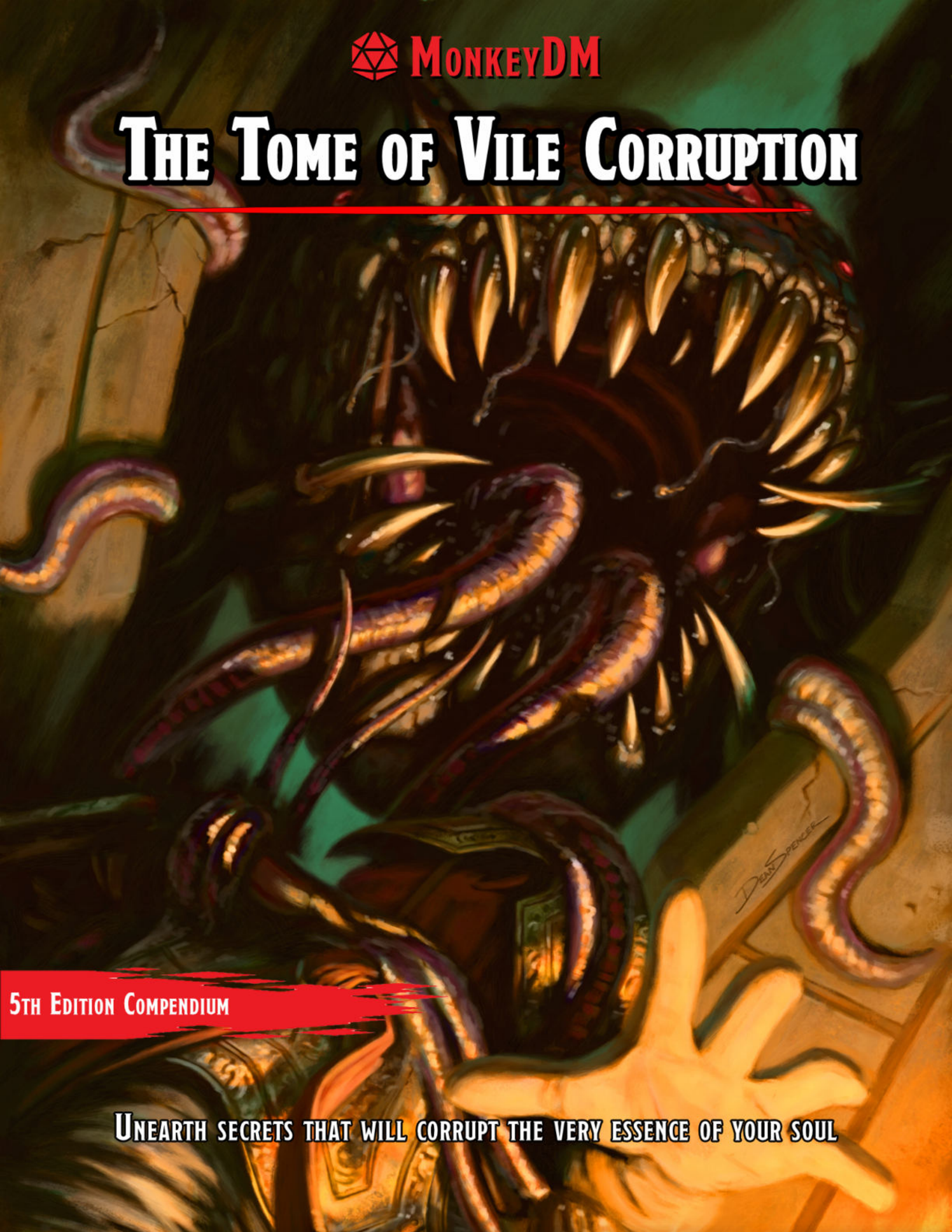




# THE TOME OF VILE CORRUPTION



5TH EDITION COMPENDIUM

UNEARTH SECRETS THAT WILL CORRUPT THE VERY ESSENCE OF YOUR SOUL



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## FOREWORD

Evil. Such an interesting concept. The opposite of good. But what the masses call "good" is only weakness. when you're good you care. If you care about something it can be exploited. You won't snitch if I torture you, very well. Now what if I torture your wife, your parents, your siblings, your children ? Aaaah now we're talking. See, there is no such thing as Evil, there is only power. Those who have it, and those who don't. The path to power, no matter how wicked, is the only true path. Now delve deeper into my tome explorer. Let the corruption within you see the light. Show the world what true power looks like.

ARTHRAK, THE FIRST LIBRARIAN



# RACES





# CURSED BLOODS

Cursed Bloods are human bloodlines that were cursed by a being of great power. A distant ancestor committed a crime for which not only was he punished, but for which his children should also suffer. And their children...and down the line, in a never-ending cycle of agony.

Cursed Bloods are often found on the edges of society, away from prying and judging eyes. Easily distinguished by their protruding veins and various blood-related abilities, many choose not to attract attention. Indeed, the knowledge that someone is a Cursed Blood can place their whole family in danger, rousing the anger of the common folk.

Because of the nature of their curse, its dark origin, and the fear that it will spread, Cursed Bloods are barred from cities and live a life of exile in which they had no say.

The exact details of the curse are not known, but it is known that their blood is coagulated while circulating in their veins, causing them terrible pain that they have to endure until the early call of death.

**Appearance:** These humanoids often appear much sturdier than their uncursed counterparts. Their skin has a dark purple tint to it, reflecting the curse in their blood. Many bear varices, forming intricate, tattoo-like features on their body twisting their appearance.

Art by Warm\_Tail

## CURSED BLOOD TRAITS:

Your Cursed Blood human character has the following traits.

**Age.** Cursed blood humans reach adulthood in their late teens and live no more than 30 years, their curse consuming them.

**Alignment.** Cursed Bloods do not tend toward a particular alignment. The best and worst are found among them, even though the discrimination they face pushes many towards evil.

**Size.** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Cursed.** You have resistance to necrotic damage.

**Languages.** You can speak, read, and write Common and one extra language of your choice. Cursed bloods typically learn the languages of other peoples they deal with.

**Ability Score Increase.** Your Constitution score increases by 1.

**Coagulated Blood.** When you take bludgeoning damage you take 1 extra point of damage.

**Subrace.** The blood corruption within shapes each Cursed Blood physically and mentally. The three major subraces include: Warrior's Blood, Guardian's Blood, Warden's Blood. Choose a subrace for your Cursed Blood character.



## WARRIOR'S BLOOD

The original ancestor of the cursed blood of the warrior - the one from whom the curse came - was a renowned fighter on the battlefield. The curse weakened him, but the traits he passed down reflect his abilities, and now the blood is wielded in a fashion akin to the great warriors of old.

**Ability Score Increase.** Your Dexterity or Strength score increases by 2.

**Military ascendance.** You are proficient in athletics and acrobatics.

**Blood weaponry.** You can shape your blood into a weapon. You can use your action to take one point of necrotic damage and to create a melee weapon made of blood in your empty hand. You can choose the form that this weapon takes each time you create it. You are proficient with it while you wield it. This weapon disappears if it is more than 5 feet away from you for 6 seconds or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

**Increased suffering.** Once per short rest, when you deal damage, you can add 1d8 necrotic damage to the damage roll, corrupting the essence of the creature. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## GUARDIAN'S BLOOD

The original ancestor of the cursed blood of the guardian - the one from whom the curse came - was a person who never let his allies perish under his watch on the battlefield. The curse weakened him, but the traits he passed down reflect his abilities, and now the blood is wielded in a fashion akin to the great defenders of old.

**Ability Score Increase.** Your Constitution score increases by 1 and two other ability scores of your choice increase by 1.

**Vigilant ascendance.** You are proficient in perception.

**Blood tether.** When a creature you can see attacks a target other than you that is within 30 feet of you, you can use your reaction to create a tether of blood between you and the target. You take the damage instead of the target. Once you use this feature, you must finish a short rest before you can use it again.

## WARDEN'S BLOOD

The original ancestor of the cursed blood of the warden - the one from whom the curse came - was a person who shielded himself and the world from the forces of Evil.

**Ability Score Increase.** Your Constitution score increases by 1 and one other ability score of your choice increases by 1.

**Blood burn.** You can alter your blood to increase your resilience. As a reaction, right before being damaged, you can expend one hit die and take that much necrotic damage (this damage cannot be reduced in any way). In exchange, you gain resistance to the triggering damage type until the end of your next turn. Once you use this ability you can't use it again until you complete a long rest.

**Blood magic.** You know the *chill touch* cantrip. Once you reach 3rd level, you can cast the *protection from evil and good* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *warding bond* spell once. You must finish a long rest to cast these spells again with this trait. Constitution is your spellcasting ability for these spells.



# GNOLLS

*No goodness or compassion resides in the heart of a gnoll. Like a demon, it lacks anything resembling conscience, and can't be taught or coerced to put aside its destructive tendencies. The gnolls' frenzied bloodlust makes them an enemy to all, and when they lack a common foe, they fight among themselves. Even the most savage orcs avoid allying with gnolls.*

**Grand Explorer Gran'ur.**

## APPEARANCE

Gnolls are extremely tall, with the average member of the race standing on average between 7'0"–7'6" (2.1–2.3m). Though gnolls were relatively lean for their height, weighing in usually between 280–320lb (130–150kg), they cut an impressive visage. Gnoll skin is greenish-gray, and their furry hide a light or dark brown hue, sometimes marked with spots or stripes. Many gnolls also have a dirty yellow to a reddish-gray crest-like mane that stands on end when they are angry.

## TRIBAL AT HEART

Gnolls have placed a very strong value on the family, for instance, respecting blood ties perhaps more than any other aspect of a relationship. Though gnolls within a pack will commonly fight with each other for dominance, these battles are quickly forgotten after their resolution, and in most situations, gnolls of the same bloodline are loyal friends and allies to one another. These bloodlines are almost always traced maternally.

## GOD-TOUCHED

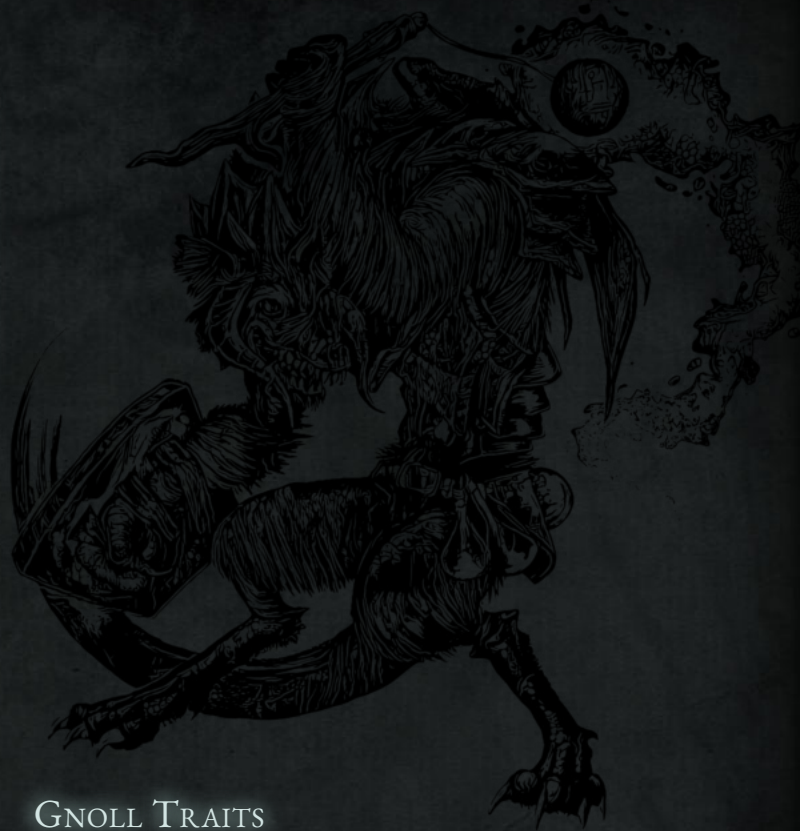
A lot of the individuality of gnolls has been crushed by their overbearing god, Yeenoghu. The hyena god craves violence and demands it from his worshippers, bringing glory and feast to those who obey him. This religion is so deeply ingrained in gnoll culture that those who dare go against are either eaten alive, or exiled in the best case. This brutal maintenance of the mind-washing religion is one of the main reason why gnolls are hard to reason with.

*The first gift is hunger.  
It is His blessing.  
It is our call to bring death.  
The second gift is death.  
Death proves our strength.  
Death purges our fear.  
The third gift is fear.  
We fear that we will fail him.  
We fear the onset of hunger.*

— THE HUNTER'S CHANT

Some gnolls have been known to escape the violent religious practice, but they are few and far in between.

Art by Octavirate Entertainment



## GNOLL TRAITS

**Ability Score Increase.** Your Constitution score increase by 1  
**Age.** Gnolls reach maturity around age 14 and rarely live longer than 70 years.

**Alignment.** The craving of the hunt, primal bloodlust that inhabits gnolls' minds, and influence of Yeenoghu have made many of the race lean towards a chaotic evil alignment,

**Size.** Gnolls are a bulkier and taller than humans, often 7'0"–7'6" for a weight of 280–320lb, their mane making them appear even larger. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Bite.** Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Darkvision.** Being a hunter any hour of the day, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Voracious Appetite.** Your race thrives by consuming raw and rotting food, you automatically succeed on saving throws against diseases caused by food and ingested poison.

**Rampage.** When you reduce a creature to 0 hit points with a melee attack on your turn, you can take a bonus action to move up to half your speed and make a bite attack.

**Hunter's Knowledge.** You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

**Languages.** You can speak, read, and write Common and Gnoll.

**Subraces.** Gnolls are located everywhere on the social ladder, some are influenced by their god, some by their clans, some exist only by dark rituals, no matter the case, there are 4 subraces: Tribal, Yeenoghu's Chosen, Witherling and Flind.



## TRIBAL

Forming the bulk of the gnoll population, tribal gnolls are fierce in battle and in their loyalty. Always prioritizing family they will go to any length to protect them, and improve their situation. You gain the following traits:

**Ability Score Increase.** Your Strength score increases by 1 and one ability score of your choice increases by 1.

**Family Ties** You gain proficiency in one skill of your choice, reflecting the tribe you belong to.

**Loyal till death** When an ally within 5 feet of you should be hit by an attack, as a reaction, you can interpose yourself, shielding them with your body, if the original attack roll clears your AC, you take the damage, otherwise the attack misses. You then return to your space. You can use this ability a number of times equal to your proficiency modifier before needing to take a short or long rest.

*Art by Octavirate Entertainment*

## WITHERLING

Gnolls who were killed and devoured by their war band companions, and whose skeletons were then raised through a ritual to Yeenoghu. These undead gnolls traveled with the band killing and destroying as they did in life, but do not eat, leaving more food to the rest of the band. You gain the following traits:

**Ability Score Increase.** Your Constitution score increases by 1 and another ability score of your choice increases by 1.

**Undead.** You are considered undead instead of humanoid, but healing spells still affect you normally.

**Resilience From Beyond.** Your undead nature gives you the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.

**Vengeful Strike.** Once per short rest, as a reaction to an ally being reduced to 0 hit points within 30 feet of you, you can make a single melee attack.

## YEENOGHU'S CHOSEN

Some gnolls have traces of demonic blood, which is evidenced by unusual features found among some of the gnoll bloodlines. These include talons, gleaming red eyes, or black fur with fiery orange spots. You gain the following traits:

**Ability Score Increase.** Your Wisdom or Charisma score increases by 2.

**Tongue of the God** You can understand and speak Abyssal.

**Poisoned Fangs** Your bite attack deals an additional 1d4 poison damage. In addition once per short rest when you hit a creature with a bite attack you can force them to make a Constitution saving throw (DC: 8 + your proficiency modifier + your Constitution modifier), on a failure they are poisoned for one minute.

## FLIND

These gnolls were shorter, broader, and stronger than others. They were often found leading a tribe or settlement of gnolls. If they didn't manage to rise to the top, they would become lone hunters roaming the lands. You gain the following traits:

**Ability Score Increase.** Your Charisma and Strength score increase by 1.

**Aura of Blood Thirst.** As a bonus action you can cause all allied creatures within 10 feet of you to make a melee attack using their reaction. Once you use this trait you can't use it again until you take a short or long rest.

**Flind Weapon Training.** You are proficient with all martial weapons.

**Flind Armor Training.** You have proficiency with light and medium armor.





## RACE: HALLOWEEN SKELETON

You have the perfect Halloween costume, all year long ! You gain the following traits:

**Ability Score Increase.** Your Constitution score increases by 2, but don't forget to drink your calcium !

**Age.** Not counting their previous lives, skeletons can be nearly any age. Skeletons don't age, and won't die of old age until the magic or curse keeping them alive ends.

**Alignment.** Skeletons are usually neutral, though evil or chaotic skeletons are common, and spooky scary skeletons even more so.

**Size.** You are as tall as you were in life and but went on the best diet ever and weigh significantly less. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Not having eyes surprisingly doesn't affect you that much, thanks to the magic that brought you back. In addition to being able to see in normal light, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colors.

**Limb Forager.** If one of your limbs is severed, you can replace it with another bone of the appropriate type, putting it back in place as an action.

**Undead.** Your creature type is undead. (Normally healing spells can't affect you, but your GM can lift this restriction.)

**False Appearance.** You may, as an action, collapse into a non-moving skeleton. While you remain motionless, you are indistinguishable from a normal skeleton. In this state, you are prone and your speed is 0.

I've mastered the ability of standing so incredibly still...  
That I become invisible to the eye.

- DRAX SKELLINGTON

**Skeletal Nature.** You are immune to disease and being poisoned and have resistance to poison damage. You do not need to eat or breathe. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and how spooky you look.

Art CCO.

**Languages.** Although your voice is weak and ethereal, a lack of vocal cords isn't something magic can't fix. You can speak, read and write Common, as well as another language you knew in your former life.

**Subrace.** Pick a sub-race that aligns with your former life.

### FAILED EXPERIMENT

A magical mishap happened, killing you instantly, after years of rotting away, your flesh was gone, but somehow magic reanimated your body. You are now a walking and breathi..., well, walking skeleton, you gain the following benefits:

**Ability score increase.** Your Intelligence score increases by 1

**Elon Musk of bad ideas.** You can increase the potency of your spells, at a cost.... Your life, your life is the cost. When you cast a spell you can cast it as if using a spell slot level that is one higher, if you do so, roll 1d10, on a 1 you take a number of force damage equal to 4 times the spell's new level, right after casting it. Once you use this ability you can't use it again until you take a short or long rest.

**Connection to the Weave.** Your death by a violent magic outburst has created a unique connection to you and the source of magic, you gain proficiency in Arcana checks.

Art by Dean Spencer



## FALLEN WARRIOR

You died on the battlefield, or perhaps ambushed by enemy forces. This warrior's will never left you, even in death. The means by which you were brought back are unclear, but you keep on fighting, you gain the following benefits:

**Ability score increase.** Your Strength score increases by 1

**Unbreakable Will.** You have advantage on saving throws against being charmed, and on death saving throws.

**Martial Master.** The training you had in your previous life is still there, you gain proficiency with 3 different martial weapons of your choice. No a chair is not a martial weapon.

## TRAPPED SCOUT

You were perhaps scouting a perilous dungeon, or investigating the whereabouts of a powerful political figure, but it wasn't great, nor the greatest for that matter, you died. But you lived ! Partially that is. You gain the following benefits:

**Ability score increase.** Your Dexterity score increases by 1

**Trap sense.** Your body remembers what it was like dying from a trap and does not want to relive the experience. it instinctively know when to react to danger, you have advantage on saving throws caused by traps.

**Naturally stealthy.** Your body is light and does not give you away, You gain proficiency in Stealth checks.

## RACE OPTION: SKELETON

Death struck you, hard. You have been left to rot in the earth, but a magical force, or perhaps your own will, had something to say about this. You were brought back, as a skeleton, forever roaming the land until your duty is fulfilled. Curse or blessing, you don't know, but there's a job that you need to finish.

A character can choose this player race as an option with their DMs approval, perhaps as an alternative to death.

Choose a player race, you gain the following additional benefits:

**Age.** Not counting their previous lives, skeletons can be nearly any age. Skeletons don't age, and won't die of old age until the magic or curse keeping them alive ends.

**Alignment.** Skeletons are usually neutral, though evil or chaotic skeletons are common.

**Size.** You are as tall as you were in life but weigh significantly less.

**Darkvision.** Magic allows you to see. In addition to being able to see in normal light, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colors.

**Undead.** Your creature type is undead. (Normally healing spells can't affect you, but your GM can lift this restriction.)

**False Appearance.** You may, as an action, collapse into a non-moving skeleton. While you remain motionless, you are indistinguishable from a normal skeleton. In this state, you are prone and your speed is 0.

**Unbreakable Will.** You have advantage on saving throws against being charmed, and on death saving throws.

Depending on your race of your origin you lose some traits or get some maluses, here is the list for the SRD races.

### TIEFLING

Lose the **Hellish resistance** trait.

### HALF-ORC

Lose the **Relentless endurance** trait.

### HALFLING

Lose the **Brave** trait.

### HUMAN

One ability score of your choice diminishes by 1.

### DRAGONBORN

Your breath weapon now deals necrotic damage, and you lose the resistance granted to you by your **Draconic ancestry** trait.

### DWARF

Wearing heavy armor does slow your movement speed now.

### ELF AND HALF-ELF

Lose the **Fey ancestry** trait.

### GNOME

You gain vulnerability to bludgeonning damage.



Art CCO





## RACE: OOZEBORN

Victims of terrible experiments, these once elves have had their essence corrupted, and their precious connection to the world removed from them. Slime was injected in their veins to replace their blood, different slimes yielded different results, most of them died. The few that survived however are profoundly changed, although elf-like in appearance, they are not alike. Still a fertile race Oozeborns can reproduce, and although the experiments are long since over, the species remains.

### OOZEBORN TRAITS

Your Oozeborn character has the following traits.

**Age.** Oozeborn reach adulthood in their late teens and live to about 300 years.

**Alignment.** Oozebloods do not tend toward a particular alignment. The best and worst are found among them. Although resentment is common among them.

**Size.** Oozeborn vary widely in height and build, from barely 5 feet to well over 7 feet tall. Regardless of your position in that range, your size is Medium.

**Appearance.** Oozeborn at a glance look exactly like elves, a prolonged look will reveal that their skin seems squishier and often has an odd tint for an elf. Often while experiencing severe emotions, Oozeborns reveal their true nature, the slime in them becoming apparent.

**Ooze walk.** Your base walking speed is 25 feet.

**Malleable body.** Your body can become amorphous at will (no action required), you can move through a space as narrow as 1 inch wide without squeezing.

**Caustic self.** Your ooze heritage has altered you, you gain the following benefits:

- You have resistance to acid damage.
- You don't need to eat, drink, or breathe.
- You have advantage on saving throws against being charmed and against diseases.

**Languages.** You can speak, read, and write Common and one extra language of your choice. Oozeborn typically learn the languages of the people they stay around.

**Ability score increase.** Your Constitution increases by 2 and your Strength score increases by 1.

**Subrace.** Elves that become Oozeborn were experimented on with a wide variety of slime species. The survivors inherited these traits, according to what slime your ancestor received, you can choose between 4 subraces: Ochre Jelly, Black Pudding, Gelatinous Cube and Gray Ooze.

### OCHRE JELLY

Ochre jelly are some of the weakest slime forms, yet oozeborns who share their traits are surprisingly mobile. Your character skin has a yellow tint and you gain the following traits:

**Spider climb.** You can adhere to all surfaces, and can walk along them as per the effects of the *spider climb* spell.

**Improved walk.** Your base walking speed is 35 feet.

### BLACK PUDDING

Infused with blood of black puddings, a splitting and dangerous slime species, your character has darker skin and gains the following traits:

**Insulated body.** Whenever you take lightning damage you can reduce the damage by 2.

**Splitting:** When subjected to slashing or lightning damage, as a reaction, you can split your body in 2. Your other body remains within 5 feet of you and occupies your space, and it is impossible to tell which body is the real one. Each time a creature Targets you with an Attack during the spell's Duration, roll a d20, on a 11 or higher it targets the duplicate instead of you. Your duplicate shares your AC, If an Attack hits your duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an Attack that hits it. It ignores all other damage and Effects.

You can use this ability once per long rest.

Art by Jack Badashski



## GELATINOUS CUBE

The most predatory of all slimes, oozeborns who share traits with gelatinous cube are sticky ambushers. Your character's skin has a green hue and gains the following traits:

**Partial transparency:** as an action you can render your body transparent for 10 minutes, a creature must succeed a Wisdom (Perception) check against a DC equal to 8 + your proficiency bonus + your Constitution modifier to see you if you haven't moved or attacked since becoming transparent. You can use this ability once per short or long rest.

**Sticky body:** You have advantage on athletics checks made to grapple creatures.

## GRAY OOZE

Stealthy and corrosive is what defines gray oozes. Your Oozeborn character's skin has a gray, ash-like tint and gains the following traits:

**False appearance:** As an action, you can become indistinguishable from a wet rock, while you remain immobile in dim light or darkness.

**Pseudopod:** Your unarmed strikes are made with pseudopod that deal 1d4 bludgeoning damage plus 1d4 acid damage and use your Strength modifier. In addition once per short or long rest as part of this attack you can coat the target with acid, diminishing their AC by 1d4 until the start of your next turn.



# SUBCLASSES





# BARBARIAN

## PATH OF THE HELLRAGER

*At the peak of the invasion of Hell on the Material Plane, civilizations were getting desperate and tried everything for a chance at fighting back. Hellragers are the product of that despair. Experimented on, willingly or not, they were injected with devilish energies to try and use the devils' power. These soldiers were then unleashed on the battlefield, losing themselves in their demonic hatred, blurring the line between human and monster.*

### DEVIL WITHIN

At 3rd level, your devilish energy seeps out of you, altering people's perception of you. You can make Intimidation (Strength) checks instead of Intimidation (Charisma) checks, and gain proficiency in intimidation checks.

In addition, when you enter a rage, you unshackle the devilish energy inside you, empowering and twisting you. Your appearance changes and looks more akin to of a devil, for example growing a forked tail, your skin turning red, or infernal markings covering your body. You gain the following benefits:

- You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- You have advantage on saving throws against spells and other magical effects
- Your creature type becomes fiend (devil) and you have resistance to fire damage.

### FEAR AURA

Starting at 6th level, your sheer presence breaks the will of any who dare defy you. While raging, any creature hostile to you that starts its turn within 20 feet of you must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature is frightened of you until the start of its next turn. If a creature's saving throw is successful, the creature is immune to your Fear Aura for the next 24 hours.

### INFERNAL FLAMES

At 10th level, you can coat one weapon you wield with the fires of Hell at will (no action required). If you do so, your attacks with it deal an additional amount of fire damage equal to your Constitution modifier. This effect ends early if you dismiss it (no action required) or if you let go of the weapon. Moreover, as an action, you can touch a flammable object that isn't being worn or carried by anyone else and set it on fire.

Alternatively you can unleash the fires of Hell in a burst. Once per short rest, you can cast the *fireball* spell centered on yourself at a level equal to a third of your level in this class (rounded up). You are immune to the damage it deals, and can cast it even while raging. Constitution is your spellcasting modifier for this spell. If you cast the spell in this manner, you can't coat your weapon in flames until you take a short or long rest.

### HELLISH WINGS

Beginning At 14th level you gain greater control over the fiendish energy inside you. As a bonus action, while raging, you can sprout a pair of leathery devil wings, giving you a flying speed equal to your walking speed. This effect ends if you dismiss it as a bonus action, if your rage ends, or if you fall unconscious.

Beware those who walk the path of the hellrager, lest you be swallowed by their burning hatred

A FALLEN SOLDIER

Art by Bob Greyvenstein





# PATH OF THUNDERSTORMS

*You are born of the storms. Maybe they struck you while training or hunting. Maybe you adore them and let them infuse you. Regardless of the reason, barbarians who walk the path of thunderstorms are indistinguishable from the raging element they embody.*

## LIVING THUNDERSTORM

At 3rd level, you can infuse yourself with the powers of the storm while raging. Once per turn on your turn, you can use one of the following skills:

- **Thunderous Strike:** When you deal damage with a weapon you can choose to force the creature to succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or be pushed back 10ft.
- **Lightning Streak:** When you hit a creature, you can cause an arc of lightning to jump from your foe to another within 10 feet. It takes lightning damage equal to 1d6 + your proficiency bonus.
- **Hurricane Step:** You can use the dash action as a bonus action. If you do so, you gain an additional 10ft of movement while dashing.

At 11th level, you can use this ability twice per turn but can't choose the same skill twice on any given turn.

## EYE OF THE CYCLONE

Beginning at 6th level, you are the embodiment of thunderstorms. As an action, you can cause impossibly strong winds to swirl in a 10-foot radius around you for 1 minute. The wind has the following effects:

- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- The area is difficult terrain for creatures of your choosing.
- The attack rolls of ranged weapon attacks have disadvantage if they pass in or out of the wind.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.

You can use this ability a number of times equal to your Constitution modifier and regain all uses after a long rest.

**Note:** A flying creature in a strong wind must land at the end of its turn or fall. A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

## WHISPERS IN THE WIND

At 10th level, you learn to whisper into the thunder and winds, carrying your messages throughout the world. You can cast the *sending* spell a number of times equal to your Constitution modifier and regain all uses after a long rest. Constitution is your spell casting modifier for this spell.



Art by Forest Immel

## AWAKENED THUNDERSTORM

At 14th level, you are one with the storms. Your living thunderstorm ability improves, when you choose one of the skills, it gains additional benefits:

- **Thunderous Strike:** When a creature fails their saving throw against that skill, you knock the wind out of them. Their speed becomes 0 until the start of your next turn.
- **Lightning Streak:** The arc of electricity can now hit 2 different creatures within 20 feet of the foe you strike. Roll damage for each.
- **Hurricane Step:** You can choose to teleport the dash distance instead of walking it.





Art by Tithi Luadthong

## BARD: COLLEGE OF HORROR

*Bards of the College of Horror are remarkably different from all other colleges. They are not the wonderful, cheerful bards that people are used to, but rather they are somber, unsettling creatures. Their influence intimidates people rather than charming them. It's hard to describe a bard of the College of Horror, but when one enters a tavern, the music stops, everyone nervously looks at the newcomer. While they enjoy collecting songs and war stories, they especially revel in the acquisition of scary tales, ghost stories and creepy ballads.*

### SCARY FACADE

When you join the College of Horror at 3rd level, you gain a feature that is hard to look at, such as scaled reptilian eyes or magically deformed scars. You gain proficiency with Intimidation checks.

As a bonus action, you can activate your scary facade, gaining advantage on all Charisma (Intimidation) checks and disadvantage on all Charisma (Persuasion) checks for one minute. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

### LINGERING HORROR

Also at 3rd level, you learn how to infuse your arcane music with horror. When an ally, that is holding on to one of your Bardic Inspiration dice, deals damage to a creature, they can expend the dice to force the creature to make a Wisdom saving throw against your spell save DC or be frightened of your ally for 1 minute. A frightened creature can repeat this save at the end of each of its turn, ending the effect on a success.

### DREADFUL PERFORMANCE

At 6th level, you learn to become the center of attention using your supernatural ability to cause fear and anguish. As an action, you can initiate a creepy performance, which can be a particularly spooky story, a disgusting display of body horror or simply an intimidating speech, which attracts the attention of everyone around you until the end of your next turn. Any number of creature you choose within 60 feet must succeed on a Wisdom saving throw against your spell save DC or become paralyzed and frightened for the duration of the display. If an affected creature takes damage before the end of the performance, it is no longer paralyzed (although it stays frightened). A creature that is already frightened has disadvantage on that save. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Once you've used this feature, you can't use it again until you finish a long rest

### EXPLOIT FEAR

Also at 6th level, you learn to use your opponent's dread. When a frightened creature within 60 feet of you makes a saving throw against a spell you cast, it must roll a d6 and subtract the number rolled from the saving throw.

### MASTER OF TERROR

Starting at 14th level, you are the embodiment of fear. As part of using your Bardic Inspiration, you can force each creature of your choice that is within 120 feet of you and aware of your presence to make a Wisdom saving throw against your spell save DC or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for the next 24 hours. Once you use this ability a number of times equal to your Charisma modifier (minimum of once), you can't use it again until you complete a long rest.



## CLERIC: CORRUPTION DOMAIN

*Cleric of the corruption domain believe in the ultimate cleansing of the earth. Everything should be twisted and corrupted to reveal its true nature. Cleric of that domain know that the loving mother is only a facade for a devouring and possessive witch, that the competent father is only hiding his tyrannical nature. They vow to corrupt and twist those they encounter until their true nature is revealed.*

### CORRUPTION DOMAIN SPELLS

Cleric Level	Spells
1	<i>charm person, command</i>
3	<i>suggestion, detect thoughts</i>
5	<i>enemies abound, hypnotic pattern</i>
7	<i>charm monster, phantasmal killer</i>
9	<i>dominate person, modify memory</i>

### BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

Art by Warm\_Tail

### CORRUPTING TOUCH

Your touch has the power to corrupt. At 1st level, when a creature within 5 feet of you takes damage, you can use your reaction to corrupt the mind of the creature. It must succeed on a Wisdom saving throw, or subtract 1d6 to its attack rolls or on its next saving throw until the start of your next turn. This becomes 1d8 at level 9 and 1d10 at level 14.

### WARPED MIND

Also at level 1, if a creature stays within 5 feet of you for 1 minute, you can force it to make a Wisdom saving throw, on a failure their most vile desire is revealed to you as an image in your mind. You can use this ability a number of times equal to your Wisdom modifier before needing to take a long rest.

### CHANNEL DIVINITY: DEPRAVED HEALING

Beginning at 2nd level, you can hold your holy symbol and as a bonus action, can let its evil power run rampant. For 1 minute, Your healing spells of 7th level or lower deal necrotic damage equal to the amount they should heal. In addition if the range of one such spell is touch, roll double the number of dice to determine the damage.

### VILE MIASMA

Corruption lies within you, at 6th level, you gain resistance to necrotic damage.

In addition, you radiate a corrupting miasma in a 5 feet radius around you. Creatures of your choice that enters the aura for the first time or start their turn there take necrotic damage equal to your proficiency modifier.

### NECROTIC BLOWS

Starting at 8th level, once on each of your turns when you hit a creature with a melee weapon attack, you can cause the attack to deal an additional 1d4 necrotic damage and reduce the targets speed by 10 feet until the end of their next turn, as their mind gives in to the corruption.

This damage increases to 2d4 at 14th level, and the speed reduction increases to 20 feet.

### ENGULF IN CORRUPTION

You gain the power to corrupt absolutely. At 17th level, as an action, you can make a melee spell attack on a creature within 5 feet of you. On a hit, you put both your hands on them and pour out the corruption held within your soul. The creature takes 6d10 necrotic damage, and their alignment becomes Evil if it wasn't before. This effect cannot be cured short of a Wish spell.

Once you've used this ability successfully you can't use use it again until you take a short or long rest.



# DRUID: CIRCLE OF HELL

*These druids have grown up in the proximity of the infernal realms, or have been thought by mentors who have. The unique form of magic and corruption that seeps from this place has imbued them, allowing them to change their form to assume a more fiendish one. Wreathed in flames and charging first onto the battlefield, the aggressive fighting style of these druids is similar to that of the hellspawn that they fight.*

## CIRCLE SPELLS

Your connection to the hells and your ability to tap into the fire and brimstone of that realm grants you access to certain spells. At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Hell spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. Spells on this list are considered druid spells for you.

Druid level	Circle Spells
2	firebolt, hellish rebuke
3	scorching ray, command
5	fireball, fear
7	fire shield, compulsion
9	flamestrike, geas

## BRIMSTONE TRANSFORMATION

At 2nd level, you can expend one use of your Wild Shape to conjure the powers of hell. Your form changes assuming one that resembles devils. You gain the following benefits:

- You gain resistance to fire and poison damage.
- Your fingers transform into claws and your teeth grow into fangs. These are considered natural weapons that deal 1d8 piercing (fangs) or slashing (claws) damage on a hit. You can use your Wisdom modifier instead of Strength, for the attack and damage rolls made with these weapons. Once, on each of your turns, when you damage a creature with these weapons, you regain a number of hit points equal to your Wisdom modifier, provided you have less than half your hit points when you hit.
- While you are within 5 feet of a hostile creature of CR 1/4 or higher, and are not wearing heavy armor, you gain a bonus to your AC equal to your Wisdom modifier.

These benefits last for 10 minutes, or until you use your Wild Shape again or fall unconscious.

## FIENDISH INFLUENCE

Also at 2nd level, your time close to hellish energy has given you an unnatural charm. You can add your Wisdom modifier to any Charisma (Persuasion) or Charisma (Intimidation) check that you make.

## EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.



Art by Forest Immel

## DEVILISH FURY

At 10th level, you learn how to unleash the full might of your powers. When you use your Brimstone Transformation the damage from your fangs and claws now becomes 2d8 piercing and slashing damage respectively. In addition, you grow a pair of leathery devil wings, giving you a flying speed of 30 feet until the transformation ends.

## RIFT THROUGH HELL

As an action, you can summon part of hell onto the land upon which you walk. For 1 minute, the ground in a 300-foot-radius cylinder that has no upper limit around you becomes charred and corroded. Each creature of your choice in the cylinder must succeed on a Dexterity saving throw against your spell save DC at the start of each of their turns or catch fire on a failure. A creature that catches fire takes 2d12 fire damage at the start of each of its turns, until it uses an action to extinguish the flames. In addition, strikes that you make with the natural weapons from your Brimstone Transformation deal an additional 2d8 fire damage on a hit.

While you are in the cylinder, you have immunity to fire damage, and the first time you fall to 0 hit points or lower while inside, the fiendish energy surrounding you comes to your aid and you fall to 1 hit point instead.

Once you use this feature, you can't use it again until you finish a long rest.





Art by Mikesilent

## FIGHTER: BLOOD ARCHER

*An Blood Archer studies a unique and cursed method of archery that weaves blood into attacks to produce supernatural effects. They collect various forms of blood, whether in vials or in their body directly. Blood Archers are some of the most elite warriors known to the world. They stand watch, guarding their own against trespassers and using blood-infused arrows to defeat monsters and invaders before they can cause harm.*

### BLOOD SHOT

At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn three Blood Shot options of your choice (see "Blood Shot Options" below).

Once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Blood Shot options to that arrow. You decide to use the option when the arrow hits, unless the option doesn't involve an attack roll. You have a number of uses of this ability equal to 1 + your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a short or long rest.

You gain an additional Blood Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

### BLOOD ARCHER MYSTICISM

At 3rd level, you learn blood theories and magic – typical for practitioners of of this martial tradition. You gain proficiency in the Arcana skill.

In addition once you've fought a creature, you can relentlessly track it, sensing the blood of your prey. You have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find a creature you've dealt damage to, if it has blood.

### MAGIC ARROW

At 7th level, you gain the ability to infuse arrows with magic. When you fire a nonmagical arrow from a shortbow or longbow, it becomes magical for the purpose of overcoming resistance and immunity, the magic then fades.

In addition once per turn, when you use your Blood Shot feature, you can add your intelligence modifier to the damage roll of the effect.

### CURVING SHOT

At 10th level, you learn how to direct an errant arrow toward a new target. When you make an attack roll with an arrow and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

### EVER-READY SHOT

Starting at 15th level, your blood archery is available whenever battle starts. If you roll initiative and have no uses of Blood Shot remaining, you regain one use of it.

## BLOOD SHOT OPTIONS

The Blood Shot feature lets you choose options for it at certain levels. The options are presented here in no specific order. They are all magical effects.

If an option requires a saving throw, your Blood Shot save DC equals 8 + your proficiency bonus + your Intelligence modifier.

### BEWITCHING ARROW

You infuse fey blood to causes this arrow to temporarily charm its target. The creature hit by the arrow takes an extra 2d6 psychic damage, and choose one of its allies within 30 feet of the target. The target must succeed on a Wisdom saving throw, or it considers this ally as an enemy until the start of your next turn.

The psychic damage increases to 4d6 when you reach 18th level in this class.



## BLOODBOIL ARROW

Fiendish blood is infused in this devilish arrow that you fire. The arrow detonates in a cloud of ignited blood after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 fire damage as their body start burning. This fire damage ignores resistances.

The fire damage increases to 4d6 when you reach 18th level in this class.

## BLOODSHARD ARROW

You transform your arrow into a thread of sharp blood. When you use this option, you don't make an attack roll for the attack. Instead, the arrow fires forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

The piercing damage increases to 2d6 when you reach 18th level in this class.

## CONSTRAINING ARROW

When this arrow strikes its target, blood tainted by Oozes creates grasping and sharp tendrils of blood, which wrap around the target. The creature hit by the arrow takes an extra 2d6 acid damage, its speed is reduced by 10 feet, and it takes 2d6 acid damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the tendrils with a successful Strength (Athletics) check against your Blood Shot save DC. Otherwise, the tendrils last for 1 minute or until you use this option again.

Both acid damages increase to 4d6 when you reach 18th level in this class.

## EXILING ARROW

You use celestial blood to try to temporarily banish your target to a harmless location in the Celestial Plane. The creature hit by the arrow must also succeed on a Charisma saving throw or be banished. While banished in this way, its speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

After you reach 18th level in this class, a target also takes 2d6 radiant damage when the arrow hits it.

## HUNTING ARROW

Using ancient bestial blood, you grant your arrow the ability to seek and hunt any foe, allowing the arrow to curve and twist its path in search of its prey. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. On a failed save, it takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location.

The piercing damage increases to 2d6 when you reach 18th level in this class.

## SHADOWBLOOD ARROW

You weave threads of shadows from the blood of your foe, causing it to obscure the battlefield. The target takes an additional 2d6 necrotic damage and its blood forms a dark red mist that rises in a 10 feet radius around the target, this magical darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. It lasts until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

## THUNDERBLOOD ARROW

You imbue your arrow with forceful energy drawn from the blood of giants. The arrow detonates after your attack. Immediately after the arrow hits the creature, the target takes 2d6 thunder damage and is pushed back 15 feet, in addition it must succeed a Strength saving throw or be knocked prone.

The thunder damage increases to 4d6 when you reach 18th level in this class.

## WITHERING ARROW

You weave cursed undead blood into your arrow. The creature hit by the arrow takes an extra 2d6 necrotic damage. The target must also succeed on a Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.



## LIVING METAL

*These fighters have a higher than normal amount of iron in their body, and they've learned to harness it. Inserted by magic, or simply granted by birth, this iron grants them power over other metals and allows them to generate powerful magnetic fields when they fight.*

### SUMMONED WEAPONRY

At 3rd level, you can use your action to create a metal weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it.

This summoned weapon disappears if you reabsorb it by touching it (no action required), or if you die.

Alternatively, you can extend your hand to fire slugs of metal. They deal 1d8 piercing damage on a hit and have a range of 150/600. You can use your Strength modifier for attack and damage rolls made with the slugs.

You can absorb the power of one magic weapon and give it to your summoned weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon is then destroyed, and its properties transferred to your summoned weapon. You can't affect an artifact or a sentient weapon in this way. You can perform this ritual with a longbow or heavy crossbow grants their magic to your slugs. You can perform an inverse ritual over the course of 1 hour to lose the magic properties of one of the weapons.

You can hold on to the magic of a maximum of 2 magic weapons, one melee weapon and one longbow or heavy crossbow. If you perform the ritual with a 3rd weapon, the magic becomes too much to bear, you take 4d10 force damage and lose the magic properties of all the weapons.

### MAGNETIC PULL

Also at 3rd level, you emit a sort of magnetism that seems to affect everyone around you. You can add your Constitution modifier to all Charisma (Persuasion) checks that you make.

### DEFLECT

At 7th level, you can deflect weapons that are coming towards you. When you are targeted by a metal weapon you can use your reaction to generate an opposing magnetic field. You reduce the attack roll by 1d8, potentially causing it to miss you. If the weapon isn't metallic you reduce it by 1d4 instead.

You can use this ability a number of times equal to your Constitution modifier before taking a long rest.

### RETALIATING SPIKE

At level 10, you've learned to allow the iron inside to strike them with a vengeance. On your turn, if an enemy within 10 feet of you has dealt damage to you the round prior, you can, as a bonus action, project a spike of metal from your body to strike. Make a melee weapon attack, it deals 1d6 + your Strength modifier piercing damage on a hit.

### TUGGING METAL

At level 15, you can force enemies to come closer to you. Once per turn, when you deal damage to an enemy using your slugs, you can use the residual metal to magnetize them to you. The target must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution Modifier). On a failure it is pulled up to 30 feet in a straight line closer to you.

### DISRUPTING FIELD

At level 18, once per long rest, as an action, for 1 minute, you can emit a powerful field of metallic disruption. All creatures within 10 feet of you have disadvantage on their attack rolls against you, and ranged attack rolls made with metallic weapons also have disadvantage.

*Art CCO.*







## MONK: WAY OF POWER

*A corpse was found, the body of a powerful corrupted warrior of old. Upon studying it, a treacherous power was found. Where most choose to bury this knowledge, Monks of the way of power embraced it, founding new monasteries, teaching their pupils a new way to improve their body, a way to make them unbreakable.*

### POWER WITHIN

You can use the power within in a different way, a more violent way. Upon reaching 3rd level in this class you can exchange your Dexterity and Strength score. Now anytime a monk ability requires you to use Dexterity you can choose to use Strength instead.

In addition your body is sturdier than it ever was, power courses through you. Your hit point maximum increases by 3, and you gain 1 additional hit point each time you gain a level in this class.

### CORRUPTED KI

Your ki is changed by your power. Also at 3rd level, when you damage a creature with an unarmed attack, you can expend 1 ki point to attempt to terrorize them. They must succeed a Wisdom saving throw against your ki save DC or become frightened of you for 1 minute. A creature frightened in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.

### WALKING DISASTER

Power courses through you, and your presence is terrifying to those who face you. At 6th level, you gain proficiency in the Intimidation skill and can add your Strength modifier to any Intimidation check you make.

In addition, when a creature that is frightened of you deals damage to you, you can, as a reaction, expend 1 ki point, to feed on their fear and augment your power, halving the damage you take.

### UNBREAKABLE BODY

You are made of power, the weapons of mere mortals isn't enough to break you. At 11th level you gain resistance to slashing, piercing and bludgeoning damage from non-magical weapons.

### CORRUPTED PUNCH

You focus all your energy in a single punch. At 17th level, you can, as an action, expend 4 ki points, you make an unarmed attack, on a hit the target takes 6d10 bludgeoning damage and 6d10 necrotic damage and is knocked back back 30 feet. If the target is frightened of you, you have advantage on this attack roll.

Once you use this ability you can't use it again until you take a short or long rest.

*Art by Warm\_Tail*



# PALADIN: OATH OF THE BLACKGUARD

*They want power and will stop at nothing to get it.*

## TENETS OF THE OATH

A paladin who embraces the Oath of the Blackguard owes allegiance to no one. There are no tenets of this oath, for it lacks any substance. Those who are unfortunate enough to have close contact with blackguards have observed that a blackguard's overwhelming concern is burning power, especially if it can be obtained at the expense of others.

## OATH SPELLS

You gain oath spells at the paladin levels listed.

### BLACKGUARD SPELL LIST

Paladin level	Spells
3	<i>hellish rebuke, bane</i>
5	<i>flame blade, ray of enfeeblement</i>
9	<i>fireball, bestow curse</i>
13	<i>fire shield, blight</i>
17	<i>flame strike, raise dead</i>

## CHANNEL DIVINITY:

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Smite good:** As part of making an attack, you can decide to smite good, if the creature's alignment is other than Evil, you gain a bonus to the attack roll and damage roll equal to your charisma modifier and can add an additional number of necrotic damage equal to twice your paladin level. You can use this ability after seeing the attack roll but before knowing whether it hits or not.

**Command fiend and undead:** As an action, you target one fiend or undead creature you can see within 30 feet of you. The target must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next hour, or until the you use this channel divinity option again. An undead whose challenge rating is equal to or greater than your paladin level is immune to this effect. You need to concentrate on this effect as if you were concentrating on a spell.

## UNHOLY SMITE (OPTIONAL)

At 3rd level, the damage dealt by your Holy Smite feature becomes necrotic damage. The 1d8 extra damage applies to celestial and fey targets instead of fiends and undead.

## AURA OF DESPAIR:

Starting at level 7, you start emitting a weakening aura to crush your foes. All enemy creatures within 10 feet of you suffer a -2 penalty to their saving throws.

At 18th level the range of this aura increases to 30 feet.



Art by Dean Spencer

## DRAINING SMITE

At level 15, when you use your Smite Good ability, you can drain the essence of your foes. After dealing damage with smite good, you heal an amount of hit points equal to the total damage dealt by the hit.

## EMBODIMENT OF DEATH

Beginning at level 20. As a bonus action, for one minute you can unleash the full might and power of the blackguard's oath. Your aura of despair ability now reduces the saving throws and armor class of enemies by 4. In addition the aura reduces any bright light in a 30-foot radius around you to dim light. Enemies that start their turn in your aura must succeed a Wisdom saving throw or be frightened of you for 1 minute. While active, you have advantage on attack rolls against creatures that are frightened of you.



# RANGER: SWORDMAGE

*Swordmages are powerful spellcasters who blended martial combat with magic. These rangers trained alongside wizards to develop their skills. Wielding swords enchanted with spells, swordmages were powerful foes to cross, hardened through years of training in the melding of spell and blade.*

## BLADE AND MAGIC

At 3rd level, You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level. In addition when your Spellcasting feature lets you learn a ranger spell of 1st level or higher, you can choose the new spell from evocation or abjuration school from the wizard spell list or from the whole ranger spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a ranger spell for you. The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

## AEGIS

You learn the *hunter's mark* spell, it doesn't count against the maximum number of ranger spells you can learn. When you cast the spell, the target doesn't need to fall to 0 hit points for you to change target. Whilst under the effect of your hunter's mark a creature suffers a -2 penalty to all its attack rolls against creatures other than you.

In addition you can cast the hunter's mark spell at it's lowest level without expending a spell slot once per long rest. If you do so, damage can't break your concentration on this spell.

Pick one of the following aegis, you cannot change it later.

- **Aegis of Assault:** If the marked target is within 30 feet of you and deals damage to a creature other than you, you can use your reaction to teleport to an unoccupied space adjacent to it and make one melee weapon attack against it. If there are no unoccupied space available this fails.
- **Aegis of Ensnarement:** If the marked target is within 30 feet of you and deals damage to a creature other than you, you can use your reaction to teleport the marked target to a solid surface in an unoccupied space adjacent to yours, and you have advantage on your next attack roll against it. If there are solid surfaces nor unoccupied space available this fails.
- **Aegis of Shielding:** If the marked target is within 30 feet of you and deals damage to a creature other than you, you can use your reaction to diminish that damage by an amount equal to your ranger level + Your Wisdom modifier.

You must have a free hand to use an aegis.

*Rangers who chose this conclave usually have a more scholarly approach to magic. If your player wishes to, you can choose to make Intelligence their spellcasting ability instead of Wisdom, and replace the subclass abilities requiring their Wisdom modifier to require their Intelligence modifier instead.*



Art by Dean Spencer

## TELEPORTING ENFORCER

Starting from level 7, you can, as a bonus action, teleport a number of feet equal to 10 x your Wisdom modifier. You can use this ability only if you haven't moved during a turn, and after using it, your speed is 0 until the end of your current turn. Beginning at 15th level, you can ignore that restriction.

## MAGI-BREAKER

You are the bane of magic users. At 11th level your body is attuned to magic, empowering you. When you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (as in *counterspell* and *dispel magic*), you add a bonus equal to your Constitution modifier (minimum of +1) to that check.

## RELENTLESS AEGIS

At 15th level, every time an enemy under the effect of your *hunter's mark* spell deals damage to a creature other than you, it takes force damage equal to your Wisdom modifier, if you are not incapacitated.





## UMBRAL VISION

Starting at 3rd level, your eyes are adapted to tenebrosity. You can see normally in darkness, both magical and nonmagical, to a distance of 90 feet.

## SHADOW STRIKE

At 3rd level, you gain the ability to step into the shadows. As a bonus action you can teleport up to 30 feet to an unoccupied space you can see that is in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn. You can use this ability a number of times equal to your charisma modifier before needing to take a short or long rest.

The range of your teleportation increases to 60 feet at level 9 and 90 feet at level 15.

## DREADFUL ASPECT

At 9th level, your presence terrifies even the bravest. As an action, you can make force a creature to make a Wisdom (Insight) check against a DC equal to 8 + your proficiency bonus + your Charisma modifier.

If it fails on the check and the creature is hostile to you, it becomes frightened of you, terrified that you will come and strike out of any shadow. This effects applies even if you are not within its line of sight, in which case the creature can still move. This effect lasts for 1 minute, or until you and the target are more than 120 feet apart, or until you fall unconscious.

If it fails on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it will try its utmost to satisfy your requests, not wanting to incur your wrath. This effect ends immediately if you or your companions do anything harmful to it.

## DARK ABSORPTION

Beginning at 13th level, you can temporarily become a shadow of yourself. Once per short rest, when you use your uncanny dodge feature, instead of halving the incoming damage, you can choose to reduce it to 0 instead. You also make a single weapon attack against that foe as part of the same reaction.

## ONE WITH THE SHADOWS

At 17th level, you are one with the shadows. While you are standing in dim light or in darkness you can become invisible at will (no action required).

Art by Warm\_Tail

# ROGUE: THE SHADOW

*Shadow rogues have an uncertain origin. Whether blessed or cursed by a being of great power, left to dwell too long close to the lower planes of existence, one thing is for certain, they find their home where no light shines. This order is one of the thieves' guild most well guarded secret. Inexplicable murders and feelings of dread might all be the work of a Shadow.*





## SORCERER: PALE PROPHET

*Beings cursed with immortality, Pale Prophets carry within their bones memories that hold on to the experiences they had in previous lives. These fragments of the past come to aid them in battle, as wailing and mourning spirits. Every time they die, they are reborn anew. It might take a year or a thousand, but the body will be reborn, a new soul inhabiting it and memories of the previous life will be forever erased. This curse shortens the life of any soul that claims this body and prevents them from ascending to the higher planes upon death, the souls forever locked in the bones. The current owner often experiences sudden sadness when their body remembers something that they never will.*

### CURSED BODY

Your body has been hardened by its curse. Your bones are tough and your flesh solid. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Your curse also allows you to use an action to summon or unsummon bone armor while you aren't wearing armor. Your AC becomes 13 + your Dexterity modifier.

In addition, upon dying, your body will come back to life after 1d10000 years, with a new soul guiding it and losing all previous memories and experiences. Even if entirely disintegrated, the body will be reborn, cursed bones forming anew amidst the earth.

### PROTECTIVE SPIRITS

Also at 1st level, as a reaction, you can summon a trapped spiritual ancestor to guard you, giving you advantage on a saving throw or giving an opponent disadvantage on their current attack roll against you. You can use this ability a number of times equal to your Charisma modifier per long rest.

### OSSEOUS RESILIENCE

Your mastery over the cursed body deepens and renders you more resilient. Starting at 6th level, as a bonus action, you can expend one sorcery point to gain resistance to your choice of bludgeoning, piercing, or slashing damage for one hour. You can use this ability multiple times, gaining a new resistance each time.

### IMMATERIAL GUARD

Also at level 6, you can protect one of your allies instead of yourself. As a reaction, when an ally takes damage, you can expend two sorcery points to send one of your spirits to guard them and reinforce their flesh with bones, halving the damage they took from the attack.

### CURSED SHARDS

You have learned to fracture the spiritual bones within you to curse your foes. At 14th level, once per turn, when you damage a target, you can try to affix one shard of your bones to them by expending three sorcery points. If you do so, they have disadvantage on all their attack rolls until the start of your next turn or disadvantage on their next saving throw. You can expend one additional sorcery point to give them both effects.

### WRATHFUL SPIRITS

The accumulated anger in your spirit is palpable. At 18th level, you gain an additional reaction every turn, that you can only use for your Immaterial Guard ability. In addition, you can cause the bones created to strike back. When you use your Immaterial Guard ability to reduce the damage of an attack, the attacker takes piercing damage equal to 4 times your Charisma modifier.

*Art by Dean Spencer*



## SEED OF EVIL EXPENDED SPELLS

### Spell Level    Spells

1st	<i>bane, entangle</i>
2nd	<i>barkskin, spike growth</i>
3rd	<i>bestow curse, plant growth</i>
4th	<i>restraining vines* , nature's warden*</i>
5th	<i>awaken, contagion</i>

\*Tome of Vile Corruption

### CORRUPTED FLOWER

At 1st level, your patron allows you to sap the energy of others. Each time you damage a target you can leave a trace of your magic in the form of a single lily (no action required). You can have a maximum number of these lilies at a time equal to your charisma modifier (minimum of 1). Each lily lasts for 10 minutes and forces the target to subtract 1 from its attack rolls.

After using your action, you can shatter any number of lilies as a bonus action. If you do so, the infected target takes 1d4 necrotic damage for each lily.

### BLOOMING VINES

Beginning at 6th level, your connection to the Seed of Evil buds. Once per short or long rest, as an action, you can make your lilies burgeon. All infected creatures within 120 feet of you must succeed on a Strength saving throw against your spell save DC or be restrained and blinded until the end of your next turn by vines that sprout from the lilies. Regardless of the outcome the lilies shatter.

### PROTECTIVE ROOTS

At 10th level, before suffering damage, you can instinctively call upon your patron to wrap your body in roots and vines, protecting you. When a creature infected by your lilies that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you, unless it's fire damage. You can use this ability a number of times equal to your charisma modifier before needing to take a long rest.

### SPROUTING CHAOS

Starting at 14th level, before allowing death to grasp you, lilies bloom from your body to help you. When you fall unconscious, you can force any number of creatures of your choice within 60 feet of you to make a Dexterity saving throw against your spell save DC. If that creature fails the saving throw, it is struck with one of your lilies, which immediately drains their life and shatters, dealing necrotic damage equal to 3 times your Charisma modifier. You regain a number of hit points equal to the total damage dealt. Once you use this ability, you can't use it again until you complete a long rest.

Art by *Moon\_illustrations*

## WARLOCK: THE SEED OF EVIL

You have made a pact with the Seed of Evil, whether willingly or not. This tree-like entity, hidden within its thorn-filled forest, is a being of unyielding corruption, seeping into the very ground of the earth, turning every leaf into a thorn and every tree into a husk with grey, deformed bark. The only things said to survive the corruption from this entity are pink lily flowers, the perfume of which serves as an augury of deformed nature and death.

### EXPENDED SPELL LIST

The Seed of Evil 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.



# WARLOCK: THE SPIRIT OF VENGEANCE

You have made a pact with a powerful spirit of vengeance, perhaps by your own greed, or perhaps to save a dying father. With this pact you are granted parts of its powers. Flames seem to obey it, burning everything in its path, letting its searing hatred cleanse the world.

## EXPENDED SPELL LIST

The Spirit of Vengeance 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.

### SPIRIT OF VENGEANCE EXPENDED SPELLS

Spell Level	Spells
1st	<i>burning hands, ensnaring strike</i>
2nd	<i>flame blade, heat metal</i>
3rd	<i>conjure barrage, fireball</i>
4th	<i>fire shield, phantasmal killer</i>
5th	<i>immolation, steel wind strike</i>

## DREADED HELLFIRE

At 1st level, your patron's presence inside you renders you terrifying and powerful. You gain proficiency in the Intimidation skill.

In addition you can focus your patron's energy when fighting. You can change the damage type of any warlock spell and ability that deals force or necrotic damage to deal fire damage instead.

## UNBREAKABLE SPIRIT

Also at 1st level, you have an otherworldly constitution, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. In addition you gain resistance to fire damage.

## SKELETAL RIDER

Beginning at 6th level, You learn the *phantom steed* spell and can cast without using a spell slot once per short or long rest. The summoned horse is immune to fire damage and instead of its normal duration, the spell lasts until you dismiss the horse (no action required) or it falls to 0hp. In addition the steed can walk on any surface, and has the ability to move up, down, and across vertical surfaces, as long as it moves at least 10ft during a turn.

## OVERHEATED

At 10th level, the fire that consumes your soul intensifies, threatening to burst out of you. When you deal fire damage using a spell or an ability, you ignore resistance to fire damage and treat immunity as resistance. In addition, instead of using your Strength modifier for ability checks, saving throws, attack and damage rolls, you may use your Charisma modifier.

Art by Warm\_Tail

## PENANCE STARE

Starting at 14th level, as an action, you can look directly into a target's soul, forcing a creature within 10 feet of you to stare into the depth of hell consuming you. The target must succeed a Wisdom saving throw or take 5d8 fire damage and 5d8 radiant damage and be incapacitated until the beginning of your next turn on a failure. Once a creature fails their saving throw against that ability, you can't use it again until your take a long rest.

Innocent creatures, such as children, beasts, and creatures the GM deems appropriate, are immune to this ability.



## PACT OPTION:

### PACT OF THE TRIGGER

You can use your action to create a hex gun in your empty hand. You can choose the form that this ranged weapon takes each time you create it. It can either be a Sniper or a Revolver (detailed below).

Your hex gun disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You are proficient with your hex gun and you can channel cantrips through it as bullets, using it as an arcane focus. If you do so, instead of increasing the damage of the cantrip when you reach certain levels, you can cast the cantrip additional times as part of the same action (except for Eldritch Blast), the cantrip must deal damage and it must make a spell attack or require a saving throw. You can cast it 2 times at level 5, 3 times at level 11, and 4 times at level 17. If you do, the cantrip can deal its damage more than once, but its other effects aren't applied to the same target again.

- **Sniper Form:** The range of your ranged spell attack rolls cast through the hex gun is doubled. While wielding this weapon you know the *ray of frost* cantrip.
- **Revolver Form:** Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls cast through the hex gun. While wielding this weapon you know the *shocking grasp* cantrip.

## ELDRITCH INVOCATIONS

### DEAD EYE

*Prerequisite: level 12, Pact of the Trigger feature (sniper form)*

If you haven't moved this turn, you can take aim as a bonus action, reducing your speed to 0 and granting you advantage on all attacks you make using your hex gun feature until the end of your turn.

### SAWN BARREL

*Prerequisite: level 5, Pact of the Trigger feature (revolver form)*

You can create shattering deflagrations. As an action you can fire a special round. All creatures within a 10 foot cone in front of you must succeed a Dexterity saving throw versus your spell save DC or take 2d10 force damage. This damage increases to 3d10 at level 11 and 4d10 at level 17.

### HEATSEEKER

*Prerequisite: level 5, Pact of the Trigger feature*

If you cast a cantrip through your hex gun you can ignore half and three quarter cover.

### HEADSHOT

*Prerequisite: level 7, Pact of the Trigger feature*

You can see the weak spots of your foes, attacks you make using your hex gun score a critical hit on a roll of 19 or 20 on the dice.

## RICOCET

*Prerequisite: level 7, Pact of the Trigger feature*

When you hit a creature with a cantrip cast with your hex gun, you can immediately cause the hit to wound another creature within 15 feet of the original target. The second target takes damage (of the type of the cantrip) equal to your Charisma modifier (minimum of one). You can redirect a hit in this way a number of times equal to your Charisma modifier, and regain all expended uses after a short or long rest.

## ESCAPE ROLL

*Prerequisite: level 12, Pact of the Trigger feature*

Your reflexes are honed. As a reaction to an enemy making a melee attack against you, before being hit, you can cast a cantrip with your hex gun (it deals half damage) and, if your speed isn't 0, move 10ft away from the foe without triggering attacks of opportunity, potentially avoiding the attack if you leave the foe's range.

## RECKLESS FIRE

*Prerequisite: level 12, Pact of the Trigger feature (revolver form)*

You can let out a rain of fire. If you cast a cantrip with your hexgun you can reroll any 1 or 2 on your damage die until you get a different score.

## CRIPPLING SHOT

*Prerequisite: Pact of the Trigger feature*

Once per turn, when you damage an enemy with an attack made using your hex gun, you can force them to make a Strength saving throw against your spell save DC or fall prone and have their speed reduced to 0 until the start of your next turn. You can use this ability 3 times per short or long rest.

## DESTRUCTIVE SHOT

*Prerequisite: level 15, Pact of the Trigger feature*

Once per long rest you can focus all the destructive energy of your hexgun in a single shot. Make an attack roll, on a hit you deal 8d10 force damage, and the target is knocked back 20 feet from the force of the impact.

## AGONIZING SHOTS

*Prerequisite: Pact of the Trigger feature*

When you cast a cantrip, add your Charisma modifier to the damage it deals on a hit (if you don't already add your Charisma modifier to it).



# WIZARD: OSTEOMANCER

*Osteomancers are powerful wizards who understood the power that can be harvested from bones. Often said to be cursed and talked about under the cover of night, this sort of magic makes the uneducated shiver and scholars morbidly curious. Those who have the cunning, bravery or foolishness to pursue research in this field find themselves rewarded with afflicted knowledge. These are the souls known as Osteomancers.*

## BRITTLE BONE ARMOR

At 2nd level, you learn the basics of Osteomancy, using it for protection. Once per short rest, as a bonus action, if you're not wearing any armor or shield, you can force a frame of bones out of your body to protect you, granting you temporary hit points equal to 2 times your level in this class.

This armor lasts for one minute, or until you lose the temporary hit points. While you have these temporary hit points, you gain resistance to piercing and slashing damage, and your AC increases by a number equal to one-third of your level in this class (rounded down).

## ANATOMICAL EXPERT

Your pursuit of Osteomancy has required many hours studying the anatomy of all creatures. At 2nd level, you also you gain proficiency in Wisdom (Medicine) checks and they are considered Intelligence (Medicine) checks for you. In addition, when this check concerns a creature that possesses a skeleton, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

## BONE PUPPETRY

Beginning at 6th level, as an action, you focus your grim magic towards a creature with bones within 60 feet of you. It must make a Strength Saving throw against your spell save DC. On a failure, you take control of its skeleton. You control what the creature does on its next turn, at the end of which it regains control over its body. If you make it attack its allies, it has disadvantage on attack rolls. In addition, its allies have advantage on saving throws from effects caused by the creature under your control, as it resists your command.

You can only have one such creature under your control at a time. You may use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## SKELETAL SERVANT

Starting at 10th level, when you kill a creature, you can magically force the skeleton of the creature to be ripped out from the flesh and reshaped to your will. When you kill a creature with a skeleton, you can cause its bones to rise as a Minotaur Skeleton. Roll initiative for the skeleton, which has its own turns. It obeys your mental commands, gains a bonus to its attack rolls equal to your Intelligence modifier (minimum of +0), and a number of temporary hit points equal to half your wizard level.

The Skeleton Minotaur remains in your service until the end of your next long rest, or until it is more than 500 feet away from you, at which point it crumbles to dust. Once you summon a Skeleton Minotaur with this feature, you can't do so again until you finish a long rest.

## IMPROVED BONE PUPPETRY

Finally, at level 14, when you use your bone puppetry ability, you gain control of the creature for 1 minute instead of one round. The creature can't resist your command, doesn't suffer disadvantage on attacks against its allies, nor do they have advantage on saves against effects caused by the creature. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once under your control, you can choose to sacrifice one use of the feature to give the creature disadvantage on the save. You must decide to do so before seeing the result of the roll.

Art by Dean Spencer



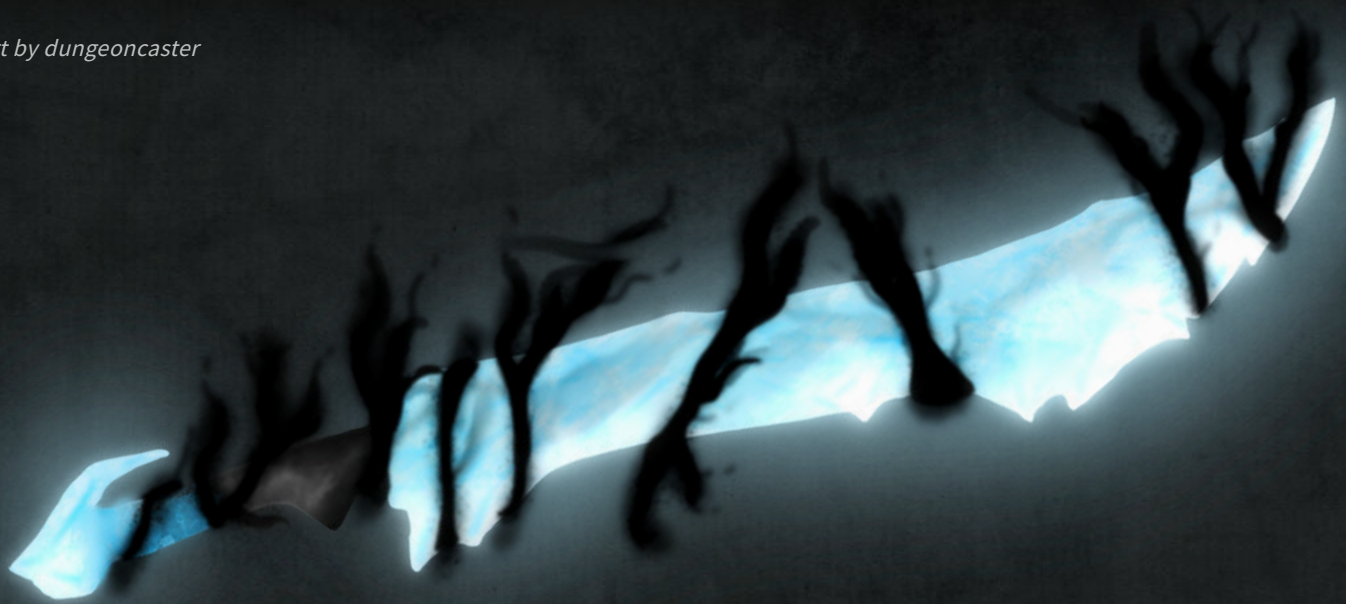


# MAGIC ITEMS



Bob Greyvenstein





## BOREAS

*Legendary weapon: greatsword, requires attunement*

*Forged from the blood of its owner, this blade is the product of generations of craftsmanship, yet only has one owner. Molded with frost and shadows, it doesn't have a visible edge, yet it strikes true, granting its victims the cold kiss of death.*

**Curse: Bonded for life.** This weapon can only be attuned to one creature. If that creature dies, the weapon shatters 1d8 days later.

This is an evolving weapon, each benefit is gained when the character reaches certain levels

### CHARACTER LEVEL 1

This weapon has 1 charge that it regains daily at dawn. You can expend one charge to gain the following benefit:

- **Winter's bite:** As a bonus action you expend 1 charge. A frozen mist swirls around the blade. For the next minute, hits made with the weapon deal an additional amount of cold damage equal to your proficiency bonus on a hit.

### CHARACTER LEVEL 4

You have a +1 bonus to attack and damage rolls made with this weapon. The weapon can now have 2 charges that it regains daily at dawn.

In addition shadows meld with the blade. You can choose to change the damage of the Winter's Bite ability to necrotic instead of cold when you activate it.

### CHARACTER LEVEL 8

While attuned to this weapon, you have resistance to cold damage and can use the following ability:

- **One With The Shadows:** Once per day, as a bonus action, you utter the blade's command word, causing shadows to engulf you. You become a shadowy version of yourself. While in that form you can't talk or manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You can't attack or cast spells while in that form. This effect ends after 10 minutes or if you drop to 0 hit points or use another bonus action to exit it. While in this form, you have a walking and climbing speed of 30 feet. You can enter and occupy the space of another creature. You have resistance to nonmagical damage, and have advantage on Strength, Dexterity, and Constitution saving throws. You can pass through small holes, narrow openings, and even mere cracks, though you treat liquids as though they were solid surfaces. In addition, while in dim light or darkness you are invisible. This ability recharges daily at dawn.

### CHARACTER LEVEL 12

You now get a +2 bonus to attack and damage rolls made with this weapon.

The weapon can now hold 5 charges that it regains daily at dawn, and you can expend them in a new way:

- **Frozen Shadows:** As an action, you can expend 3 charges. The blade briefly freezes time to allow you to strike from the shadows. Choose up to 3 creatures within 60 feet of you, you vanish and reappear in their shadow and strike. Make a melee weapon attack with advantage against each target. On a hit, a target takes 4d8 necrotic damage and 4d8 cold damage. You then reappear in your original space.

### CHARACTER LEVEL 16

While attuned to this weapon, you have resistance to necrotic damage.

You now gets a +3 bonus to attack and damage rolls made with this weapon. The weapon can now hold 8 charges, and you can use the One With The Shadows ability three times before needing to take a long rest.



Art by Bob Greyvenstein

## CHARACTER LEVEL 8

While attuned to this weapon you have resistance to thunder damage. In addition this weapon now has 3 charges that it regains daily at dawn, and you can use some charges in a different way:

**Overcharge (2 charges).** you infuse yourself with electric energy, while this effect is active, you can use a bonus action on each of your turns to teleport up to 15ft. In addition when a creature damages you, you can use your reaction to make a weapon attack against that creature.

3 rounds after activating this effect, at the end of your turn, the ability ends and you take 2d8 lightning damage and are stunned until the end of your next turn, as the electricity escapes your body. Ignore this effect if you are immune to lightning damage.

## CHARACTER LEVEL 12

The wielder gains a +2 bonus to attack and damage rolls made with this weapon.

This weapon now can hold up to 5 charges that it regains daily at dawn. In addition when you use the lightning's fury ability of the weapon the bonus damage becomes 1d8 instead of 1d4.

## CHARACTER LEVEL 16

The wielder gains a +3 bonus to attack and damage rolls made with this weapon. While holding this weapon you are immune to lightning damage.

This weapon now can hold up to 7 charges that it regains daily at dawn. In addition you can spend 3 charges to gain the following benefit:

**Reverberating jump (3 charges).** You teleport to a point that you can see within 120 feet. This creates a line of thunderous energy between your point of origin and arrival. All creatures within 10 feet of that line must succeed a DC 19 Constitution saving throw or take 4d8 thunder damage and be pushed back 10ft. They take half as much damage on a success, and are not be pushed back. The thunder can be heard from up to 300 feet away.



## THUNDERBLIGHT AXE

*Legendary Weapon: Great Axe; requires attunement by a blue dragonborn*

The legend tell the tales of a mighty axe forged from the blood of a blue dragon so powerful, he threatened the gods in their ascent.

THRAK SEABORNE

## BONDED WEAPON

Once this weapon is attuned to a creature, it can only become attuned to another one if its current owner dies. This weapons shows more power as its owner gains levels, feeding on the energy coursing through their veins.

## CHARACTER LEVEL 1

This weapon has 1 charge that it regains daily at dawn. You can expend one charge to gain the following effect:

**Lightning's fury (1 charge).** You infuse your inner lightning in the axe for one minute, losing your resistance to lightning damage to do so. While infused, It deals an additional 1d4 lightning damage on a hit.

## CHARACTER LEVEL 4

The wielder gains a +1 bonus to attack and damage rolls made with this weapon. In addition this weapon now has 2 charges that it regains daily at dawn, and when you them to use the Lightning's fury ability, you don't lose your resistance to lightning damage.

## NATURE'S VEIL

*Rare, Cloak*

This cloak is made of thin branches woven together in a surprisingly soft tissue.

Once per day, as a reaction to being targeted by an attack roll or being forced to make a saving throw, you can pull the cloak in front of you. A Bubble of branches and leaves wraps around you and protects you, halving the damage caused by the triggering effect (excepting fire damage).



## GOBLET OF SOULS

*Wondrous Item, very rare (requires attunement by a creature with the Pact magic or Spellcasting ability.)*

While attuned to this goblet, you can as an action, when within 5 feet of a humanoid that died less than 1 minute ago, harvest their soul. It transforms into a light green liquid that bubbles inside the goblet, and remains magically in place. The goblet can hold up to 5 souls.

As an action you can expend a number of souls to cast the following spells (using your spell save DC):

- 1 soul: You can expend the soul to cast *Speak with Dead* or *detect thoughts*
- 2 soul: You can expend the souls to cast *animate dead*
- 3 souls: You can as an action expend the souls and cast *dominate person* or *raise dead*

You can also as an action, drink from the goblet. You drink the whole content of it, gaining an amount of temporary hit points equal to 2d8 per soul, and the souls are expended.

Alternatively, if the goblet is full, you can as an action, cause the liquid to coalesce into a single soul coin. You can take 10 minutes to put a soul coin inside the goblet, and let it dissolve back into 5 souls.

*Soul coins are a very precious currency, particularly appreciated by devils and other soul devouring beings.*

ELDER CLERIC YUKNALIS

## RING OF THE MISTS

*Rare, ring, requires attunement*

This silver ring is almost incorporeal, formed of ever changing and flowing mist.

This ring has 3 charges. As a bonus action you can expend one charge to briefly surround yourself with silvery mist, you teleport up to 30 feet to an unoccupied space that you can see. The ring regains 1d4 charges daily at dawn.

Art by Dean Spencer



## ARMOR OF THE LIGHTWARDEN

*Very rare, plate armor +1, requires attunement*

This armor of refined steel shimmers faintly, upon closer inspections, tendrils of light are visible and wrap around the armor like protective linen, while attuned to the armor you gain the following benefits:

- You have a +1 bonus to AC while wearing this armor.
- As a bonus action you can cause the armor to glow, it emits bright light in a 10 feet radius, and dim light 10 feet beyond that. You can extinguish the light using another bonus action.
- Once per day, as an action, you can cause use the power held within the armor to unleash the purity of the light to defend you. A shimmering wall of bright light appears at a point you choose within 120 feet of you. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, but creatures and objects can pass through it. It emits bright light out to 120 feet and dim light for an additional 120 feet. When the wall appears, each creature in its area must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that ends its turn in the wall's area takes 4d8 radiant damage. The wall lasts for 10 minutes.



# SPELLS & FEATS





# SPELLS: OSTEOMANCY

*Osteomancy is not a school of magic per se. Many magically gifted individuals have tried to grasp it in its entirety, to no avail. As more and more arcane runes were unearthed from cursed grounds, and the magic within them revealed, scholars saw that Osteomancy was found in all aspects of magic, a more twisted and dark version of arcane magic. Many of the treaties regarding that magic forbidden to the general public, only studied by carefully selected researchers.*

## SPELLS DESCRIPTION

The spells are listed here from lowest to highest level and by alphabetical order.

### CANTRIPS

#### HAMMER

*conjuration cantrip*  
(cleric, druid, sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 5 feet  
**Components:** V, S  
**Duration:** Instantaneous

You summon the mightiest of osteomantic spells, the hammer, famed for its ability to shatter bones. Make a melee spell attack roll, on a hit you deal 1d10 bludgeoning damage to the target, and knock them back 5 feet. In addition you carve in their minds your mighty magical powers.

**At higher levels:** This spell's damage increases by 1d10 when you reach 5th Level (2d10), 11th level (3d10), and 17th level (4d10).

### 1ST LEVEL SPELLS

#### BONE CLAWS

*1st level transmutation*  
(druid, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S, M (a phalangeal bone)  
**Duration:** Concentration, up to 1 minute

Choose a creature within range, their nails grow into elongated claws, their unarmed attacks now deal an extra 1d4 slashing damage

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases to 1d6 at 2nd level; 2d4 at 3rd level; 2d6 at 4th level; and 3d4 and 5th level.

#### BONE SHIELD

*1st level abjuration*  
(druid, ranger, warlock, wizard)

**Casting Time:** 1 reaction, which you take when you are hit by an attack  
**Range:** Self  
**Components:** V, S  
**Duration:** Instantaneous

You manifest a barrier of shattered bones that protects you. You reduce the incoming damage by 6 and if the attacking enemy is within 10ft of you, deal 6 slashing damage to them, as the bone shield explodes.

**At higher levels.** When you cast this spell using a spell slot of 2nd level or higher, both the damage reduction and the slashing damage increase by 6 for each slot.

#### OSSEOUS SHELL

*1st level transmutation*  
(warlock, wizard)

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (a porcupine's carapace)  
**Duration:** Concentration, up to 10 minute.

You touch a creature, forcing bone spikes to grow from its body, piercing their skin. They take 1 point of piercing damage and every time another creature hits them with a melee attack that creature takes 2d4 piercing damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage dealt to attacking creatures increases by 1d4 for each slot level above 1st. When cast using a spell slot of 5th level or higher the spell no longer requires concentration.

#### PHALANGEAL GROWTH

*1st level evocation*  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 5 feet wide and 30 feet long line  
**Components:** V, S  
**Duration:** Instantaneous

You point your fingers forward, your phalangeal bones are fired outwards and regrow immediately leaving your hands unscathed. All creature in a 5 feet wide and 30 feet long line in front of you must succeed a Dexterity saving throw or be pierced by the bones and take 2d6 piercing damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.



## 2ND LEVEL SPELLS

### BONE SPEAR

*2nd level evocation*  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 40 feet

**Components:** V, S, M (a calcified bamboo stick)

**Duration:** Instantaneous

You fire out the bones of your forearms through your hands, healing the wound instantly. Creatures in a 30ft long and 1 foot wide line in front of you must succeed a Dexterity saving throw or take 3d6 piercing damage and if they are Large or smaller, be pushed back in the space 30 feet in front of you, by the impaling spear. On a success they take half the damage and aren't pushed back.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

### CALCIFIED MEMORIES

*2nd level divination*  
(warlock, wizard)

**Casting Time:** 1 action (Ritual)

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You touch the bones of a deceased creature. When you do, a ghostly grey illusion of the fallen creature appears above its corpse to reenact the last 6 seconds of its life. The illusion only shows the creature's actions and reactions, such as reacting to an unseen monster or trying to extinguish the flames of a fiery trap, but does not show the monster or effect causing the actions or reactions. This spell has no effect on undead creatures. Once a corpse's death has been revealed in this way, it cannot be shown again for 24 hours.

### EXOSKELETON

*2nd level transmutation*  
(druid, wizard)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (A turtle shell)

**Duration:** Concentration, up to 1 hour

You touch a willing creature that isn't wearing heavy armor. Until the spell ends, the target's skin is reinforced with bony structures and protrusions, animated by magic, increasing their AC by 2 and giving them advantage on all Strength checks and saving throws.

### JOINT LOCK

*2nd level enchantment*  
(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small fossilized joint)

**Duration:** Concentration, up to 1 minutes.

You target a creature within range. It must succeed a Strength saving throw or have its joints magically be locked together, it becomes restrained for the duration. Creatures without bones are immune to this effect. At the end of each of its turns, the target can make another Strength saving throw. On a success, the spell ends on the target.

**At Higher Levels** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

### ROLLING BONES:

*2nd level divination*  
(cleric, druid, warlock, wizard)

**Casting Time:** 1 minute (ritual)

**Range:** Self

**Components:** V,S,M (1 gp worth of bones of a small mammal)

**Duration:** Instantaneous

You roll bones, allowing fate to give you an omen of the future. Roll 1d6.

- On a roll of 5 or 6 you know if you are: not likely, likely, or very likely to encounter hostile creatures within the next hour, and if yes, what the type of enemy you will fight will be.
- On a roll of 2, 3 or 4, you learn if you are: not likely, likely, or very likely to encounter hostile creatures within the next hour.
- On a roll of 1, the material components of the spell are consumed, and you take 1 psychic damage as fate rebels, you don't learn any information and you can't cast this spell again until you take a short rest.

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a false reading. The GM makes this roll in secret.

*Art by Dean Spencer*





## RUPTURE

*2nd level evocation*  
(warlock, wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of humanoid cartilage worth at least 5 gp)

**Duration:** Concentration, up to 1 minute

You focus your magic to shatter a target's body. Choose one creature within range, they must succeed a Strength saving throw or take 3d6 piercing damage, and be knocked prone on a failure. On subsequent turns, as a bonus action, you can force the target to make another saving throw, taking 3d6 piercing damage and being knocked prone on a failure. If they fail the save against this spell three times, their walking speed halved until their next long rest and the spell ends. If a creature succeed any of the saves, the spell ends early.

**At higher levels.** When you cast this spell using a spell slot of 3rd level or higher, the piercing damage increases by 2d6 for each spell slot level above 2nd.

## SKELETAL TAIL

*2nd level conjuration*  
(cleric, druid, warlock, wizard)

**Casting Time:** 1 action

**Range:** self

**Components:** V, S, M (a lizard's corpse)

**Duration:** 1 minute

You grow a long, lizard-like tail made of sharpened bones. As a reaction on to an enemy moving in a 20 feet radius around you, you can use the tail to try and pierce that creature. It must succeed a Dexterity Saving throw, or take 2d4 piercing damage as the tail pierces them, the tail then retracts and pulls the creature in a space adjacent to yours.

**At Higher Levels.** When you cast this spell using a spell slot 3rd Level of or higher, the damage increases by 2d4 for every slot level above 2nd.

## 3RD LEVEL SPELLS

### CALCIFIED BOND

*3rd level transmutation*  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (A magnetized bone splinter)

**Duration:** Instantaneous

You designate two creatures within range that within 30 feet of one another. Their skeleton enter in resonance, attracting the two creatures together. Choose one creature and make a check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature in the space of the other at high velocity. The impact causes the high velocity creature to take 2d6 bludgeoning damage for each 5 feet traveled and to fall prone, while the other creature takes half as much damage and doesn't fall prone.

**At Higher Levels.** When you cast this spell using a spell slot 4th level of or higher, the damage increases by 1d6 for every two slot levels above the 3rd.

### DISPLACING MAW

*3rd level conjuration*  
(warlock, wizard)

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

Your rib cage opens up violently, trying to devour an enemy in range. The creature must succeed a Strength saving throw or be devoured by the maw formed by your rib bones, taking 4d8 piercing damage and be transported through magic to a point of your choice on the ground within 60 feet of you, where the maw reappears and regurgitates them. On a success they take half as much damage and are not transported.

**At higher levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 and the teleportation range by 10ft for each slot level above 3rd.

### OSSEOUS CAGE

*3rd level conjuration*  
(druid, warlock, wizard)

**Casting Time:** 1 action

**Range:** Self (10 feet radius)

**Components:** V, S

**Duration:** 10 minutes

You force a cage of elongated bones to erupt from the ground that surrounds a 10-foot radius area centered on you. The bones are thick and provide three-quarters cover to creatures inside and outside. You, and any others you designate, can pass through the cage at will. The osseous cage has AC 12, 100 hit points, and vulnerability to bludgeoning damage. If you cast this spell again whilst already having a cage summoned, the previous cage turns to dust.

**At higher levels.** When you cast this spell using a spell slot of 4th level or higher, the cage's hit point total increases by 20 per spell slot level above 3rd.



## OSSEOUS IMPALEMENT

3rd level conjuration

(sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a calcified bamboo stick)

**Duration:** Concentration, up to 1 minute

Massive bone spikes sprout under up to 4 creatures on the ground of your choice within range. They must succeed a Dexterity saving throw, or take 3d10 piercing damage and be impaled by the spike and restrained 10 feet in the air. A creature restrained in this way takes 1d10 piercing damage at the start of each of their turn and can try to break the bone spike restraining them as an action by making an Athletics check contested by your spell save DC, breaking free on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the both damage increase by 1d10 for each slot level above 3rd.

## RUBBER BONES

3rd level transmutation

(sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You touch a creature. It's bones becomes soft and can elongate. Their reach becomes 5ft longer than normal on melee attacks, they can expend 5 feet of movement to escape any grapple without requiring an ability check. In addition they have advantage on dexterity saving throws, and resistance to bludgeoning damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

## SUMMON SKELETAL HOUND

3rd level conjuration

(druid, warlock, wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (the charred skull of a hound)

**Duration:** Concentration, up to 10 minutes.

You call forth a hellish spirit from its remnants. The spirit manifests physically in an unoccupied space that you can see within range. This corporeal form uses the Skeletal Hound stat block below. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is friendly to you and your companions for the spell's duration. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys verbal commands that you issue to it (no action required by you). If you don't issue any, it defends itself but otherwise takes no action.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the hound assumes the higher level for that casting wherever it uses the spell's level in its stat block.

## SKELETAL HOUND

Medium undead, Same alignment as the caster

**Armor Class** 11 + the level of the spell (natural armor)

**Hit Points** equal the hound's Constitution modifier + your spellcasting ability modifier + ten times the spell's level

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

**Skills** Perception +5

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands the languages you speak and Infernal but can't speak it

**Keen Hearing and Smell.** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 ft. of the creature and the ally isn't incapacitated.

### ACTIONS

**Multiattack** The hounds makes a number of attacks equal to half this spell's level (rounded down).

**Bite. Melee Weapon Attack:** +3 + the spell's level to hit, reach 5 ft., one target. **Hit:** 1d10 + 3 + the spell's level piercing damage.

**Fire Breath (once per casting of the spell)** The hound exhales fire in a 15-foot cone. Each creature in that area must succeed a Dexterity saving throw against your spell save DC, taking 3d6 + twice the spell's level fire damage on a failed save, or half as much damage on a successful one.

## 4TH LEVEL SPELLS

### BONE MAIDEN

4th level conjuration

(warlock, wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a virgin's carpal bone)

**Duration:** 10 minutes

A target in range must succeed a Charisma Saving Throw or be banished inside an iron maiden formed of bone that appears in its space. They are considered restrained and incapacitated, immune to all damage coming from the outside, and take 3d6 piercing damage at the start of each of their turn, as spikes of bones dig in their body. At the end of each of their turn a trapped creature can repeat the saving throw, escaping on a success. The bone maiden has AC 14, 80 hit point, immunity to psychic and poison damage, and vulnerability to bludgeoning damage. If the maiden is destroyed the creature trapped inside is freed.



## CORRUPTED BONE BERRY

4th level conjuration

(sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a bone berry, that the spell consumes)

**Duration:** Instantaneous

You summon a corrupted bone berry in your hand. This berry looks like a regular bone berry, a survival check contested by the caster's spell DC will reveal its true nature. It doesn't emit any magic. Once someone put the berry in their mouth, it expands instantly, forming bony spikes that attempt to pierce the skull of the target. They take 10d6 piercing damage, and are unable to speak until they, or an ally, manages, as an action, to remove the berry with a successful Athletics check contested by your spell save DC.

In addition, at any point after summoning the berry and whilst holding it, as an action you can try to charm a target and compel them to swallow the corrupted berry. Choose one creature within 30 feet of you, they must succeed on a Wisdom saving throw, on a failure, on their next turn, they will use their movement to get next to you, and if they do, use their action to take and swallow the berry, suffering the effects. If they can't get next to you, the charm ends, and they can continue their turn as they see fit.

The berry loses its potency if it has not been consumed within 8 hours of the casting of this spell.

## BONE BERRIES

Normally found in nature, in areas close to swamps, these berries have the appearance and taste of blueberries, but are a bit crunchier, and whiter in appearance, hence their name. Osteomancers have tempered with them for nefarious deeds.

## FEMORAL FLUTE:

4th level illusion

(bard, warlock, wizard)

**Casting Time:** 1 action

**Range:** 30 feet radius

**Components:** V, S, M (A flute made of a femur worth 50gp)

**Duration:** Concentration, up to 1 minute

You blow in your flute, creating a horrifying melody that creates the illusions of bones breaking. All creatures of your choice in a 30 feet radius centered on you must succeed a Wisdom saving throw or become frightened for the duration. While frightened by this spell, a creatures movement speed becomes 0 and it falls prone, its legs giving out due to fear. If the affected creature takes damage in a round, at the end of its turn, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

## OSTEOPOROSIS

4th level necromancy

(bard, warlock, wizard)

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minutes

You whisper forbidden words that corrupt the very essence of a creature, weakening it to incoming attacks. You choose a creature within range, it must succeed by a Wisdom Saving throw or become afflicted by your spell, giving it vulnerability to slashing, piercing and bludgeoning damage for the duration, and reducing its movement speed by 10 feet. An afflicted creature can repeat the Wisdom saving throw every time after it takes damage, ending the effect on a success.

**At Higher Levels.** If you cast this spell using a spell slot of 5th Level or higher, the Duration is Concentration, up to 10 minutes. If you use a spell slot of 7th Level or higher, the Duration is 8 hours. If you use a spell slot of 8th level or higher, the Duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled.

Using a spell slot of 8th Level or higher grants a Duration that doesn't require Concentration.

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## 5TH LEVEL SPELLS

### ANCESTRAL BOND

*5th level divination*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S, M (The bone of a humanoid, which the spell may consume)

**Duration:** Concentration, up to 10 minute

You touch the bone of a humanoid, and visions of its descendants come to you, as ephemeral spirits that scour the world. As part of casting this spell you learn how many living relatives the humanoid left behind, and if they have any living descendants.

In addition upon learning that information you can choose to select one of the person whose existence you can feel through the spell. They must succeed a Wisdom saving throw, on a failure the spell consumes the bone, and you learn their exact location, no matter where they are. On a successful save, the bone isn't consumed, the target isn't affected, and you can't use this spell against it again for 24 hours.

### FOREST OF DREAD

*5th level conjuration*

*(warlock, wizard)*

**Casting Time:** 1 action

**Range:** 20 feet radius

**Components:** V, S

**Duration:** Concentration, up to 10 minute

You touch the floor under you, 20 feet tall tree like bones sprout from the ground in a 30 feet radius around you. All creatures of your choice in that radius must succeed a Dexterity saving throw or take 4d8 piercing damage on a failure, or half as much on a success. In addition once sprouted, the trees remain in place as long as you concentrate on the spell.

The area they cover is considered difficult terrain and when a creature moves into or within the area, it takes 2d8 piercing damage for every 5 feet it travels, you are immune to that effect. The forest of dread provides three-quarter cover to any creatures inside it.

### WALL OF BONES

*5th level conjuration*

*(sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, (a calcified egg shell)

**Duration:** Concentration, up to 10 minutes

A grim wall of fractured bones appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It must rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, and creatures can't pass through it. The wall has AC 15, 150 hit points and immunity to poison and psychic damage. Reducing it to 0 hit points destroys it.

When the wall appears, each creature in its area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage, and it is pushed to the first available free space. On a successful save, it takes half as much damage but is still pushed.

Until the spell ends, you can use an action to summon a Minotaur skeleton with a murderous killing intent from the wall by sacrificing 20 hit points from the wall. The creature appears in a space of your choice adjacent to the wall. When you summon a Minotaur Skeleton in this way, designate a creature you can see within 60 feet of it, it becomes the sole enemy of the summoned creature that will try to kill it in any way, it is immune to charms and doesn't listen to orders you issue, only attacking its target. Once its target is dead, it vanishes in a pile of dust.

You can have a maximum of 3 summoned creatures by this spell at once.

*Don't mind the slaughter in the background, these nobles had it coming. Seriously who do they think they are looking down on me like that. They don't believe Osteomancy is a powerful enough form of magic for me to join their ranks. Well, i bet they are regretting that decision now.*

ARCADII USENKO





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## 7TH LEVEL SPELLS

### AMPUTATE

*7th level evocation  
(druid, warlock, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S,

**Duration:** Instantaneous

You coat your hand with powerful osteomancy, make a melee spell attack roll against a creature, on a hit you deal 10d8 slashing damage. In addition you rip off one of the creature's limbs (leg or arm).

A creature is immune to this effect if it is immune to slashing damage, has legendary actions, or the GM decides that the creature is too big for its limb to be cut off with this spell. Such a creature takes an additional 5d8 slashing damage instead.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, the primary damage increases by 2d8, and the secondary damage by 1d8 for each slot level above 7th.

## 9TH LEVEL SPELLS

### ASPECT OF DEATH

*9th level conjuration  
(warlock)*

**Casting Time:** 1 action

**Range:** self

**Components:** V, S, M (the skull of a fallen hero, worth at least 4000 gp)

**Duration:** Concentration, up to 1 minute

You focus threads of magical energy around you which coalesce into the aspect of death, an avatar made of bones which surrounds you and fights on your behalf. The avatar is large, occupies its space, is centered on you, and moves with you. While it is summoned it protects you from foes, you are considered behind three-quarters cover at all times, have resistance to all damage, and no other creature can enter the space of the avatar.

In addition, while active, you gain a +1 bonus to spell attack rolls and saving throws and when you cast a spell that deals piercing, slashing, bludgeoning or necrotic damage, it is considered as if casted with a spell slot of 2 levels higher than the one expended.





# OTHER SPELLS

Art Bob Greyvenstein

## CANTRIPS

### WEAKENING CORRUPTION

*Evocation Cantrip*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Target a creature within range. It must make a constitution saving throw or take 1d4 necrotic damage, and its AC is reduced by 1d4 against the next attack roll against it.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## 1ST LEVEL SPELLS

### SLIME TENTACLE

*1st level transmutation*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 15 feet

**Components:** V, S, M (a bit of slime)

**Duration:** Instantaneous

You grow a slimy tentacle as an extension of your body. Make a melee spell attack roll against a creature within range. It takes 2d4 acid damage and it must make a dexterity saving throw and be restrained by the pseudopod until the start of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

## 2ND LEVEL SPELLS

### SLIME BODY:

*2nd level transmutation*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

Your body becomes amorphous, you keep your appearance but you can move through a space as narrow as 1 inch wide without squeezing.

## 3RD LEVEL SPELLS

### CORRODE

*3rd level transmutation*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You target a non-magical object in range. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a Dexterity saving throw to avoid the spell. On a fail, if the object targeted is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -2 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. A weapon takes a permanent and cumulative -2 penalty to damage rolls. If its penalty drops to -4, the weapon is destroyed.



## GLORIA

*3rd level evocation*

*(Bard, Cleric, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** 1 round

You imbue a creature with glorious might. Until the start of your next turn whenever the target deals damage to a creature with weapon attacks, it gains an amount of temporary hit points equal to the damage dealt. The temporary hit points gained from this spell stack.

## PROPELLING EXPLOSION

*3rd level evocation*

*(Bard, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 20 feet cone

**Components:** V, S, M (a bit of gunpowder)

**Duration:** Instantaneous

You release a powerful, uncontrolled arcane explosion. All creatures in a 20 feet cone in front of you must succeed a Dexterity saving throw or take 3d12 force damage, or half as much on a success. The power of the deflagration knocks you back 20 feet in a straight line.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage of the spell increases by 1d12 force damage for each slot level above 3rd.

## WINGS OF SALVATION

*3rd level conjuration*

*(Cleric, Paladin)*

**Casting Time:** 1 reaction (that you take when an ally is targeted by an attack roll or forced to make a saving throw)

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

When a willing ally that you can see within range is in danger, you can give them wings to fly out of danger. As a reaction, a pair of angelic wings sprout on their back, which pulls them in a straight line to you, where they land in an unoccupied space next to you. This can potentially cause the harmful effect to miss if the creature leaves the range, the wings then vanish. This effect doesn't trigger attacks of opportunity.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the range of the spell increases by 15 feet for each slot level above 3rd.

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## 4TH LEVEL SPELLS

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### SERAPHINE'S CORRUPTED RIVER

*4th level evocation*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You create a tidal wave of acid that corrodes everything in its path. In a 60-foot-long 10-foot-wide line, all creatures must succeed a Dexterity saving throw or be hit by the wave, take 3d6 acid damage and 3d10 bludgeoning damage on a failure, or half as much on a success. In addition all plant life touched by the spells instantly melts, and the earth becomes charred, and cannot grow plants for 1d4 months after using this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the acid damage increases by 2d6 for each slot level above 4th.

## 5TH LEVEL SPELLS

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### ACID RAIN

*5th level conjuration*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

An acid cloud appears in the shape of a cylinder that is 10 feet tall with a 30-foot radius, centered on a point you can see 100 feet directly above you. All the area under the cloud becomes glistening with acid. All creatures of your choice under the cloud take 4d4 acid damage at the start of their turn. In addition as a bonus action on each of your turn, you can amplify the acid against one creature, that creature must subtract 1d6 to its AC until the start of your next turn, as the acid weakens its protection. As part of the same bonus action, on subsequent turns, you can move the cloud 20 feet in any direction.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the acid damage increases by 2d4 for each slot level above 5th.

## 6TH LEVEL SPELLS

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### MELT

*6th level evocation*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

Choose a creature within 60 feet of you. It must succeed a Dexterity saving throw or be corroded by acid coming out of you. If so it takes 6d8+30 acid damage and its skin melts horribly deforming it.

A creature affected by this spell has disadvantage on exhaustion saves caused by heat or cold. In addition it has disadvantage on all charisma (persuasion) checks, as people find such a deformed look untrustworthy and repulsive. Only a *regenerate* or *wish* spell can remove the caustic burns caused.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d8 for each slot level above 6th.

## 7TH LEVEL SPELLS

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### ACID SWALLOW

*7th level evocation*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small vial of acid)

**Duration:** Concentration, up to 1 minute

You force a target to ingest acid. It must succeed a Constitution saving throw. On a failure it takes 6d10 acid damage at the start of each of its turns, and has disadvantage on all its attack rolls and saving throws for 1 minute, as the acid melts its body. A creature can repeat the save at the end of each of its turns, ending the effect on a success. On a successful save the creature takes 6d10 acid damage and suffers no additional effect as the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the acid damage increases by 1d10 for each slot level above 7th.



## FEATS: FOR THE SINNERS

You are no stranger to sin. You've met it and accepted it in your heart, no matter how twisted. Each individual has a different experience with sin, but yours is deeper than most.

### ENCOUNTERING SIN:

Each of the feats listed here requires the player to succumb to one of the cardinal sins. The exact details of how one succumbs are left to the GM.

## LUSTFUL

*Prerequisite: Having succumbed to Lust.*

You embody lust, exuding what many desire but don't express. You gain the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- When you gain this feat, choose your preferred type of humanoid (human, dwarf, elf, Dragonborn, etc.). You can add 1d4 to any Charisma (Persuasion) checks you make with members of that race.
- You learn the *charm person* spell and it is always prepared for you, not counting against your other spells. Charisma is your spellcasting modifier for it. When you cast this spell, the creature doesn't know it was charmed when the spell ends.

## GLUTTONOUS

*Prerequisite: Having succumbed to Gluttony.*

Your devouring hunger knows no end. You gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- You have advantage on saving throws against ingested poisons.
- Once per short or long rest, you can spend 1 minute devouring the corpse of a humanoid or undead. You regain a number of hit points equal to 5 times your proficiency modifier, and any excess health gained that would be wasted becomes temporary hit points instead.

## GREEDY

*Prerequisite: Having succumbed to Greed.*

Your hoard rivals that of ancient dragons, or so you dream it. You gain the following benefits:

- Your Wisdom or Intelligence score increases by 1.
- You can tell at a single glance whether any money or items of value are counterfeit or not. In addition, you have advantage on Dexterity (Sleight of Hand) checks made to steal.
- You are greedy even when fighting. While you have all your spell slots and are not concentrating on a spell, and cast a cantrip, you can reroll any number of the damage dice. Once you reroll the dice, you must use the new result.

## SLOTHFUL

*Prerequisite: Having succumbed to Sloth.*

Your apathy has no equal, it sometimes seems that nothing can move you out of your constant indifference, not even the world itself.

When you are required to make a saving throw, you can choose not to bother with it. You can choose to succeed it, ignoring any effect or damage if you do so, and reducing your speed to 0 until the end of your next turn. You must choose to do so before seeing the result of the roll. Once you've used this ability you can't use it again until you take a long rest.

## WRATHFUL

*Prerequisite: Having succumbed to Wrath.*

Maddening anger takes control of your body, unleashing your devastating emotions on the battlefield. You gain the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You can enter a maddening anger. While in this state of anger, you cannot be charmed or frightened, and if you are already charmed or frightened, the effect ends. Designate a creature. For 1 minute you gain a bonus to attack and damage rolls against the creature equal to your proficiency bonus. In exchange, you have disadvantage on attack rolls against any other creature, and must subtract your proficiency bonus to any damage roll against them. This effect ends early if the creature dies before the end of the duration. You can use this ability once per long rest.

## ENVIOUS

*Prerequisite: Having succumbed to Envy.*

You are envious of your neighbors and covet their possessions, which are rightfully yours, it is all rightfully yours. You gain the following benefits:

- When an enemy damages you, you can steal their power. As a reaction to taking damage, you gain resistance to its type and claim the enemy's power. The next time you deal damage to that creature, you inflict additional force damage equal to the damage you have taken. You can use this ability once per short or long rest.
- When deceiving someone to claim what's theirs, or haggle, you have advantage on the Charisma (Deception) check.

## PRIDEFUL

*Prerequisite: Having succumbed to Pride.*

You know that you are a cut above the rest. You are better than them and you know it. You gain the following benefits:

- You consider yourself as mighty as the gods, filling you with arrogance. While at full health, you can add 1d6 bonus to any ability checks you make. You can use this ability a number of times equal to your proficiency bonus before needing to take a long rest.
- The first time you take damage while at full health you laugh at their struggle. You have resistance to the first instance of damage you take during a day.



# MONSTERS







## HEX WEAVER

*Huge monstrosity (spider), unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 126 (12d12 + 48)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	19 (+4)	7 (-2)	14 (+2)	7 (-2)

**Saving Throws** Wis +5

**Skills** Perception +7, Stealth +12

**Senses** blindsight 10 ft., darkvision 120 ft., passive Perception 17

**Languages** —

**Challenge** 8 (3,900 XP)

**Spider Climb.** The hex weaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Weaver Of Hexes.** Once per round when the hex weaver deals damage to a creature, it can force that creature to make a DC 13 Constitution saving throw, on a failure the hex weaver applies a curse to it from the following list:

- **Curse of Bloodletting:** The target's flesh thins, it has vulnerability to bludgeoning, piercing and slashing damage and takes 7 (2d6) necrotic damage at the start of each of its turns.

- **Curse of Life-End:** The target realises that life isn't worth living. The target has disadvantage on all attack rolls. In addition At the start of its turn the target rolls 1d4, on a 1-2 it must spend its action attacking itself with advantage.

- **Curse of Mind-Shatter:** The target has visions of death, it has disadvantage on Wisdom checks and saving throws and if it doesn't take damage in a round, it takes 16 (3d10) psychic damage at the end of its turn.

- **Curse of Weakness:** The target's muscle weaken and break, the target deals only half damage with weapon attacks that use Strength or Dexterity, and it takes 4 (1d8) slashing damage each time it deals damage with a melee attack.

- **Curse of Spell-Plague:** The target mind falters, it has disadvantage on Intelligence checks and saving throws and cannot cast or concentrate on spells, and takes 13 (2d12) psychic damage each times it attempts to do so.

At the end of each of the target's turns, the target must repeat the saving throw. On a success the curse ends. After failing three of these saving throws, the curse's effects become permanent, and the creature stops making the saves. A creature can be afflicted by multiple curses, but can only be saving against one at a time.

**Web Sense.** While in contact with a web, the hex weaver knows the exact location of any other creature in contact with the same web.

**Web Walker.** The hex weaver ignores movement restrictions caused by webbing.

## ACTIONS

**Multiattack.** The hex weaver makes two bite attack.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) piercing damage and 6 (1d12) psychic damage

**Cursed Gaze.** *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 23 (3d12 + 4) psychic damage.

**Web (Recharge 5-6).** *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



## ANCIENT HEX WEAVER

*Huge monstrosity (spider), unaligned*

**Armor Class** 19 (natural armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	26 (+8)	21 (+5)	11 (+0)	20 (+5)	7 (-2)

**Saving Throws** Dex +13, Con +10, Wis +10, Cha +3

**Skills** Perception +10, Stealth +18

**Senses** blindsight 10 ft., darkvision 120 ft., passive Perception 20

**Languages** —

**Challenge** 13 (10,000 XP)

**Spider Climb.** The ancient hex weaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**True Weaver Of Hexes.** Once per turn when the ancient hex weaver deals damage to a creature, it can force that creature to make a DC 18 Constitution saving throw, on a failure the ancient hex weaver applies a curse to it from the following list:

- **Curse of Bloodletting:** The target's flesh thins, it has vulnerability to bludgeoning, piercing and slashing damage and takes 7 (2d6) necrotic damage at the start of each of its turns.
- **Curse of Life-End:** The target realises that life isn't worth living. The target has disadvantage on all attack rolls. In addition At the start of its turn the target rolls 1d4, on a 1-2 it must spend its action attacking itself with advantage.
- **Curse of Mind-Shatter:** The target has visions of death, it has disadvantage on Wisdom checks and saving throws and if it doesn't take damage in a round, it takes 16 (3d10) psychic damage at the end of its turn.
- **Curse of Weakness:** The target's muscle weaken and break, the target deals only half damage with weapon attacks that use Strength or Dexterity, and it takes 4 (1d8) slashing damage each time it deals damage with a melee attack.
- **Curse of Spell-Plague:** The target mind falters, it has disadvantage on Intelligence checks and saving throws and cannot cast or concentrate on spells, and takes 13 (2d12) psychic damage each times it attempts to do so.

At the end of each of the target's turns, the target must repeat the saving throw. On a success the curse ends. After failing three of these saving throws, the curse's effects become permanent, and the creature stops making the saves. A creature can be afflicted by multiple curses, but can only be saving against one at a time.

**Web Sense.** While in contact with a web, the ancient hex weaver knows the exact location of any other creature in contact with the same web.

**Web Walker.** The ancient hex weaver ignores movement restrictions caused by webbing.

### ACTIONS

**Multiattack.** The ancient hex weaver makes two bite attack.

**Bite. Melee Weapon Attack:** +13 to hit, reach 5 ft., one target. **Hit:** 18 (4d4 + 8) piercing damage and 13 (2d12) psychic damage

**Cursed Gaze. Ranged Spell Attack:** +10 to hit, range 120 ft., one target. **Hit:** 37 (5d12 + 5) psychic damage.

**Cursed Web (Recharge 5-6).** The ancient hex weaver excretes a mass of thick, sticky webbing at a point of its choice within range. The webs fill a 20-foot cube from that point. The webs are difficult terrain, lightly obscure their area, and are invisible in dim light or darkness.

Each creature without the Web Walker ability that starts its turn in the webs or that enters them during its turn must make a DC 18 Dexterity saving throw. On a failed save, the creature takes 2 (1d4) piercing damage and is Restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its actions to make a DC 18 Strength check. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.



# THE LIBRARIAN

Medium undead, Lawful evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 49 (9d8 + 9)

**Speed** 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	17 (+3)	13 (+1)	12 (+1)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5, Religion +5

**Damage Immunities** fire

**Senses** passive Perception 11

**Languages** All

**Challenge** 4 (1,100 XP)

**Dark Devotion.** The Librarian has advantage on saving throws against being charmed or frightened.

**Spellcasting.** The Librarian is a 7th-level spellcaster. Its spell casting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Librarian has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *shocking grasp*

1st level (4 slots): *mage armor*\*, *burning hands*, *shield*\*, *disguise self*\*

2nd level (3 slots): *hold person*, *invisibility*\*, *mirror image*\*

3rd level (3 slots): *blink*, *fireball*

4th level (1 slot): *phantasmal killer*\*

\*Illusion or abjuration spell of 1st level or higher

**Soul Exchange (Mythic Trait; Rechargers after a Short or Long rest).** If the Librarian is reduced to 0 hit points he doesn't die or fall unconscious. Instead, he regains 49 hit points and regains all his spell slots of 1st and 2nd level.

## ACTIONS

**Quarterstaff. Melee Weapon Attack:** +1 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

## MYTHIC ABILITY

If the Librarian's Mythic Trait is active, he can use the ability below.

**After Image.** Whenever the Librarian casts an illusion or abjuration spell of 1st level or higher, he teleports up to 30 feet to an unoccupied space that he can see. He also becomes invisible and projects an illusory image that makes the Librarian appear to be in his previous location until the start of his next turn. A creature that uses its action to examine the image can determine that it is an illusion with a successful DC 13 Intelligence (Investigation) check.

Art CC0

## THE LIBRARIAN

This ghastly figure resides in the Forgotten Library, collecting knowledge and souls. No one really knows what his true purpose is. Letters that bring unsuspecting adventurers to his lair with unknown magic are part of the tales that mothers tell their children when they misbehave.

He is said to observe with keen interests those who venture inside the walls of his house. Bringing their worst fears to life, agitating them, turning them against one another. In addition he dabbles in necromancy, not quite alive himself, experimenting on the corpses of deceased creatures, to create new toys for him to play with.

Despair is the name of the game, and he intends on winning.



# BLOOD STAGS

"Run!" yelled the father before slicing his own wrists.

## ORIGIN

Blood Stags are known to roam the deep and lush forests of the world. The most common theory explains that their voracious tendencies for humanoid blood, elven in particular, could be explained by a curse that plagues them. An unknown vampire lord tried to strengthen his armies, experimenting on a herd of stags and deers. In his experiments, he modified the genome of the creatures using dark forces, and even darker pacts. Seeing failure after failure, his subjects dying one after the other, he chose to release them and move his focus to something more productive.

But the curse was latent. Carried in the genes of these originals stags, it would manifest at random, instantly killing the beast and bringing it back as a terrifying monster. Due to its inheritable nature, this curse has yet to be neutralized.

## BEHAVIOR

Blood Stags are lonely specimens, mostly due to the fact that when their mutation manifest they devour their whole herd, not even sparing their own children, leaving themselves alone in the world.

From there they start hunting, starting with other large herbivores, until they inevitably taste humanoid flesh; perhaps a group of hunters contracted to hunt it, or simply perhaps some unfortunate travelers; and get addicted to it.

Once a Blood Stag has feasted enough, its curse progresses further turning them into an Albino Bloodstags. These monsters tear through flesh, leaving a trail of blood in their path. Once an Albino Bloodstag has been spotted, most villages go into high alert, closing their gates, until the threat has been dealt with.

## BLOOD STAG

*Medium monstrosity, Evil*

**Armor Class** 14

**Hit Points** 105 (14d8 + 42)

**Speed** 50 ft, fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	6 (-2)	14 (+2)	5 (-3)

**Skills** Athletics +5, Stealth +6

**Senses** darkvision 120 ft., passive Perception 12

**Languages** —

**Challenge** 4 (1,100 XP)

**Ambusher.** The blood stag has advantage on attack rolls against any creature it has surprised.

**Blood Call.** The blood stag can use a bonus action to teleport to a creature within 60 feet of it that doesn't have all its hit points and make one Impale Attack.

**Sunlight Sensitivity.** While in sunlight, the blood stag has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The blood stag makes two attacks, one with impale and one with its bite, it can replace the bite attack by a tail attack.

**Bite. Melee Weapon Attack:** +5 to hit, reach 5 ft., one willing creature, or a creature that is restrained by the blood stag, or incapacitated. **Hit:** 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the blood stag regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Impale. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) piercing damage and the target must succeed on a Strength saving throw DC 13 or be impaled by the antler and be grappled and restrained. The blood stag can restrain a maximum of 2 creatures in this manner. A restrained creature can use an action to repeat the saving throw, freeing itself on a success.

**Tail. Melee Weapon Attack:** +5 to hit, reach 10 ft., one target. **Hit:** 12 (2d8 + 3) bludgeoning damage.



## ALBINO BLOODSTAG

*Medium monstrosity, Evil*

**Armor Class** 17 (natural armor)

**Hit Points** 153 (18d8 + 72)

**Speed** 50 ft, fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	19 (+4)	9 (-1)	17 (+3)	5 (-3)

**Skills** Athletics +9, Stealth +9

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 13

**Languages** the language of the race it ate the most

**Challenge** 10 (5,900 XP)

**Ambusher.** The albino bloodstag has advantage on attack rolls against any creature it has surprised.

**Blood Call.** The albino bloodstag can use a bonus action to teleport to a creature within 60 feet of it that doesn't have all its hit points and make one Impale Attack.

**Sunlight Sensitivity.** While in sunlight, the albino bloodstag has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The albino bloodstag makes three attacks, only one of which can be a bite attack.

**Bite. Melee Weapon Attack:** +9 to hit, reach 5 ft., one willing creature, or a creature that is restrained by the blood stag, or incapacitated. **Hit:** 6 (1d6 + 3) piercing damage plus 13 (2d12) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the blood stag regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Impale. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) piercing damage and the target must succeed on a Strength saving throw DC 17 or be impaled by the antler and be grappled restrained. The blood stag can restrain a maximum of 3 creatures in this manner. A restrained creature can use an action to repeat the saving throw, freeing itself on a success.

**Tail. Melee Weapon Attack:** +9 to hit, reach 10 ft., one target. **Hit:** 14 (2d8 + 5) bludgeoning damage.

**Spine burst (recharge 5-6).** The albino bloodstag unleashes the wooden protrusions on its back, all other creatures in a 20 feet radius centered on the albino bloodstag must succeed on a Dexterity saving throw DC 17 or take 31 (7d8) piercing damage, or half as much on a success.

Art by Dean Spencer





# SWEETHEART

*Beware the lone laughter in the night...*

I hate it when my brother Charlie has to go away. My parents constantly try to explain to me how sick he is. That I am lucky to be normal. When I complain about how bored I am without a little brother to play with, they try to make me feel bad by pointing out that his boredom likely far surpasses mine, considering his confine to a dark room in an institution. I always beg for them to give him one last chance. Of course, they did at first. Charlie has been back home several times, each shorter in duration than the last.

Every time without fail, it all starts again. The neighborhood cats with gouged out eyes showing up in his toy chest, my dad's daggers found dropped on the baby playground in the park across the street, mom's medication replaced by bits of poison. My parents are hesitant now, using "last chances" sparingly. They say his disorder makes him charming, makes it easy for him to fake normalcy, and to trick the doctors who care for him into thinking he is ready for rehabilitation. That I will just have to put up with my boredom if it means staying safe from him.

I hate it when Charlie has to go away. It makes me have to pretend to be good until he is back.

## SWEETHEARTS ORIGINS:

Born from the spirits of particularly abused children, the sweethearts are sweet only in name. Hellbent on revenge, they seek to destroy any family they encounter, believing that family only brings suffering and pain. The spirits are born from children that suffered traumatising physical abuse, leading to an unfair death. In their dying breath crave revenge, and revenge they take.

## BEHAVIOR:

Sweethearts target the most vulnerable of family members, children. They possess them and make them act in ways that brings chaos in the family's home, but never in a direct fashion. Always subtle, they try to frame the crimes they committed on other members of the family. A once nice child loved by the village is now believed to be the cause of many poisoning attempts, animal violence, making the villagers distrustful and violent towards the innocent one, perpetuating the cycle of hatred.

## AFTERMATH OF CHAOS

Because they gain access to all the memories of the person they possess, they know exactly how to act to bring the most suffering and death. Once they consider that they caused enough destruction, they leave the body, leaving a scarred child behind. Sweetheart then return to hide in the ethereal plane, until the next new moon where they try to possess another being.

# SWEETHEART

*Small undead, any evil*

**Armor Class** 11

**Hit Points** 35 (10d6)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any languages it knew in life

**Challenge** 3 (700 XP)

**Ethereal Sight.** The Sweetheart can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The Sweetheart can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. **Body Snatcher.** As an action, the Sweetheart can project his essence in the body of a humanoid of size small or smaller within 10ft of it. The target must succeed a DC 13 Wisdom saving throw or be possessed by the Sweetheart. Once the sweetheart uses this ability successfully he cannot use it again until a new moon has passed.

Its game Statistics are replaced by the Statistics of the target, but it retains its Alignment, personality, and Intelligence, Wisdom, and Charisma scores. It also retain all of your skill and saving throw Proficiencies, in addition to gaining those of the target. If the humanoid has the same proficiency as it and the bonus in its stat block is higher than its own, it uses the creature's bonus instead of its own. It also gains access to all the creatures knowledge.

A possessed humanoid has no control over its body, and can only watch passively the actions the Sweetheart commits in its name. The possession lasts until the body drops to 0 hit points, the Sweetheart ends it as a bonus action, or the Sweetheart is forced out by an effect like a *remove curse* spell. When the possession ends, the Sweetheart reappears in an unoccupied space within 5 ft. of the body. The target is immune to this Sweetheart's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

## ACTIONS

**Multiattack.** The Sweetheart makes two attacks.

**Withered Caress. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 10 (3d4 + 3) necrotic damage.

**Etherealness.** The Sweetheart enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.



# ICE WALKER

They never stopped.

Despite their wounds, despite the cold, despite the death surrounding them. She told them to protect her, and they would sacrifice everything to that end, even their own life, even their own soul.

TARGAL BEARKIN

## ICE WALKER

Medium humanoid (undead), neutral evil

**Armor Class** 11 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	15 (+2)	3 (-4)	7 (-2)	5 (-3)

**Skills** Athletics +4, Survival +2

**Damage Resistances** cold

**Condition Immunities** poisoned

**Senses** passive Perception 8

**Languages** Draconic

**Challenge** 1/2 (100 XP)

**Undead Fortitude.** If damage reduces the ice walker to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the frozen zombie drops to 1 hit point instead.

**Frozen Curse.** If the ice walker kills a humanoid, it raises as a new ice walker 1d4 minutes later.

### ACTIONS

**Multiattack.** The ice walker makes two melee attacks one with its bite and one with its claw

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must succeed a DC 12 or have their speed slowed by 10 feet for one minute as ice encases them. If the target's speed reaches 0, they are fully enveloped by ice and are considered petrified but can still be damaged by the frozen zombie. Exposing the creature to a source of heat (campfire, chimney,...) for 1 minute frees them from this condition.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.



### ORIGIN:

The Ice Walkers were created by corrupted hags thousands of years ago as a form of protection against dwarfs and humans who were walking and destroying their territory. The Ice Walkers were originally humans themselves, before being captured by the hags, killed by hanging in the frigid waste, and resurrected as cursed beings. Since this first ritual Ice Hags continue to create more of them to expend their protection, when the ice walker themselves don't spread the curse further.

### BEHAVIOR:

Not quite as mindless as regular zombies, ice walkers listen entirely to orders given to them by ice hags, devoting their bodies and souls to their mistress. Regardless of the possible harm they put their body in, they follow orders, their loyalty lying beyond human understanding.



# HYPNOSPHERX

Beware traveler, for these dreams are real indeed.

## ORIGINS

Sometimes sphinxes have offspring that grow unsupervised, left to their own devices these creatures don't always turn into paragon of truth like their forefathers. Instead some, pushed by malicious intent, or perhaps simple infantile greed, warp their magic to bend the world to their will. Weaving illusions to lure in unfortunate individuals or sometimes entire villages in endless reveries, these hypnosphinxes then take everything from their victims.

## THE PRICE OF GREED

Due to their vicious intention, their body, although similar in appearance to that of a normal sphinx sworn to truth, has been affected by the corruption in their heart, and has weakened. They are less strong and resilient, their wings don't function well, but they hide these fact behind powerful illusions that they bring to life. Elder hypnosphinxes have found a way around their weakness, using illusions to empower their body.



## HYPNOSPHERX

*Large monstrosity, lawful neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 40 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	14 (+2)	16 (+3)	19 (+4)

**Saving Throws** Con +6, Wis +6

**Skills** Arcana +5, Perception +6, Religion +8

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 16

**Languages** All

**Challenge** 5 (1,800 XP)

**Inscrutable.** The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

**Living Illusions.** The illusions that the hypnosphinx creates are tangible. When it cast the spell *major illusion* to create a creature, if the creature created is that of a CR 3 or lower it becomes real. The illusion rolls its own initiative and can attack anyone of the sphinx's choosing. The living illusion however only has 1 hit point and its AC is equal to 14, but has all the other statistics of the creature its modelled after. It vanishes if the sphinx loses concentration.

**Magic Weapons.** The sphinx's weapon attacks are magical.

**Spellcasting.** The sphinx is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following spells prepared:

Cantrips (at will): *sacred flame*, *minor illusion*, *thaumaturgy*  
1st level (4 slots): *command*, *detect evil and good*, *detect magic*

2nd level (3 slots): *mirror image*, *zone of truth*

3rd level (3 slots): *dispel magic*, *hypnotic pattern*, *major image*

4th level (1 slots): *hallucinatory terrain*

## ACTIONS

**Multiattack.** The sphinx makes two claw attacks.

**Claw. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target.  
**Hit:** 9 (1d10 + 4) slashing damage.

**Roar (2/Day).** The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

**First Roar.** Each creature that fails a DC 14 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Second Roar.** Each creature that fails a DC 14 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



# ELDER HYPNOSPHERX

*Large monstrosity, lawful neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	18 (+4)	19 (+4)	21 (+5)

**Saving Throws** Con +8, Int +8, Wis +8

**Skills** Arcana +8, Perception +8, Religion +12

**Damage Immunities** psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 18

**Languages** All

**Challenge** 12 (8,400 XP)

**Inscrutable.** The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

**Dream Devourer.** The illusions that the elder hypnosphinx creates empower it. While it is concentrating on an illusion spell, it gains a +2 bonus to AC and saving throws. In addition any target affected by an illusion spell that it has casted loses 2d10 hit points at the beginning of their turn and the elder hypnosphinx regains that many hit points.

**Magic Weapons.** The sphinx's weapon attacks are magical.

**Spellcasting.** The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following spells prepared:

Cantrips (at will): *sacred flame, minor illusion, thaumaturgy*  
1st level (4 slots): *command, detect evil and good, detect magic*

2nd level (3 slots): *mirror image, zone of truth*

3rd level (3 slots): *dispel magic, hypnotic pattern, major image*

4th level (3 slots): *hallucinatory terrain, phantasmal killer*

5th level (2 slots): *dream, mislead*

6th level (1 slot): *mental prison*

## ACTIONS

**Multiattack.** The sphinx makes two claw attacks.

**Claw. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target.  
**Hit:** 9 (2d8 + 5) slashing damage.

**Roar (2/Day).** The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

**First Roar.** Each creature that fails a DC 16 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Second Roar.** Each creature that fails a DC 16 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





## THE GRIM HUNTER

Medium undead (elf), lawful evil

**Armor Class** 19 (natural armor)

**Hit Points** 129 (14d8 + 56)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	23 (+6)	18 (+4)	15 (+2)	17 (+3)	22 (+6)

**Saving Throws** Dex +11, Wis +8

**Skills** Deception +11, Insight +8

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons, necrotic, poison

**Senses** darkvision 300 ft., passive Perception 13

**Languages** Common, Elvish, Infernal

**Challenge** 15 (13,000 XP)

**Partial Magic Immunity.** The hunter can't be affected or detected by spells of 4th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

**Magic Weapons.** The hunter weapon attacks are magical.

**Innate Spellcasting.** The Hunter's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *misty step*, *mage hand*, *minor illusion*

3/day each: *detect magic*, *invisibility*, *suggestion*, *darkness*

1/day each: *dominate person*, *fly*, *plane shift*, *synaptic static*

**Grim Strikes.** The hunter can augment the power of his weapons, at the start of his turn he can select one of the following abilities to infuse his weapons with. His next hit is improved (Note: this does affect his Hail of Arrows action). He cannot use the same ability two rounds in a row.

- **Constraining strike:** The hunter next hit with a weapon attack deals an additional 2d6 piercing damage and the target must succeed a DC 19 Strength saving throw or be restrained until the start of the hunter's next turn.

In the distance you hear an ethereal voice: "The king has sent me after you, you have a debt to pay, either you come with me, either you'll pay in blood." He chuckles. "Oh and one thing, a proof of the seriousness of the request, here this is for you" as he throws something wrapped in linens. As you open it, you realise with horror its the severed hand of someone. "This one belongs to your brother, if you don't want to find his head in a similar wrapping, I suggest you follow along, but I beg you, please resist, it only makes the hunt more fun for me." he says chuckling.

- **Blinding strike:** The hunter next hit with a weapon attack deals an additional 2d6 necrotic damage and the target must succeed a DC 19 Constitution saving throw or be blinded until the start of the hunter's next turn.

- **Thunderous strike:** The hunter next hit with a weapon attack deals an additional 2d6 thunder damage and the target and all creatures within 5 feet of it (other than the hunter) must succeed a DC 19 Strength saving throw or be knocked back 15 feet and fall prone.

- **Banishing strike:** The hunter next hit with a weapon attack deals an additional 1d6 psychic damage and the target must succeed a DC 19 Charisma saving throw or be banished into a harmless demi-plane where it is incapacitated, until the start of the hunter's next turn.

### ACTIONS

**Multiattack.** The hunter makes three attacks

**Longbow (sniper).** Ranged Weapon Attack: +11 to hit, range 300/900 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

**Dagger.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 6) bludgeoning damage.

**Hail of Arrows (Recharge 6).** The hunter fires a never ending stream of arrows in a 60-foot cone in front of him. All creatures in that area must make a DC 19 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The hunter can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hunter regains spent legendary actions at the start of his turn.

**Attack.** The hunter makes one weapon attack.

**Teleport.** The hunter teleports up to 30 feet to an unoccupied space that he can see.

**Infused Strike (Costs 2 actions).** The hunter uses his Grim Strikes ability and then makes one weapon attack.

Art by Bob Greyvenstein



# WAX ELEMENTAL

## SPARK OF GENIUS

Unlike most elementals, wax elementals possess an intellect similar to that of a human being, making them the perfect creations for infiltration missions. Devoted to their creators, gnomes were sure of wax elemental's loyalty, unlike the one granted by paying for the services of shapechangers.

## FAILED EXPERIMENT

This intellect was also the downfall of the gnomes who created them. Realizing that they were used against their will, wax elementals rebelled, and thanks to the sheer number of them that was created, did so successfully, earning their freedom, choking their masters to death in the process.

## ROAMING VAGABONDS

Wax elementals now roam the lands, disguised as any possible humanoids, staying away from the fires that would reveal their true nature. Their existence is one of misery, as they can never truly feel emotions that renders life so humane, aware of their own limitations, some move forth. Some of them lose self control, and go rampant, devouring all life that they encounter to fuel their endless hunger for life. These Consuming Wax Elementals represent a far bigger threat, and shouldn't be taken lightly, although most are not made aware of their presence before it is too late.

### NOTE:

*When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.*

Creatures choking refers to that rule

# WAX ELEMENTAL

*Large elemental, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	11 (+0)	7 (-2)	9 (-1)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 8

**Languages** Gnomish

**Challenge** 5 (1,800 XP)

**Coated Strikes (activates after taking fire damage).** For 3 rounds after taking fire damage, the wax elemental melee weapon attacks deals an additional 2d4 fire damage with each hits (included in the stat block) and each times it strikes a creature, that creature must make a DC 14 Dexterity saving throw or be affected by the *slow* spell until the end of its next turn. For the duration the elemental sheds bright light in a 20-foot radius and dim light in an additional 20 ft. The elemental also takes 2d4 necrotic damage at the start of each of its turn, and its speed is halved.

**Malleable Body.** The wax elemental can use its action to polymorph into a medium humanoid or smaller, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies or takes fire damage.

**Wax Form.** The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) bludgeoning damage and starts choking as the wax fills its lungs. A creature can escape the space of the Wax elemental by expending 15 feet of movement, if it does so, it can breath again.

## ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage and 5 (2d4) fire damage if Coated Strikes is active.

Yes, I know of wax elementals, or how I like to call them, gnomish inventions gone wrong...

SERAPHINE RHIMMY

Art by Dean Spencer



# CONSUMING WAX ELEMENTAL

Medium elemental, neutral

**Armor Class** 17 (natural armor)

**Hit Points** 117 (18d8 + 22)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	14 (+2)	7 (-2)	9 (-1)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 8

**Languages** Common, Gnomish

**Challenge** 7 (2,900 XP)

**Coated Strikes (activates after taking fire damage).** For 3 rounds after taking fire damage, the wax elemental melee weapon attacks deals an additional 2d4 fire damage with each hits (included in the stat block) and each times it strikes a creature, that creature must make a DC 15 Dexterity saving throw or be affected by the *slow* spell until the end of its next turn. For the duration the elemental sheds bright light in a 20-foot radius and dim light in an additional 20 ft. The elemental also takes 2d4 necrotic damage at the start of each of its turn, and its speed is halved.

**Magic Weapons.** The elemental's attacks are magical.

**Malleable Body.** The wax elemental can use its action to polymorph into a medium humanoid or smaller, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies or takes fire damage

**Wax Form.** The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) bludgeoning damage and starts choking as the wax fills its lungs. A creature can escape the space of the Wax elemental by expending 15 feet of movement, if it does so, it can breath again.

## ACTIONS

**Multiattack.** The elemental makes three attacks, only one of which can be Devour.

**Devour. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) bludgeoning damage and 5 (2d4) fire damage if Coated Strikes is active. In addition if the target is size Medium or smaller it must succeed a DC 15 Strength saving throw or that creature is swallowed. While swallowed, the creature is blinded restrained and starts choking on wax, it has total cover against attacks and other effects outside the elemental, and it takes 7 (3d4) fire damage at the start of each of the elemental's turns if the Coated Strike ability is active. If the elemental takes 20 damage or more on a single turn from a creature inside it, the elemental must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the elemental. If the elemental dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone. The elemental can only have one devoured creature at a time.

**Slam. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage and 5 (2d4) fire damage if Coated Strikes is active.





Art CCO

## KRAMPUS

... Yes the delightful screams of cooking children, roast them alive just the right amount and their meat will be absolutely delicious. You can eat them raw as well, but I find that it leaves some annoying filaments between my teeth ...

Some enjoy finding gifts under the tree, especially Krampus, because it means he'll find soft and delicious children there.

DAMARI MOBRA

## KRAMPUS

Large fiend, Neutral Evil

**Armor Class** 13 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

**Skills** Deception +3, Stealth +3

**Damage Immunities** cold

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common, Infernal

**Challenge** 4 (1,100 XP)

**Keen Smell.** Krampus has advantage on Wisdom (Perception) checks that rely on smell.

**Snow Camouflage.** Krampus has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

**Sense Bad Deed.** If a child commits a bad deed within 5 miles of Krampus, Krampus knows his exact location at all times for a year.

### ACTIONS

**Multiattack.** The Krampus makes two attacks. One with his Claws and one with his Tongue. He can replace the Tongue attack for Abduct.

**Claw. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

**Tongue. Melee Weapon Attack:** +6 to hit, reach 10 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage and 2 (1d4) acid damage, and the target must succeed a DC 14 Strength saving throw or be grappled by the tongue. While Krampus is grappling a creature this way, he cannot attack with his tongue.

**Abduct.** Krampus puts one target he is grappling inside his bag. The abducted target is Grappled, Blinded, Restrained, and unable to breathe, and it must succeed on a DC 11 Constitution saving throw at the start of each of Krampus' turns or take 10 (2d8 + 1) bludgeoning damage as the bag crushes them. If Krampus moves, the abducted target moves with it. Krampus can have up to four small creatures in the bag, or two medium ones.

### REACTIONS

**Feast (Recharge 5-6).** As a reaction to falling to 0 hit point or below, Krampus can quickly use his tongue to devour a creature inside the bag. The creature takes 15 (2d10 + 4) piercing damage and falls prone outside the bag in a space adjacent to Krampus, as Krampus chews it and regains that many hit points.



# CARNIVAL DEVOURER

Every year the carnival comes to town, but sometimes something rotten comes along with it...

## BEHAVIOR

Carnival devourer are monsters that disguise themselves as teenagers, roaming the towns looking for prey. They bond with other teenagers, whereupon they offer to do something cool, where adults can't bother them, and go to the carnival. Once their the Devourer lures them in the darkest and deepest corners, with promises of grandiose amusement. Once alone, he shifts back and slashes the poor humanoids to pieces, before feasting on their flesh.

## TACTICS

The devourer is an ambusher that will always try to surprise his preys, to score phenomenal critical hits, focusing on a single target until it dies. Making use of its invisibility if needed to run away and come back another day.

Art CC0



## CARNIVAL DEVOURER

*Large monstrosity, evil*

**Armor Class** 15 (natural armor)

**Hit Points** 105 (14d10 + 28)

**Speed** 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +4, Stealth +7

**Senses** darkvision 60 ft., passive Perception 14

**Languages** -

**Challenge** 5 (1,800 XP)

**Keen Sight and Smell.** The carnival devourer has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Blood Frenzy.** The carnival devourer has advantage on melee attack rolls against any creature that isn't at maximum hit points.

**Dread Ambusher.** The carnival devourer has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit that the carnival devourer scores against a creature that is surprised is a critical hit.

**Shapechanger.** The carnival devourer can use its action to polymorph into a humanoid teenager, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

## ACTIONS

**Multiattack.** The carnival devourer makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Vorpal Claws.** A carnival devourer's saw-like claws excel at dismembering prey. When the mahoru scores a critical hit, the target must succeed on a DC 15 Strength saving throw or lose an appendage. Roll on the following table for the result:

- 1-2: right hand
- 3-4: left hand
- 5-6: right foot
- 7-8: left foot
- 9: right forearm
- 10: left forearm
- 11: right lower leg
- 12: left lower leg

**Invisibility (Recharge 6).** The carnival devourer magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the carnival devourer wears or carries is invisible with it.



# NAMELESS KING

*Huge giant, neutral*

**Armor Class** 16 (scale mail)

**Hit Points** 253 (22d12 + 110)

**Speed** 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

**Saving Throws** Str +14, Con +10, Wis +9, Cha +9

**Skills** Arcana +8, Athletics +14, History +8, Perception +9

**Damage Resistances** cold

**Damage Immunities** lightning, thunder

**Senses** passive Perception 19

**Languages** Common, Giant

**Challenge** 15 (13,000 XP)

**Aggressive.** As a bonus action, the Nameless King can move up to his speed toward a hostile creature that he can see.

**Amphibious.** The king can breathe air and water.

**Battle Synergy.** While mounted, the Nameless King and the King's Mount can exchange initiative (no action required) at the beginning of the round.

**Innate Spellcasting.** The king's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic, earthbind, feather fall, levitate*  
3/day each: *control weather, water breathing*

**Last Stand (Mythic Trait; Recharges after a Short or Long rest).** If the Nameless King's mount dies, the Nameless King absorbs its essence to empower himself for the rest of the fight. He regains 126 hit points and all lightning damage that he deals now deals maximum damage instead of rolling. He also gains resistance to bludgeoning, piercing, and slashing damage.

## ACTIONS

**Multiattack.** The king makes two glaive attacks.

**Glaive.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage.

**Heaven Piercer.** The Nameless King shove his glaive forward, creating a powerful gust of wind that pierces everything in its path. Each creatures in a 200-foot-long and 5-foot-wide line must succeed on a DC 22 Constitution saving throw or take 39 (6d12) piercing damage.

**Storm Hammer (Recharge 5-6).** The king points a finger at a point he can see within 300 feet of him. A colossal hammer of lightning crashes down from the heavens on that location. Each creatures in a 30 feet radius from the point of impact must succeed on a DC 17 Dexterity saving throw taking 18 (4d8) lightning damage and 18 (4d8) bludgeoning on a failure or half as much on a success. The action damages objects in the area and deals triple damage to objects and structures.

## LEGENDARY ACTIONS

The Nameless King can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Nameless King regains spent legendary actions at the start of its turn.

**Strike.** The Nameless King makes one glaive attack.

**Heavenly Wings (Costs 2 Actions).** The Nameless King causes his mount to use its Wing Attack action.

**Storm Hammer (costs 3 Actions).** While mounted, the Nameless King recharges his Storm Hammer ability and uses it.

## MYTHIC ACTIONS

If the Nameless King's mythic trait is active, he can use the options below as legendary actions.

**Swift Strike.** The Nameless King makes one glaive attack and then moves up to half his speed.

**Fury of the Fallen (Costs 2 Actions).** The Nameless King attempts to pierce a creature with righteous rage. He makes a glaive attack against a creature. On a hit, the creature takes the damage and is impaled, lifted up. Lightning falls on it, dealing 36 lightning damage to it, and the creature is then thrown away up to 10 feet, where it falls prone.



# KING'S MOUNT

*Gargantuan monstrosity (roc), unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 279 (18d20 + 90)

**Speed** 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

**Saving Throws** Dex +4, Con +9, Wis +4, Cha +3

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** —

**Challenge** 12 (8,400 XP)

**Keen Sight.** The King's Mount has advantage on Wisdom (Perception) checks that rely on sight.

**Battle Synergy.** While mounted, the rider and the King's Mount can exchange initiative (no action required) at the top of the round.

**Evasive Maneuvering.** When under half its hit point maximum, the King's Mount can use the Disengage action as a bonus action.

**Loyal Mount.** The King's Mount has only one person that can ride it, from birth till death. This rider has an unbreakable bond with the creature, and while riding it the rider can't be dismounted against its will. In addition while mounted, the rider gains a +1 bonus to AC and Saving Throws, and it has resistance to all damage. Also, each time the rider takes damage, the King's Mount take the same amount of damage.

**Reactive Protection.** The King's Mount has 3 extra reactions that it can use only for its **Self Sacrifice** ability.

## ACTIONS

**Multiattack.** The King's Mount makes two attacks: one with its beak and one with its talons.

**Beak. Melee Weapon Attack:** +13 to hit, reach 10 ft., one target. **Hit:** 27 (4d8 + 9) piercing damage.

**Talons. Melee Weapon Attack:** +13 to hit, reach 5 ft., one target. **Hit:** 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the King's Mount can't use its talons on another target.

**Wing Attack.** The King's Mount beats its wings. Each creature within 15 feet of the King's Mount must succeed on a DC 21 Dexterity saving throw or take 25 (3d10 + 9) bludgeoning damage and be knocked prone. The King's Mount can then fly up to half its flying speed.

## REACTIONS

**Self Sacrifice.** When the King's Mount's rider is targeted by an attack roll, the King's Mount can make itself the new target.

Art by Warm\_Tail



"So you walk eternally through the shadow realms, standing against evil where all others falter. May your thirst for retribution never quench, may the blood on your sword never dry, and may we never need you again"

## ROYAL INCINERATOR

Large construct, unaligned

**Armor Class** 20 (natural armor)

**Hit Points** 231 (22d10 + 110)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	20 (+5)	12 (+1)	18 (+4)	22 (+6)

**Saving Throws** Con +11, Int +7, Cha +12

**Skills** Athletics +13, Perception +10, Survival +16

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

**Condition Immunities** blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** truesight 120 ft., passive Perception 20

**Languages** understands all but can't speak

**Challenge** 19 (22,000 XP)

**Battle Scars.** If the royal incinerator is killed by a creature before finishing its mission, when the royal incinerator comes back to life, it gains a +2 bonus to AC, saving throws, and attack and damage rolls. This effect stacks with each death until the mission is completed.

**Blaze of Glory.** The royal incinerator lights ablaze as a bonus action, taking 9 (2d8) necrotic damage at the start of each of their turns. Their weapon attacks deal an additional 10 (3d6) fire damage (included in the stat block). This effect lasts until the royal incinerator dies or extinguishes itself as a bonus action.

**Faultless Tracker.** The royal incinerator has advantage on Wisdom (Survival) checks to track humanoids, and damage it deals to them ignores resistances.

**Fire Absorption.** Whenever the royal incinerator is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

**Magic Resistance.** The royal incinerator has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The royal incinerator's weapon attacks are magical.

**Unfaltering.** The royal incinerator is immune to any spell or effect that would alter its form and it isn't affected by spells of the enchantment or illusion schools of magic.

**Rejuvenation.** As long as its brazier is lit, a destroyed royal incinerator gains a new body in 1d4 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the brazier.

## ACTIONS

**Multiattack.** The royal incinerator makes two melee attacks.

**Impale. Melee Weapon Attack:** +13 to hit, reach 5 ft., one target. **Hit:** 25 (4d8 + 7) piercing damage plus 10 (3d6) fire damage. The target must succeed on a DC 21 Strength saving throw or be restrained by the blade and take 10 (3d6) fire damage at the start of each of their turns. The royal incinerator can then only use slam attacks, until it summons its sword back to it as a bonus action, freeing the target. The target, or an ally of them, can use their action to remove the blade, freeing themselves.

**Slam. Melee Weapon Attack:** +13 to hit, reach 5 ft., one target. **Hit:** 23 (3d10 + 7) bludgeoning damage and 10 (3d6) fire damage.

**Sword. Melee Weapon Attack:** +13 to hit, reach 5 ft., one target. **Hit:** 25 (4d8 + 7) slashing damage and 10 (3d6) fire damage.

**Cleansing Fire (Recharge 5-6).** The royal incinerator exhales fire in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 63 (14d8) fire damage on a failed save, or half as much damage on a successful one.

Art by Warm\_Tail



# Thank You !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

Cover by Dean Spencer

Each artist listed on the page of the respective art except for art on page 4, 13 and 47 by Warm\_tail; page 31 by Bob Greyvenstein; page 35 by Dean Spencer

And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS, AND  
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DoveSmooth Xeon Isaac Frank Ryan Wolfe Kilian Tyler Duncan  
H Paul Haberman John Glass Caden Morton Ronald W Taylor II  
Akodo Morgan Menzies Matthias Vandaele Christopher  
Dodman Top-Gun5391 Justin Hinton Phorax1 Blake Robison  
NeoDorito Enhinder Morath Dasterdly DM fate3522 . Endriw Da  
Fontoura UjustGotPWNED Jose De Jesus Ross Salerno Disney  
In Honesty Olivia Miller Fiona Gröschel NAJI Tyler Sipes Sergio  
Vilches Noah Walker Curtis Li Daydreamer Nichole Frederick  
Tire1889 Exoleus Guy Shalom Chetrit Kerrington S Moore  
Benjamin Lund Karl Betcher Grynk Grynkleton  
BurlyJourneyman ShatteredSilence garry jewell James  
Sypherd Isaac Warren gdRios24 Simon Wego Rafael Contatori  
Somber Pines Dru Pikula michael bramer Randy Robinson ian  
greene Julian Laresch Scubaroo Leon Flanagan Steven  
Schleich Donavyn Jorgensen Snorre#0506 Tre Hall Lady  
Valerian William N Zacharia Williams Daniel Galron John  
Fortman Joshua kelly Hamilton

Curtis Alex Saunders James Myers A.J. Elko William Biss  
Daniel Vasquez Rebs Maxfield Anderson Dan Goodman Jo  
Anne Johnson Kopong Limson Dominic Grimes Helios  
Hyperion Craig Nelson Brian Van Hyfte Michael Baggett Ethan  
Copeland James Truman James Makkyla david raistrick  
Sidney Oser Erik Woodwick Truman Jones Oskar Jahr rolei  
Barry Satterfield Travis Hilt Joe Arnall Shadowmaster69 David  
Nguyen Nathaniel Cook Zach Abati Alec Jewett Goligrath  
NativeRunner theBGgruff Jamie Freeburn Kara Holden Liam  
Sharpie Matthew Duda William Robinson Jacob Colenso Ben  
Healy Chika Setrance Tyler Sherrod Justin Farley Andrew  
Deaton austin luffman Gregory Laporte Oliver Küsel Austin  
Grindy Chris D&D Hub Legalize the Purge Peter Schmidt Ferron  
Kockelkoren Sebastian Considine Erik Johnson Alexander  
McDowell ravenquothe

Justin Hardman David Kupert Brendan Gibbons Aaron  
Betsalel Zhuul Michael E Raykhlin Fantasticat Alex Cavendish  
Matteo Mazza Ian Hammond Pedro Miralles Soler Marques  
DiNapoli Bryan Stroud Brandon Enos Jesse Hollow Fasching  
Christian Alessandro Nosenzo Tomas G Thomas Steele  
Giordano Dipino-Forino Anthony Andre Cus85 Sean Halpin  
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Justin Greer Batey Grassl Rezu - Danny J Wilson Brandon  
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Mulkern Matt Wilson Sarah M Dillon Adam Yardley Brandon  
Webb David Leathers Tyler White Mark Funkey Kishpa  
Nick Booty jermy taylor Sean mcneilly Victoria Perez Kenz  
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Douglas Skiba obeachkk spookyhardy Andrew Kingzett  
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NotoriousOZB Quben0 Phantomizer julien Groulx Thiskid4019  
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