

THE AROMAGEIST

You have made a pact with an otherworldly being in search of new experiences. Imprisoned on another plane of existence, your patron borrows your sense of smell and taste to experience a world they have been locked out of. In return, your patron speaks to you in scents: the tang of copper is a warning, and lavender a reassurance. Your sense of smell is uncannily improved.

EXPANDED SPELL LIST

The Aromageist 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.

AROMAGEIST EXPANDED SPELLS

Spell Level	Spells
1st	<i>fog cloud, identify</i>
2nd	<i>calm emotions, locate animals or plants</i>
3rd	<i>gaseous form, stinking cloud</i>
4th	<i>aura of purity, locate creature</i>
5th	<i>cloudkill, commune with nature</i>

SCENT OF THE FOE

Starting at 1st level, you can channel your patron's keen sense of smell and gain the ability to smell your enemies. Choose one target within 5 feet of you to catch the scent of. Once you've scented a target, you can track it by scent for 1 minute. You take no disadvantage from blindness, darkness, or invisibility when attacking a target you've scented. Once you use this feature, you can't use it again until you finish a short or long rest.

PETRICHOR

Beginning at 6th level, you can bring to mind the smell of rainfall. The scent of rain fills your senses so strongly that it manifests in the world around you, creating a rainstorm with a radius of 20 feet, centered on you. All creatures within this radius have disadvantage on Wisdom (Perception) checks that rely on sight and attack rolls. This effect lasts for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

GRAVE MIASMA

Starting at 10th level, as an action, you can imagine the smell of old bones, dried blood, and gravedirt. For 1 minute, this scent emanates from you as a sinister fog, creeping along the ground and twisting around the bodies of those around you in a 10 foot radius. Any creature that begins its turn in this area takes 3d6 necrotic damage. You also have resistance to necrotic damage while enveloped in this fog. Once you use this feature, you can't use it again until you finish a short or long rest.

ENTICING AROMA

Starting at 14th level, you gain the ability to choose a single target within 30 feet of you and create a compelling illusion of a dish of food on a silver platter. It appears as a beautifully plated, exquisitely prepared version of the target's favorite food, wafting with enticing smells. The target is compelled to immediately move as close to you as possible and consume the food, which takes 1d4 rounds. When the target is finished, choose one of the following effects. Once you use either effect, you can't use this feature again until you finish a long rest.

Underlying Rot. The target's stomach turns, and it must make a Constitution saving throw against your warlock spell save DC. On a failed save, it takes 8d10 poison damage and is poisoned for 3 rounds. On a successful save, it takes half as much damage and is not poisoned.

Home Cooked Meal. The food brings back warm memories, and the target is charmed by you for 1 minute or until your concentration is broken. This effect ends early if the creature takes any damage.