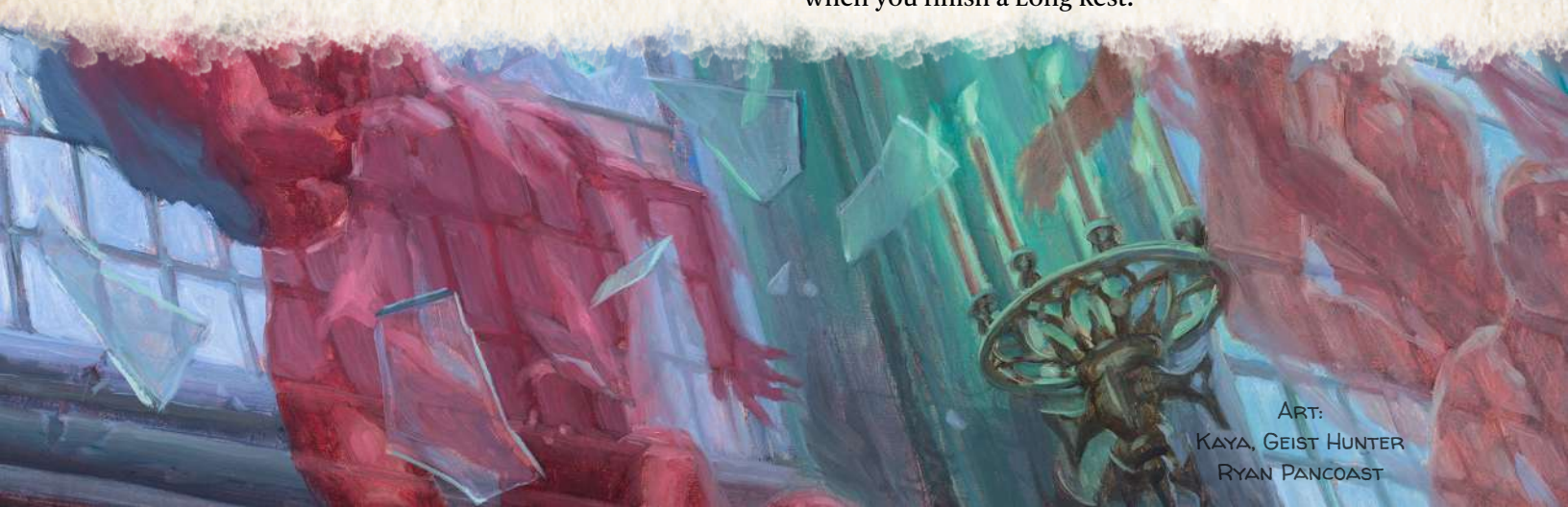
As a Magic action, you can target a creature with at least one Affliction within 30 feet of you. The creature takes Necrotic damage equal to the number of Afflictions it has times your Ranger level. If the creature is Bloodied, this damage is increased to twice your Ranger level. This damage ignores Resistance to Necrotic damage. The creature then removes all Afflictions.

Once you have used this feature, you cannot do so again until you finish a Short or Long Rest.

LEVEL 15: HARVEST ESSENCE

When a creature dies within 60 feet of you, you can use your Reaction to regain a number of Hit Points equal to twice the number of Hit Point Dice the creature had. You also regain a number of spell slot levels equal to half your Proficiency Bonus.

You can use this feature to regain spell slots a number of times equal to your Wisdom modifier (minimum 1) and regain all expended uses of it when you finish a Long Rest.



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CURSED AFFLICTIONS

Cursed Affliction options are listed in ascending order by spell slot level.

LEVEL 1 EFFECTS

When you expend a spell slot of level 1 or higher to create a Cursed Affliction, choose one of the following effects:

Ignite. While a creature is affected by this Cursed Affliction, it is also Burning.

Chill. While a creature is affected by this Cursed Affliction, it also has the Chilled condition.

Zap. While a creature is affected by this Cursed Affliction, it cannot take Reactions and takes 1d4 Lightning damage for every 10 feet it willingly moves.

LEVEL 2 EFFECTS

When you expend a spell slot of level 2 or higher to create an affliction, choose one of the following effects to add to the affliction.

Castigate. While a creature is affected by this Cursed Affliction, it can't regain Hit Points. In addition, whenever the creature ends its turn with at least one Affliction, it takes 2d6 Necrotic damage.

Hegemony. While a creature is affected by this Cursed Affliction, the creature loses Resistance to Necrotic damage and has Disadvantage on Constitution saving throws to remove Afflictions.

Punish. While a creature is affected by this Cursed Affliction, when it takes Necrotic damage from any source, it takes an additional 1d6 Necrotic damage.

LEVEL 3: EFFECTS

When you expend a spell slot of level 3 or higher to create an affliction, choose one of the following effects to add to the affliction.

Punition. When you apply this affliction, the target takes 2d6 Necrotic damage for each Affliction applies on the attack. The target takes this damage again when the affliction ends.

Ruination. While a creature is affected by this Cursed Affliction, it loses Resistance to Poison damage and has the Poisoned condition. The creature takes 3d6 Poison at the start of its turns.

Leech Bite. While the creature is affected by this Cursed Affliction, it takes an extra 1d4 damage from all weapon attacks and you heal 1d4 Hit Points when you hit the creature with a melee weapon attack.

LEVEL 4 EFFECTS

When you expend a spell slot of level 4 or higher to create an affliction, choose one of the following effects to add to the affliction.

Necrotoxin. While a creature is affected by this Cursed Affliction, it takes 3d6 Acid damage at the start of each of its turns.

Night Fang. While a creature is affected by this Cursed Affliction, it is also has the Blinded and Deafened condition.

Incapacitate. While a creature is affected by this Cursed Affliction, all of the creature's Speeds become 0 and has the Incapacitated condition.

LEVEL 5 EFFECTS

When you expend a spell slot of level 5 or higher to create an affliction, choose one of the following effects to add to the affliction.

Intertwine. Choose an affliction from the level 1 or 2 list as well as an affliction from the level 3 or 4 list. While a creature is affected by this Cursed Affliction, they suffer the effects of both Cursed Afflictions at once.

Price in Blood. When you apply this Cursed Affliction, the creature takes an additional 5d6 Acid, Necrotic, or Poison damage. When the affliction ends, the creature takes this damage again.

