



VEIL OF THE ETERNAL NIGHT

HARKER'S GUIDE TO
VAMPIRE HUNTING



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TABLE OF CONTENTS

PREFACE	4
----------------------	----------

CHAPTER 1:

FEAR AND SANITY	5
------------------------------	----------

Sanity.....	5
Fear Threshold	5
Havens & Shrines.....	6
Psyche Talents.....	6

CHAPTER 2:

RACES & BACKGROUNDS	14
--------------------------------------	-----------

Races.....	14
Batfolk	14
Dhampir	16
Gretchling	19
Hellspawn	21
Backgrounds	23
Bartender.....	23
Blacksmith	24
Courtesan.....	25
Mortician	26

CHAPTER 3:

CLASSES	28
----------------------	-----------

Barbarian: Branded.....	28
Bard: Infernal Archives	30
Cleric: Mythology.....	31
Druid: Tarot	34
Fighter: Curseblade.....	39
Fighter: Descendant.....	43
Monk: Gravedigger	45
Monk: Penitent.....	47
Paladin: Hellbound	48
Paladin: Saints	50
Ranger: Vampire Hunter	52
Rogue: Dark Jester.....	54
Rogue: Sleuth	56
Sorcerer: Aranea	58
Warlock: Demon Soul	60
Warlock: Nightcomer	63
Warlock Invocations.....	64
Wizard: Occultism.....	65
Vampire Class.....	67
Werecreature Class.....	76

CHAPTER 4

EQUIPMENT	85
------------------------	-----------

Armor Enhancements.....	85
Weapons	85
Specialty Ammunition.....	86
Consumables.....	86
Magic Items	86

CHAPTER 5:

LEGACY ARTIFACTS	95
-------------------------------	-----------

Ascalon, Spear of the Saints.....	95
Berzerker Armor	97
Blessed Wind, Sword of the Skies ..	98
Death's Shattered Scythe	99
Flesh Stitcher Manual	101
Heirloom Shield	103
Kaladbolg.....	105
Sovereign's Orb.....	107
Stake of the Tree	109
Stake Thrower	111
Throwing Crucifix	113
Tovare's Halo	115
Venator Whip	116

CHAPTER 6:

FEATS	118
--------------------	------------

CHAPTER 7:

SPELLS	121
---------------------	------------

CHAPTER 8

DISEASES	138
-----------------------	------------

Anthrax	138
Boilplague	139
Bubonic Plague	139
Chicken Pox	139
Common Cold.....	139
Danse Macabre.....	139
Dysentery.....	140
Gangrene	140
Influenza.....	140
Leprosy	141
Lycanthropy	141
Malaria.....	141
Pneumonia.....	141
Polio.....	142
Rabies	143
Scarlet Fever	144

Smallpox.....	144
Shingles	144
Tetanus	145
Tuberculosis	145
Typhoid.....	148
Vampirism	149

CHAPTER 9:

BESTIARY	151
-----------------------	------------

Abyssal Lurker.....	151
Avadri Bear	152
Clown	153
Corpse Blossom.....	154
Dullahan	155
Echoing Echelon	158
Eclipse Haunter.....	159
Eyesquito	160
Fear Eater.....	162
Fiends	163
Fleshwoven	166
Gargoyles.....	167
Gloomwhisperer.....	170
Hellcrafter	171
Hellspawn	172
Jotun.....	176
Kamelot Knight	179
Manticore (Croftian).....	181
M'l'ykkri	182
Needlebeak	187
Occult Maniac.....	187
Oculus.....	188
Plague Doctor	189
Plagueduster Warbler.....	190
Plague Rats	190
Plague Spreader.....	191
Reaper Bat	192
Shadowlurk.....	193
Toskur	193
Ponycorn	194
Unicorn	195
Vampires	196
Werewolves	204

PREFACE

The shadows stretch and blacken from the north.
A sliver of pale moonlight sighs through the clouds like a knife through ribs, eliciting the keening cries of wolves and lycans. Horrors from dark planes lurk in the orifices tethering our world to theirs, waiting to disembowel any unsuspecting prey.

Markets crawl with charlatans and cutpurses prowling for easy marks. In darkened alleys, brutish thugs pillage those unfortunate enough to stumble into their grasp. Corrupt watchmen turn a blind eye, or may even be in on the racket themselves. And there is no hope of salvation from the powers that be; near and far, town and kingdom bleed in anguish under the reign of their vampire lords.

Warlords amass horrid armies of the twisted creatures from Hell. Black knights from a faraway plane lord over their dominions.

The world is hurting.
The world despairs.
Can you offer it salve?
Can you offer it hope?

Delve into *Harker's Guide to Vampire Hunting* to take on the darkest horrors of Norspina, Shadowcroft, and Hell itself.

SET IN ANCERRA

This book's contents are set in the world of Ancerra, the official campaign setting for the MythCraft TTRPG. This campaign contains all of the information that you need to run the adventures herein, but if you wish to read more about Ancerra writ large, you can do so in the *MythCrafter's Guide*, available on DriveThruRPG or mythcrafttrpg.com.

Notably, this book uses sc instead of gp when measuring the costs of objects. The term sc refers to silver coins, the standard currency in Ancerra. When using any published D&D content with this campaign, you may convert gp to sc at a 1:1 ratio.

Note that in Ancerra, "Essence" is a term roughly correlating to the composition of a person's soul.



CHAPTER 1: FEAR AND SANITY

In *Veil of the Eternal Night*, even leveling is scary. *Veil of the Eternal Night* introduces Fear: a mechanic that represents the mental and psychological strain put on heroes for enduring horrific circumstances. At certain intervals throughout the game, you may gain Psyche Talents. they build upon one another, but impose hardships on your character.

SANITY

You gain a seventh ability score: Sanity (SAN). This represents your ability to endure terror. Sanity modifies Sanity ability checks (as with any other ability check). Your Sanity modifier contributes to your Fear Threshold.

Because you have an extra ability score to manage, if you use point buy, begin the game with 30 points during character creation or use the following adjusted standard array: 15, 14, 13, 12, 11, 10, and 8.

NEGATIVE SANITY

If your Sanity modifier is negative, subtract that number from your Fear Threshold. This will likely result in you gaining psyche talents every time you take a long rest.

FEAR THRESHOLD

Your Fear Threshold is a number that represents how much psychological strain you can endure at once. Your Fear Threshold is 1 + your SAN modifier (minimum 1).

Certain events cause you to gain 1 Fear:

- When you fail a Sanity check
- Certain abilities (monsters, etc.)
- Witnessing something terrifying (often a predetermined story moment)
- You finish a long rest while not in a Haven

Certain events cause you to remove 1 or more Fear:

- Certain abilities (spells, class features, etc.)
- Godly/supernaturally powerful boons (often predetermined story moments)
- Providing an offering or sacrifice to a Shrine
- Taking Psyche Talents remove a set amount of Fear, but these talents have negative consequences
- *lesser restoration* removes 1 Fear
- *greater restoration* removes all Fear, or removes 1 Psyche talent that does not have the Soul Scar tag

If your hero has Fear, this doesn't mean they are cowering and shivering in the corner. Heroes are dynamic characters, and fear can affect every hero differently. It can cause them to be irritable, paranoid, withdrawn, or even more determined and stubborn. Consider the Psyche Talents that your hero has and how that might impact their behavior in various circumstances. A paranoid hero will, for example, be less likely to trust new potential allies in a social situation, but will be a valuable asset when leading a party through a booby-trapped ruin.

EXCEEDING THE THRESHOLD

You may not gain any of the normal benefits of finishing a long rest if your current Fear exceeds your Fear Threshold. You can lose Fear through various means listed above, including by taking on Psyche Talents, or by using certain spells, such as *lesser restoration*. If you do not reduce your Fear before finishing a long rest, you do not gain its beneficial effects and suffer one level of exhaustion.

FEAR AND THE FRIGHTENED CONDITION

Despite their similar names, Fear and the frightened condition do not automatically interact with one another. The frightened condition does not cause you to gain Fear.

However, the ability to overcome the frightened condition can allow you to better withstand the arduous trials of adventuring.

If you have a feature, spell, or special ability which either removes or causes you to become immune to the frightened condition, you may use that feature any time you gain Fear. If you do, you ignore the Fear you would have gained, but doing so requires you to spend any actions, spell slots, material components, or other requirements normally associated with the feature, spell, or special ability.

You may only ignore Fear in this way once, regaining the ability to do so when you finish a long rest. You may only use features, spells, and special abilities in this way to prevent yourself from gaining Fear. Any effect which would remove the frightened condition from another creature or make them immune to the frightened condition does not allow you to help them ignore Fear in this way.

HAVENS & SHRINES

While Dracula's domain is a terrifying place, there are pockets of light and hope where heroes may draw comfort. Havens and Shrines allow you to counteract the worst effects of Fear.

HAVENS

While in a Haven, you do not gain Fear from taking a long rest.

SHRINES

Providing offerings or sacrifices to a Shrine can remove some amount of Fear. Most Havens also have Shrines. In the *Veil of the Eternal Night* campaign modules, Havens and Shrines will be clearly marked, along with the benefits the heroes gain from interacting with them, and any costs associated with doing so.

Below is an example Haven and three example Shrines. These are just a few examples of many that you may come across in *Veil of the Eternal Night*.

HAVEN: LOWLYROOT

Havens offer your heroes a safe place to spend the night. This is an example haven that you might use in an adventure.

LOWLYROOT

Lowlyroot is a hamlet consisting of a single inn, one workshop that houses both a blacksmith and a carpenter, and one watchtower surrounded by a vegetable garden. The citizens of Lowlyroot all live in the inn, but there are a few open rooms reserved for weary travelers.

Lowlyroot's population consists of eighteen people: two halfling families with two parents and three children each, and a large kleppin family.

Lowlyroot has a marble statue honoring a kleppin cleric named Acorn. Long ago, Acorn cast a divine ritual on this region, granting the following permanent effects within the watchtower and in the gardens around it:

Bounty: The garden magically produces enough food for ten people daily. Any excess food goes sour at the end of each day and is no longer edible.

Repel: Aberrations can never enter the garden or watchtower.

Lowlyroot is considered a Haven. The DM may include a Shrine, such as the Wishing Well (below), in Lowlyroot's gardens.

SHRINES

Here are a few example Shrines that your party might encounter on adventures. These Shrines are generic enough to be used in any dangerous adventuring area.

BLOOD ALTAR

An old altar of rusted iron and burnished bronze is decorated with filigree like ram's horns. Using this Shrine demands a sacrifice of fresh blood. A hero may lose hit points until they have one half of their maximum hit points (or lose one half of their current hit points if they already have fewer than or equal to one half their hit points). A hero that does so removes 2d4 Fear and their next Sanity check automatically succeeds without having to roll.

SPIDER-INFESTED GAZEBO

An old, run-down gazebo has the iconography of the Celestial Council carved into its posts. Perhaps you can find sanctuary here.

Entering the gazebo removes 1 Fear. However, there are also 2 swarms of insects and 1 giant spider that dwell in this gazebo. They do not fight the heroes directly, instead scurrying into tiny underground nests or climbing up nearby trees, rendering the area unsuitable to rest.

If the heroes manage to kill all the bugs, then the gazebo counts as a Haven. A hero that finishes a short or long rest in this Haven has a 75 percent chance of removing 1 Fear (roll percentile dice).

WISHING WELL

A crumbling stone well has glittering coins in its watery depths. A hero may throw between 1 and 100 sc into the well. Roll percentile dice. If the die roll is equal to or less than the number of coins thrown into the well, the hero removes 1 Fear and regains 1d10+5 hit points. On a roll of 1, the hero may also remove a Psyche Talent.

A hero may only benefit from this well once every seven days.

PSYCHE TALENTS

Psyche Talents are features that you may be forced to take in order to reduce your Fear.

When you start a Psyche track (a group of related talents), you cannot willingly take Psyche talents from another track until you have reached the Headstone of that track. Some character options, including certain Psyche Talents, may contradict this. Always defer to the most specific ruling.

Some traps, monster abilities, and story moments may impose specific Psyche Talents.

WHEN DO I TAKE PSYCHE TALENTS?

You may voluntarily take a Psyche Talent whenever you are attempting to take a short or long rest and you have Fear in excess of your Fear Threshold. You may take any number of Psyche Talents provided that your Fear is in excess of your Fear Threshold. Your Fear can never be reduced below 0.

SOUL SCARS

Some Psyche Talents have the Soul Scar tag. These are especially punishing effects that require special effort to heal. Magical healing, such as *greater restoration*, cannot remove Psyche Talents with the Soul Scar tag. Nothing short of a *wish* spell or the cleric's Divine Intervention ability can remove a Psyche Talent with a Soul Scar tag.

ISOLATED TALENTS

These are individual talents that you can take at any point to help mitigate the effects of Fear.

ABUSIVE

Psyche, Isolated, -1 Fear

When you deal damage with an unarmed strike or with any feature, spell, or special ability that requires you to speak (such as a spell with verbal components), you deal an extra 1d4 damage of the same damage type as normally inflicted by that attack or feature. When you use any feature, spell, or special ability that requires you to speak and which would provide a beneficial effect to an ally, affected allies subtract 1d4 from all of their attacks, ability checks, and saving throws until the end of their next turn.

THE BELL TOLLS

Psyche, Isolated, Soul Scar, -ALL Fear

You violently die as your skeleton bursts from your meatsack. You become undead. Although you retain your memories, they do not feel like your own.

You lose all racial features that you had except for ability score modifiers. Instead, you become undead. You are immune to effects that turn undead, but magical healing only heals you for half the amount of hit points that it would normally restore.

You remove all other Psyche Talents. Your statistics are otherwise unchanged.

You can no longer gain Psyche Talents, but if you have Fear above your Fear Threshold, you have disadvantage on ability checks.

BLIGHT-TOUCHED

Psyche, Isolated, -2 Fear

You cause plant matter that is Medium or smaller to wither and wilt when you touch it. This has no mechanical effect on creatures of the plant type, but does affect their aesthetic appearance. You have disadvantage on Charisma (Persuasion) checks.

FIGHT

Psyche, Isolated, -2 Fear

Incompatibilities: Flight and Freeze psyche talents

You have disadvantage on any saving throw to avoid becoming frightened.

When a creature causes you to become frightened, gain advantage on attack rolls against that enemy for the duration of the condition. Additionally, whenever you inflict damage on that creature with an attack or spell, you deal an extra 1d4 damage. This damage is of the same type as the attack or spell normally deals.

FLAGELLANT

Psyche, Isolated, -2 Fear

On your turn, you may spend your action and take 1d8 slashing damage. If you do, remove all conditions of your choice, with the exception of any levels of exhaustion or the paralyzed condition.

FLIGHT

Psyche, Isolated, -2 Fear

Incompatibilities: Fight and Freeze psyche talents

When making any saving throw to avoid becoming frightened, you have disadvantage.

When a creature causes you to become frightened, your AC increases by 2 for the duration of the condition. Additionally, your speed increases by 10 feet for the duration.

FREEZE

Psyche, Isolated, -4 Fear

Incompatibilities: Fight and Flight psyche talents

You have disadvantage on any saving throw to avoid becoming frightened.

When a creature causes you to become Frightened, your speed decreases by 5 feet for the duration of the condition. Additionally, you have a +4 bonus to AC for the duration and you have advantage on saving throws (except for death saving throws).

HAUNTED

Psyche, Isolated, -2 Fear

Incompatibilities: One Eye Open

You no longer gain Fear from sleeping outside of a Haven, but sleeping in a Haven no longer removes Fear.

HELLFORGED HEART

Psyche, Isolated, Soul Scar, -3 Fear

You gain +3 Fear Threshold and +3 to your Sanity score, but you can no longer be resurrected. You die if you fail 2 death saving throws, instead of 3.

HEMOPHOBIC

Psyche, Isolated, -2 Fear

You suffer a -2 penalty to attack rolls, ability checks, and saving throws when within 30 feet of a creature that has less than half of its maximum hit points. Whenever you restore hit points to such a creature, the creature regains +2 additional hit points.

HOPELESS

Psyche, Isolated, -4 Fear

You cannot benefit from any feature, spell, or special ability used by an ally that requires them to speak (such as a spell with verbal components). You have advantage on all saving throws against being charmed.

INTRUSIVE THOUGHTS

Psyche, Isolated, -4 Fear

At the start of each of your turns in combat, if you have not had an Intrusive Thought since rolling Initiative, roll 1d20. On a roll of 1 or 20, you have an Intrusive Thought. Roll on the table below to determine the outcome.

d6 Intrusive Thought

- 1 "Jump!" Use your move to move your speed towards the nearest notable decrease in elevation, throwing yourself off the edge if possible. Then take the rest of your turn.
- 2 "Looks like that hurts." If you have one or more features, spells, or special abilities which can restore hit points to another creature, you must use the appropriate action to use one such ability on the nearest hostile creature. Then take the rest of your turn.
- 3 "Stop hitting yourself." Use your action to make a melee attack against yourself with your primary weapon. Then take the rest of your turn.
- 4 "How's it feel?" Use your action to make a melee attack against an adjacent ally with your primary weapon. Then take the rest of your turn.
- 5 "Dirt... yum." Fall prone and spend your entire turn eating the ground.
- 6 "Resist the voices." You are stunned until the end of your current turn.

LASH OUT

Psyche, Isolated, -4 Fear

Your Fear Threshold increases by +2. Whenever you roll a 1 on an attack roll and an ally is within 5 feet of your intended target, you hit your ally instead provided that the ally is within range of your attack.

ONE EYE OPEN

Psyche, Isolated, -2 Fear

Incompatibilities: Haunted

You no longer gain Fear from sleeping outside of a Haven, but when you finish a long rest outside of a Haven, roll percentile dice. On a roll of 1-25, gain the Paranoid talent. If you already have the Paranoid talent, take the next talent in the track. If you have completed the Paranoid track, this talent has no effect.

If you finish a long rest and roll 26 or higher on your percentile roll, remove one of your Paranoid talents.

RECKLESS

Psyche, Reckless, -2 Fear

Gain +1 on all your attack rolls. Suffer a -1 penalty to all your saving throws (except for death saving throws).

RESOLUTE

Psyche, Isolated, Soul Scar, -4 Fear

Your speed is reduced by 5 feet. You do not die until you fail four death saving throws.

SLOW AND STEADY

Psyche, Isolated, -2 Fear

Your speed is reduced by 5 feet. You have advantage on all saving throws against falling prone or being forcibly moved.

TIMID

Psyche, Isolated, -3 Fear

Gain a +2 bonus to Strength, Dexterity, and Constitution saving throws. Suffer a -2 penalty to Intelligence, Wisdom, and Charisma saving throws. When willingly moving towards a hostile creature that is larger than you, your speed is reduced by 5 feet.

TRIPARTITE TALENTS

Each of these talents are presented in groups of three. You cannot voluntarily start a new Tripartite or Pentacle talent track until you have reached the Headstone talent in your current track.

CAUTIOUS

Psyche, Cautious, -1 Fear

You suffer a -1 penalty on all your attacks, but have +1 to your saving throws (not including death saving throws).

CAUTIOUS II

Psyche, Cautious, -2 Fear

Prerequisites: Cautious

You have +2 on saving throws against being charmed or frightened.

CAUTIOUS III

Psyche, Cautious, Headstone, Soul Scar, -2 Fear

Prerequisites: Cautious II

Your attacks can no longer score critical hits. Gain another +1 bonus to your saving throws (not including death saving throws). Additionally, gain a +2 bonus to your AC.

CLAUSTROPHOBIC

Psyche, Claustrophobic, -1 Fear

Gain proficiency in Survival. If you are already proficient, gain expertise instead, doubling your proficiency bonus with the Survival skill.

Gain the Claustrophobic ability:

Claustrophobic. Whenever you are within 5 feet of more than one wall or obstruction that could give you complete Cover, suffer a -2 penalty on all attack rolls, ability checks, and saving throws.

CLAUSTROPHOBIC II

Psyche, Claustrophobic, -2 Fear

Prerequisites: Claustrophobic

When you do not have a penalty from being Claustrophobic, you also gain a +2 bonus to Wisdom saving throws.

CLAUSTROPHOBIC III

Psyche, Claustrophobic, Headstone, -2 Fear

Prerequisites: Claustrophobic II

Claustrophobic becomes: Whenever you are within 10 feet of more than one wall or obstruction that could give you complete Cover, suffer a -2 penalty on all attack rolls, ability checks, and saving throws.

When you do not have a penalty from being Claustrophobic, you also gain a +2 bonus to Intelligence saving throws.

DRIVEN BY INSTINCT

Psyche, Instinct, -1 Fear

Prerequisites: Fight, Flight, or Freeze psyche talents

Gain a psyche talent of your choice: Fight, Flight, or Freeze. Ignore its incompatibilities.

When you would become frightened, you may activate Fight, Flight, and/or Freeze.

DRIVEN BY INSTINCT II

Psyche, Instinct, -1 Fear

Prerequisites: Driven By Instinct

Gain a psyche talent of your choice: Fight, Flight, or Freeze. Ignore its incompatibilities.

When you would become frightened, you may activate Fight, Flight, and/or Freeze.

DRIVEN BY INSTINCT III

Psyche, Instinct, Headstone, -1 Fear

Prerequisites: Driven By Instinct II

When a creature attempts to give you the Frightened condition and fails, you may activate one psyche talent of your choice out of Fight, Flight, or Freeze anyway, as though you were frightened for 1 minute. You may do this once, regaining the ability to do so after you finish a long rest.

LUNACY

Psyche, Lunacy, -3 Fear

You become psychologically linked with one of Ancerra's five moons. While it is waxing, you gain +3 to saving throws against being charmed or frightened. When it is waning, you suffer -2 to saving throws against being charmed or frightened.

Pick which moon you are linked with. Their waxing and waning cycles are listed below. It takes the same number of days for a moon to wax as it does for that moon to wane.

A moon's "Proximity" is its ranking in relation to Ancerra, 1 being the closest and 5 being the farthest.

Moon	Proximity	½ Cycle
Dimunus	5	40 Days
Garvor	4	32 Days
Primor	1	10 Days
Scarlan	3	22 Days
Sylvin	2	14 Days

LUNACY II

Psyche, Lunacy, -2 Fear

Prerequisites: Lunacy

You gain resistance to a type of damage while your moon is waxing, and vulnerability to a different type of damage while the moon is waning. See the table below.

Moon	Waxing	Waning
Dimunus	Cold	Fire
Garvor	Bludgeoning	Force
Primor	Fire	Cold
Scarlan	Poison	Radiant
Sylvin	Acid	Poison

LUNACY III

Psyche, Lunacy, Soul Scar, Headstone, -2 Fear

Prerequisites: Lunacy II

While your moon is waxing, your speed increases by 5 feet and +4 on Initiative rolls. During a full moon, you score critical hits with weapon attacks on a roll of 19-20.

While your moon is waning, your AC suffers a -2 penalty. When you take damage during a new moon, increase the damage by +2.

NYCTOPHOBIC

Psyche, Nyctophobia, -2 Fear

While in darkness, you are blinded unless you have darkvision. Your darkvision is halved if you have any. While in bright light, gain +2 to your AC and physical defenses.

NYCTOPHOBIC II

Psyche, Nyctophobia, -2 Fear

Prerequisites: Nyctophobia

While in dim light or darkness, suffer -1 to all your saving throws. While in bright light, gain +2 to your saving throws.

NYCTOPHOBIC III

Psyche, Nyctophobia, Headstone, -4 Fear

Prerequisites: Nyctophobia II

While in dim light, you are blinded unless you have darkvision. Your darkvision in dim light is halved. When in bright light, you score critical hits with weapon attacks on a roll of 19-20.

SADISTIC

Psyche, Sadism, -3 Fear

Whenever you restore or regain hit points, reduce the number of hit points restored or regained by 2 (minimum 1). Deal +2 damage whenever you hit a creature that has fewer than half of its maximum hit points.

SADISTIC II

Psyche, Sadism, -2 Fear

Prerequisites: Sadistic

Whenever you restore hit points to another creature, the creature also suffers a -2 penalty to its saving throws until the end of your next turn. Whenever you hit a creature that has fewer than half its maximum hit points, it also suffers a -2 penalty to its saving throws until the end of your next turn.

SADISTIC III

Psyche, Sadism, Headstone, -1 Fear

Prerequisites: Sadistic II

Whenever you restore or regain hit points, reduce the number of hit points restored or regained by an additional 3 (minimum 1). Whenever you make a weapon attack and hit a creature with fewer than half its maximum hit points, it begins bleeding. It takes 1d4 slashing damage at the start of each of its turns until it or another creature uses its action to stanch the bleeding with a Wisdom (Medicine) check. The DC for this check is 8 + double your Proficiency modifier.

VOICES

Psyche, Voices, -2 Fear

When you roll initiative, the voices in your head may distract you or come to your aid. If your unmodified initiative die roll is 11 or higher, you suffer -1 to all ability checks and attack rolls for the duration of the fight. Otherwise, you have +1 to your Intelligence, Wisdom, and Charisma saving throws for the duration.

VOICES II

Psyche, Voices, -2 Fear

Prerequisites: Voices

If rolling initiative causes you to suffer penalties from the Voices talent, suffer an additional -1 to ability checks and attack rolls for the duration of combat. Otherwise, you gain +1 to all of your saving throws, instead of only Intelligence, Wisdom, and Charisma.

Also, you have disadvantage on initiative rolls.

You may take talents from the Paranoid track.

VOICES III

Psyche, Voices, Headstone, -2 Fear

Prerequisites: Voices II

If rolling initiative causes you to suffer any penalties from Voices talents, your walking speed also decreases by 5 feet for the duration of the combat. Otherwise, gain Inspiration (tracking this separately from DM Inspiration), and gain an additional +1 to all saving throws. This Inspiration expires at the end of the combat.

PENTACLE TALENTS

Each of these talents are presented in groups of five. You cannot voluntarily start a new Tripartite or Pentacle talent track until you have reached the Headstone talent in your current track.

INSOMNIAC

Psyche, Insomnia, -2 Fear

When you finish a long rest, you must make a DC 13 ability check. You may use Constitution, Intelligence, or Sanity. If you fail this check, you suffer one level of exhaustion. You cannot suffer more than two levels of exhaustion in this way.

INSOMNIAC II

Psyche, Insomnia, -1 Fear

Prerequisites: Insomniac

Taking a long rest requires 10 hours for you instead of 8. You may remain awake for 6 of these hours.

INSOMNIAC III

Psyche, Insomnia, -1 Fear

Prerequisites: Insomniac II

The DC for your ability check to take a long rest increases to 16. You can add half your proficiency bonus, rounded down, to Wisdom saving throws. If you are already proficient in Wisdom saving throws, this is added as a bonus.

INSOMNIAC IV

Psyche, Insomnia, -4 Fear

Prerequisites: Insomniac III

The DC for your ability check to take a long rest increases to 20. The maximum number of levels of exhaustion you can suffer from Insomniac Talents increases to four.

INSOMNIAC V

Psyche, Insomnia, Headstone, -1 Fear

Prerequisites: Insomniac IV

Your Wisdom score increases by 1. Your maximum Wisdom is now 22. If you fail the ability check required by the Insomniac talent, you only regain a number of lost hit points equal to half of your maximum hit points upon finishing a long rest.

NECROPHOBIC

Psyche, Necrophobia, -2 Fear

You are frightened while you can see a non-humanoid undead creature, or are aware of one's presence within 120 feet of you. While frightened by such a creature, your speed increases by 5 feet.

NECROPHOBIC II

Psyche, Necrophobia, -1 Fear

Prerequisites: Necrophobic

Your AC suffers a -1 penalty when you can see non-humanoid undead creatures, but you have +1 on attack rolls against them.

NECROPHOBIC III

Psyche, Necrophobia, -2 Fear

Prerequisites: Necrophobic II

You no longer have a bonus on attack rolls from Necrophobic talents when you can see or are aware of non-humanoid undead creatures.

NECROPHOBIC IV

Psyche, Necrophobia, -4 Fear

Prerequisites: Necrophobic III

When you take damage from a non-humanoid undead creature, you must use your movement to move as far away from the creature as possible on your next turn. While conscious, you cannot be surprised by these creatures.

NECROPHOBIC V

Psyche, Necrophobia, Headstone, -1 Fear

Prerequisites: Necrophobic IV

When you take damage from a non-humanoid undead creature, you take an extra 1d6 psychic damage. When you kill such a creature of CR 1/8 or higher, remove 1 Fear.

PARANOID

Psyche, Paranoia, -2 Fear

Prerequisites: One Eye Open or Voices II

You have advantage on Dexterity saving throws, but disadvantage on Intelligence saving throws.

PARANOID II

Psyche, Paranoia, -2 Fear

Prerequisites: Paranoid

Gain a +2 bonus on Intelligence (Investigation) and Wisdom (Perception) checks. You have disadvantage on Wisdom (Insight) checks.

PARANOID III

Psyche, Paranoia, -3 Fear

Prerequisites: Paranoid II

Gain proficiency in your choice of Dexterity or Wisdom saving throws. Suffer a -2 penalty to Intelligence saving throws.

PARANOID IV

Psyche, Paranoia, Soul Scar, -1 Fear

Prerequisites: Paranoid III

You suffer a -2 penalty on Wisdom (Insight) checks, but gain advantage on Wisdom (Perception) checks.

PARANOID V

Psyche, Paranoia, Soul Scar, Headstone, -3 Fear

Prerequisites: Paranoid IV

You can never be surprised, even while you are unconscious.

PHOTOPHOBIC

Psyche, Photophobia, -2 Fear

Gain a +1 bonus on attacks, ability checks, and saving throws while in darkness, and a -1 penalty to these rolls while in bright light.

PHOTOPHOBIC II

Psyche, Photophobia, -2 Fear

Prerequisites: Photophobic

You have a -2 penalty to AC when in bright or dim light. Gain +4 to Initiative and to Dexterity (Stealth) checks when in darkness.

PHOTOPHOBIC III

Psyche, Photophobia, -4 Fear

Prerequisites: Photophobic II

When you move from darkness into dim light, or from dim light into bright light, you become blinded until the end of your next turn. Gain +30 feet darkvision.

PHOTOPHOBIC IV

Psyche, Photophobia, -2 Fear

Prerequisites: Photophobic III

You cannot score critical hits while in bright light. You score a critical hit with weapon attacks on a roll of 19 or 20 when in dim light or darkness.

PHOTOPHOBIC V

Psyche, Photophobia, Headstone, -2 Fear

Prerequisites: Photophobic IV

Creatures that attack you while you're in bright light score critical hits on attack rolls of 19 or 20. Creatures cannot score critical hits on attack rolls against you while you are in darkness.

RAPTUROUS

Psyche, Rapturous, -2 Fear

Your attacks that deal bludgeoning, piercing, or slashing damage deal 2 extra damage of that type. Whenever you take damage of any type, increase the amount of damage taken by 2.

RAPTUROUS II

Psyche, Rapturous, Soul Scar, -1 Fear

Prerequisites: Rapturous

Incompatibilities: Undaunted II

Gain the Rapturous ability.

Rapturous. The first time you are reduced to three-fourths of your maximum hit points or fewer, you cannot be charmed or frightened until the end of your next turn. You can use this ability once, regaining it after you finish a short or long rest.

RAPTUROUS III

Psyche, Rapturous, -2 Fear

Prerequisites: Rapturous II

All of your attacks deal 2 extra damage, instead of only those that deal bludgeoning, piercing, and slashing damage. Whenever a creature scores a critical hit against you, you start bleeding, taking 1d4 slashing damage at the start of each of your turns. You or another creature may stanch the bleeding by making a DC 12 Wisdom (Medicine) check as an action.

RAPTUROUS IV

Psyche, Rapturous, -2 Fear

Prerequisites: Rapturous III

The extra damage you deal with your attacks increases by 1 to a total of 3. The extra damage you take from all sources increases by 2 to a total of 4.

RAPTUROUS V

Psyche, Rapturous, Headstone, -4 Fear

Prerequisites: Rapturous IV

Your weapon attack rolls score a critical hit on rolls of 18-20. Other creatures score critical hits against you on attack rolls of 19 or 20.

UNDAUNTED

Psyche, Undaunted, -2 Fear

When you deal damage or take damage, reduce it by 1, to a minimum of 0.

UNDAUNTED II

Psyche, Undaunted, Soul Scar, -1 Fear

Prerequisites: Undaunted

Incompatibilities: Rapturous II

While your current hit points are greater than one-fourth of your maximum hit points, you have a +2 bonus on Constitution and Charisma saving throws. While your current hit points are below one-fourth of your maximum hit points, you suffer a -2 penalty on Dexterity and Intelligence saving throws.

UNDAUNTED III

Psyche, Undaunted, -2 Fear

Prerequisites: Undaunted II

While your current hit points are greater than one-fourth of your maximum hit points, you have advantage on saving throws against being frightened. While your current hit points are below one-fourth of your maximum hit points, you suffer a -2 penalty to AC.

UNDAUNTED IV

Psyche, Undaunted, -1 Fear

Prerequisites: Undaunted III

While your current hit points are below one-fourth of your maximum hit points, you are immune to being frightened.

UNDAUNTED V

Psyche, Undaunted, Headstone, -2 Fear

Prerequisites: Undaunted IV

When you deal or take damage reduce it by an additional 2, for a total reduction of 3, to a minimum of 0.

ZOOPHOBIC

Psyche, Zoophobic, -2 Fear

When you gain this talent, choose a type of creature. Choose based on what narratively led you to take this talent. Some options are listed below, but feel free to work with your DM to come up with another option. Categories should be broad enough that they are likely to be triggered; for example, “Arachnophobia” includes insects for the purposes of these game mechanics.

Type	Examples
Arachnids	Spiders, scorpions, insects
Birds	Birds
Canines	Domesticated dogs, wolves
Cephalopods	Octopi, squid
Equines	Horses, deer, elk, moose
Felines	Housecats, lions, bobcats
Fish	Fish
Lizards	Lizards, crocodiles, skinks
Rodents	Bats, rats, squirrels
Snakes	Snakes

These are your “zoophobia creatures.”

You suffer a –1 penalty to AC while you can see or are aware that one or more of your zoophobia creatures are within 30 feet of you. You gain a +1 bonus on attack rolls against your zoophobia creatures.

ZOOPHOBIC II

Psyche, Zoophobic, -2 Fear

Prerequisites: Zoophobic

You are frightened while you can see one of your zoophobia creatures, or are aware of one’s presence within 30 feet of you. While frightened by such a creature, your speed increases by 5 feet.

ZOOPHOBIC III

Psyche, Zoophobic, -1 Fear

Prerequisites: Zoophobic II

When you take damage from a zoophobia creature, you suffer a -2 penalty to your AC until the end of your next turn. While conscious, you cannot be surprised by zoophobia creatures.

ZOOPHOBIC IV

Psyche, Zoophobic, -4 Fear

Prerequisites: Zoophobic III

When you take damage from a zoophobia creature, you must use your movement to move as far away from the creature as possible on your next turn. When this happens, you gain a +2 bonus to your AC until the end of your next turn.

ZOOPHOBIC V

Psyche, Zoophobic, Headstone, -1 Fear

Prerequisites: Zoophobic IV

When you take damage from a zoophobia creature, you suffer an extra 1d6 psychic damage. When you kill a zoophobia creature of CR ¼ or higher, remove 1 Fear.



CHAPTER 2: RACES & BACKGROUNDS

RACES

Often, heroes will arise from unexpected sources. In a world overrun by vampires, their half-vampire offspring may choose to reject their heritage and side with the humanoids. Magic-scrounging gretchlings and reclusive batfolk emerge from their haunts to join the fight. Even fiends conjured up from Hell may throw off their former allegiances to right the wrongs that have so scarred the mortal coil.

Note that *Veil of the Eternal Night* is set in Ancerra, a campaign setting developed by QuasiReal Publishing. If you are playing D&D in the Ancerra setting, feel free to use whatever D&D race you want, but use the lore from MythCraft's lineages. You might use the mechanics of a D&D gnome, but flavor yourself as a bhrunai, for example.

BATFOLK

Batfolk are humanoids with bat-like features. Since the start of their existence they have been at the center of several boogeyman stories, which is usually unjustified as they're typically quite peaceful people who tend to mind their own business. Batfolk are generally seen as a rarity, with many people never having encountered them before, especially not in more remote areas. In reality, their numbers are rather average. Their nocturnal tendencies are what keep most humanoids from encountering batfolk. When they are seen, their appearance stands out. They have large bat-like ears, with eyes and noses and are covered in a thin layer of fur that's usually some shade of white, gray, black or brown. They have sharper than average nails and teeth, and have a wing-like membrane between their arms and the side of their body, though most batfolk are unable to fly.

They are known for their exceptional hearing, though their vision sometimes abandons them. They are beloved minstrels and musicians, as well as highly skilled crafters of instruments, using their hearing to determine what makes a good note. On the other end of the spectrum, they cannot stand loud and irritating noises and will try to avoid them if possible. It's also said that batfolk can be charmed by using the right frequency, but perhaps that is just hearsay.



Many batfolk are also excellent hunters, and most are very environmentally conscious, culturally possessing a nuanced understanding of how insect life and pollinating plants contribute to their unique ecosystems.

TIGHT-KNIT

Most batfolk spend their early life growing up in darker spaces such as tunnel systems, caves, or abandoned buildings. They tend to live in small, tight-knit groups, with community care being at the heart of it. While some batfolk live in larger multiracial cities, many prefer the cultural comfort of dwelling in a city composed almost entirely of other batfolk. Regardless of size, most batfolk communities are tight-knit and in close contact with surrounding groups, eagerly welcoming any visitors from sister colonies. At the heart of any batfolk colony lies community care and the idea that it takes a village to raise a child. Batfolk rarely have just one parent and instead regard all adults that took part in raising them as their collective group of parental figures. Any wealth is shared and no one is left uncared for. Most, but not all, batfolk colonies have a matriarch. Batfolk typically stay with or close to their community for their entire life, though it's not unusual for young adults to venture out and explore the world.

Batfolk feel most comfortable in the dark and are relatively nocturnal, but are so by choice. They can go out during the day if they wish without severe issues.

BATFOLK TRAITS

Ability Score Increase. Your Wisdom score increases by 2, and one other ability score of your choice increases by 1.

Age. Batfolk reach maturity around the age of 16 and typically live until the age of 70, with some exceptions.

Alignment. Batfolk are wildly varied in their moral alignments. It is easy to find batfolk of any alignment.

Size. Batfolk range from about 4'0" - 5'5" and typically weigh 60 - 150 lbs. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. You can see in dim light as though it is bright light, and in darkness as though it is dim light, for up to 300 feet. Regardless of whether you are in bright light, dim light, or darkness, you are blind beyond 300 feet.

Eavesdrop. You can use your keen sense of hearing to eavesdrop on a conversation you're aware of, provided that the conversation is happening within 60 feet of you. Make a Wisdom (Perception) check and add your proficiency modifier to your roll, adding it an additional time if you are already proficient with that skill. On a roll of 12 or lower, you only catch parts of the conversation. On a roll of 13 or higher, you are able to follow the entire conversation. You can use this ability once, regaining use of it upon finishing a short or long rest.

Warning Call. You emit a high pitched sound in a frequency only one creature within 120 feet of you can hear. In order for them to hear you, you must have spent 10 minutes creating a mental connection with them, which then lasts for an hour. You can use this ability once, regaining use of it upon finishing a short or long rest.

Slip Into Darkness. When in dim light or darkness, you are able to slip away from danger. As a bonus action, you may move up to 20 feet without provoking opportunity attacks and without spending your normal movement. You can only use this feature if your speed is greater than 0 feet. You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.





DHAMPIR

The oft maligned offspring of vampires, dhampirs are cursed to live half-lives in the shadow of their progenitors: careless, powerful beings with little concern for those beneath their ambitions. Dhampirs are not true vampires but are still parasitic in nature, only able to sustain themselves from the vitae of living creatures.

Dhampirs are born between a union of humanoid and vampire, inheriting lesser strains of the blood curse at birth. Such matings are greatly frowned upon and shunned by society. Similar in nature, dhampirs are split into three distinct types, dependent on how they came upon their particular infection: Draculean, Croftian, and Blood Angels.

DHAMPIRS IN SOCIETY

Dhampirs are unwelcome in most parts of the world, even to the point of hostility. Their parasitic nature fosters little in the way of respect and most see no distinction between them and true vampires, with little desire to learn the difference. This leads to most dhampirs forced into a wayfaring lifestyle or exiling themselves to the shadows of civilizations. Some embrace their villainous assumption, their will not strong enough to exist within society, but many remember their past lives and retain their former empathy, choosing to remain as outcasts.

DHAMPIR TRAITS

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Age. Once dhampirs reach physical maturity, as determined by their non-vampiric parent, they continue to age for another ten to thirty years, then cease to age. A dhampir thus becomes immune to the effects of time so long as they continue to feed.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you gain this lineage.

Speed. Your walking speed is 30 feet.

Darkvision. 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 discern colors in that darkness as shades of gray.

Subrace. As a Dhampir, you choose your particular vampiric strain from Blood Angel, Croftian, or Draculean. This grants you additional traits.

BLOOD ANGEL

Feral vampires, heinous and violent, fear the divine for its scouring light. All too often these creatures meet their end by radiant fire. Few, though, possess a will strong enough to subsume such power, their blood curse mutating and adapting to an infusion of Divine magic so strong that it changes the course of their destiny forevermore. These creatures are known as Blood Angels, a strange, and incredibly rare, dhampir: neither cured of their curse, nor beholden to it.

Blood Angels appear as their previous lineage, but their sclera are tinted red, tending toward a feral gangliness, somewhat sickly in their physicality. Some possess an unearthly beauty, entirely alien, that both terrifies and astounds, and forever marks them as changed.

Angelic Thirst. Your fanged bite is a natural weapon, which counts as a simple melee weapon with the finesse property, and with which you are proficient. It deals 1d8 piercing damage on a hit. If you are grappling a creature, or are grappled by a creature, you may make an attack with this weapon as a bonus action. Also on a hit, you may choose to drink a living creature's blood, if it has any. If an attack with this natural weapon reduces the target to 0 hit points, drinking its blood in this way immediately kills it.

When you drain a creature's blood with your bite, you gain a number of temporary hit points equal to half your level (rounded up) + your proficiency bonus. You may gain temporary hit points in this way a number of times equal to your proficiency bonus, regaining all uses of this ability when you finish a long rest.

You do not need to eat or drink. However, you must drink the blood of a living creature in this way at least once every 7 days, or become poisoned until you do so. Every 7 days after becoming poisoned in this way, your Constitution score is reduced by 2. If your Constitution score reaches 0, you die. Constitution lost in this way is not restored until you drink the blood of a living creature with a CR equal to or greater than half your level (rounded down).

As a Blood Angel, you may quench your thirst by consuming divine magic instead of blood. You or another creature capable of casting divine spells may touch you and expend a spell slot of a spell level equal to half your proficiency bonus (rounded up) to delay your need to drink blood for one day. If you drink the blood of a creature capable of casting divine spells of this spell level or higher, you will not need to drink blood for 14 days rather than 7 days.

Divine Spark. You know two cantrips of your choice from the cleric spell list. Pick Intelligence, Wisdom, or Charisma as your spellcasting ability for these cantrips.

Profane Wings. When you reach 5th level, you gain a fly speed equal to one-half your walking speed. You cannot fly while wearing heavy armor with a Strength requirement of 15 or higher.

CROFTIAN

One of the more sinister mutations brought upon by the matron of the Shadowcroft, Lilith, these dhampirs are more fiend than humanoid, embracing the darkness of their condition to spread mayhem to satisfy their hunger. A Croftian dhampir is one of the most dangerous, as the influence of the Shadowcroft begs them to spread their curse, and it can infect any creature, blooded or vessel alike.

Croftian dhampirs tint their appearance with vestiges of darkness; shadows bend at their presence, dark in complexion and features, their eyes usually pools of shaded mist. They are the least physically changed of dhampirs, instead exuding signs of the supernatural.

Shadow Manipulation. While within dim light or darkness, you gain the following abilities:

- You gain a +2 bonus to your AC and to Dexterity saving throws.
- You may use a bonus action to shroud yourself in ethereal darkness. You gain temporary hit points equal to twice your Constitution modifier. You can use this feature a number of times equal to your proficiency bonus. Regain any expended uses when you finish a long rest.
- You gain resistance to necrotic damage.

Shadow Step. You may step between shadows as easily as walking. As a bonus action, you may teleport to any shadow or area of dim light you can see within a number of feet equal to $5 \times$ your proficiency bonus. You can use this feature a number of times equal to your proficiency bonus. Regain any expended uses when you finish a long rest.

Essence Thirst. As a Croftian dhampir you sustain yourself by draining essence instead of blood. Your life draining touch is a natural weapon, which counts as a simple melee weapon with the finesse property that you are proficient with. It deals 1d8 necrotic damage on a hit. You may treat this touch as a melee spell attack instead of a melee weapon attack. If you are grappling a creature, or are grappled by a creature, you may make an attack with this weapon as a bonus action.

If the attack hits a creature with a soul, it drains some of that creature's soul essence. If the creature would die due to damage from this attack, it is instead rendered unconscious and infected by Croftian dhampirism. If the infected creature is not cured with a greater restoration spell within 30 days, it turns into a Croftian dhampir.

You do not need to eat or drink. However, you must drain soul essence using this attack at least once every 7 days, or you become poisoned until you do so. Every 7 days after becoming poisoned in this way, your Charisma score is reduced by 2. If your Charisma score reaches 0, you die. Charisma lost in this way is not restored until you drain the soul essence of a creature with a CR equal to or greater than half your level (rounded down).

DRACULEAN

Hailing from the legendary Dracula himself, this dhampiric strain is the most common of the ilk, tossed about by vampires without concern for its hosts. Callous in its nature, Draculean dhampirs can lose touch with their former selves, becoming obsessed with their own paths to ambition, possessed of an aggrandizing malediction.

These dhampirs are pale in complexion, unearthly, and sharp in their features, a bastion of a stereotypical vampire in both demeanor and physicality. Though, most of their changes are mental, infected not only of blood, but of the original sire's madness.

Spider Climb. You have a climbing speed equal to your walking speed. In addition, at 3rd level, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Vampiric Speed. Your walking speed increases by 5, to 35 feet.

Superior Specimen. You may increase an ability score by an additional 1 point and gain resistance to poison damage, and advantage on saving throws made to resist the poisoned condition.

Blood Thirst. Your fanged bite is a natural weapon, which counts as a simple melee weapon with the finesse property, and with which you are proficient. It deals 1d8 piercing damage on a hit. If you are grappling a creature, or are grappled by a creature, you may make an attack with this weapon as a bonus action. Also on a hit, you may choose to drink a living creature's blood, if it has any. If an attack with this natural weapon reduces the target to 0 hit points, drinking its blood in this way immediately kills it.

When you drain a creature's blood with your bite, you gain a number of temporary hit points equal to half your level (rounded up) + your proficiency bonus. You may gain temporary hit points in this way a number of times equal to your proficiency bonus, regaining all uses of this ability when you finish a long rest.

You do not need to eat or drink. However, you must drink the blood of a living creature in this way at least once every 7 days, or become poisoned until you do so. Every 7 days after becoming poisoned in this way, your Constitution score is reduced by 2. If your Constitution score reaches 0, you die. Constitution lost in this way is not restored until you drink the blood of a living creature with a CR equal to or greater than half your level (rounded down).





GRETCHLING

When most adventurers think of a gretchling, they might imagine a small fey creature attempting to steal their hard-earned magical equipment. Though juvenile gretchlings are typically seen as annoyances at best, those that collect enough magic to reach maturity are quite distinct from their juvenile counterparts. While many young gretchlings are content to scavenge what little magic they can find in small trinkets and scrolls, older gretchlings often find ways to seek out magic more directly. The forms of magic they consume throughout their adolescence may shape this path, and there are three common patterns that their growth follows.

Cursed gretchlings bear a resemblance to clawed humanoid toads, and are often mistaken for the gretchlings' more malicious counterpart, the gratchen. Cursed gretchlings learn to draw power from cursed items and dark powers— and must have impeccable self-control to refrain from giving in to the malicious impulses that such a diet may cause. Those that succeed on their path often become well-regarded healers, curse-breakers, and monster hunters.

Bright gretchlings are adorned with the vivid warning colors of a poisonous frog. They are the smallest of the gretchling subraces, and also the most abundant, especially amongst highly populated settlements. They learn to draw energy from ambient elemental magic, and it is reflected in their vibrant coloration. The minor talents with fire and poison that juvenile gretchlings display can hardly compare to the mastery a bright gretchling seeks to cultivate. With their colorful patterns and flashy magic tricks, bright gretchlings make excellent performers, though some choose to pursue the more subtle aspects of their skills, allowing the bright colors to be the only warning their enemies might have of a master poisoner at work.

Deep gretchlings are taller and slimmer than their fellows and tend to grow thick tails, creating a strong resemblance to salamanders. Deep gretchlings, unlike their peers, do not seek to take magic from where it already exists. Instead, they learn to create their own— though investigation and imitation are excellent methods of learning. Deep gretchlings follow the pull of their innate curiosity and seek to understand magic in all its forms. Often, their innate talents lead them to become very skilled mages and tinkers.

MAGIC AND CURIOSITY

Gretchlings are, by nature, drawn to magic, and most shape their lives around it in some way. Due to competition for magical resources, gretchling communities are uncommon, with most choosing instead to seek out their own territory. However, in areas with high concentrations of magic or large populations of spellcasters, groups of gretchlings occasionally create larger settlements. Though it is unusual for gretchlings to live in large groups, they are not particularly territorial with one another unless magic in the region is scarce. Gretchlings are often seen as pests by more powerful fey, especially in their youth, and so tend to make their homes amongst humanoid communities. Arcane universities and guilds of mages are especially favored by gretchlings, as they provide easy access to large quantities of magic.

Gretchlings are inherently curious creatures, and as they grow, many find rather unique topics of interest. Most adult gretchlings have a few rather niche subjects that they are extremely dedicated to learning more about. These topics are often unrelated to magic, and are simply opportunities for gretchlings to entertain themselves and assuage some of their instincts to seek out new and interesting knowledge.

GRETCHLING TRAITS

Ability Score Increase: Your Constitution score increases by 2.

Age: As fey creatures, gretchlings do not mature based on age, but rather based on the amount of magic they are able to consume. A gretchling typically reaches levels of understanding and maturity typical to a humanoid adult shortly after they begin to manifest the physical traits of their subrace. A gretchling that consumes magic regularly will grow until they reach a medium size, and one that starves will shrink. After a few years without enough magic to sustain them, a gretchling will transform into a mundane amphibian, though may keep some amounts of their intelligence intact. Many gretchlings who realize they are suffering this fate after it has gone too far to be reversed choose to become familiars for other mages, which exposes them to enough ambient magic to prevent them from losing themselves completely.

Languages. You can speak, read, and write Common and one other language of your choice.

Creature Type. You are a Fey.

Size: Gretchlings range from around three feet to just over four and a half feet tall. They typically weigh between 40 and 120 lbs. Your size is Small.

Speed: Your walking speed is 25 feet.

Amphibious: You can breathe air and water.

Claws: Your claws enhance your unarmed strikes. When you make an unarmed strike with your claws, it deals slashing damage equal to 1d6 + your Strength modifier.

Arcane Instincts: You have proficiency in the Arcana skill.

The DC for Gretchling features that require a saving throw is 8 + your proficiency bonus + your Constitution modifier.

Subrace. Choose your subrace of gretchling: Cursed, Bright, or Deep. This grants you additional traits.

CURSED GRETCHLING

Fire Resistance: You have resistance to fire damage.

Burning Claws: When you hit a creature with an unarmed strike, you may add an extra 1d4 fire damage. You can use this trait a number of times equal to your proficiency bonus, and regain all expended uses when you finish a long rest.

Curse Eater: While you are under the effects of a curse or magical disease, or while you are attuned to a cursed item, you do not need to eat, drink, or sleep. Instead, you complete a long rest in 4 hours, during which you must remain motionless in meditation to absorb magical energy.

Ability Score Increase: Your Charisma score increases by 1.

BRIGHT GRETCHLING

Poison Resistance: You have advantage on saving throws you make to avoid or end the poisoned condition on yourself. You also have resistance to poison damage.

Poisonous Claws: When you hit a creature with an unarmed strike, you may force the target to make a Constitution saving throw or become Poisoned for 1 minute. You can use this trait a number of times equal to your proficiency bonus, and regain all expended uses when you finish a long rest.

Illusionist: You know the *minor illusion* cantrip. Constitution is your spellcasting ability when using this cantrip.

Ability Score Increase: Your Dexterity score increases by 1.

DEEP GRETCHLING

Darkvision. 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 discern colors in that darkness as shades of gray.

Deep Gretchling Magic: You can cast the *detect magic* and *floating disk* spells with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have, or as rituals if you have the Ritual Casting feature. Constitution is your spellcasting ability when casting these spells using this trait.

Shadow Step: As a bonus action, you can magically teleport up to 15 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Ability Score Increase: Your Intelligence score increases by 1.



HELLSPAWN

When Dracula meddled in the machinations of the interplanar cosmos, he inadvertently created a massive new demiplane referred to simply as “Hell.” It has significant overlap with the more well-documented plane of Inferno, but the borders between Hell and Ancerra are also much more permeable. Hellspawn are created when fiendish spirits are drawn out of Hell and imbued into a corpse. This causes the corpse to take on various fiendish characteristics, such as bug eyes, devilish horns, or tentacles. Most hellspawn are mindless monsters, possessing the instincts of a feral animal but lacking any true spirit and completely devoid of Essence. The occasional exception possesses Essence, and as such develops sapience.

ORIGINS

The most common origin of a sentient hellspawn is being summoned by a skilled hellcrafter. If this is your origin, consider your relationship with your summoner. Are you friendly towards one another, begrudgingly work together as allies of circumstance, or are you outright hostile to one another? If you were not summoned by a hellcrafter directly, consider other methods of how you reached the mortal world. Perhaps a portal to Ancerra opened when Dracula or another powerful caster was meddling with interplanar magic, causing a fiendish spirit to latch onto a corpse during the process. Perhaps the massacre of a village led to such overwhelming negative energy that a portal to Hell briefly opened, and you happened to inhabit the corpse of one of the recently deceased.

Consider how long you have been in the world, and how long you have possessed sentience. You might have a naive understanding of the world, or you might have a sophisticated outlook on life. Hellspawn almost never remember anything about the former corpse that now serves as the basis for their body.

A HOSTILE WORLD

Hellspawn struggle to find a place in the mortal world. Their outward appearance is usually hideous by most humanoid standards and is clearly fiendish in nature. This leads most other humanoids to be mistrustful of hellspawn at best, and violently aggressive towards them at worst. Many hellspawn have physical characteristics approximately akin to those of fiendbloods, and so larger population centers that have learned to accommodate fiendbloods will extend the same grace to hellspawn.

HELLSPAWN TRAITS

Ability Score Increase. Your Constitution score increases by 1.

Age. Sapient hellspawn become intellectually mature within a year of forming. As they are relatively new to the world, nobody knows how long they might naturally live. Some are cited as having lived for at least ten years.

Alignment. Hellspawn tend to embrace destructive tendencies, and so are often chaotic. Many are evil, but this is not a hard and fast rule.

Size. You are Small or Medium (your choice).

Speed. Your base walking speed is 30 feet.

Darkvision. 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.

Fearful Visage. As a bonus action on your first turn after you roll Initiative, you can make a special Fearful Visage attack. **Fearful Visage.** Choose one creature within 60 feet of you. That creature must make a Charisma saving throw against a DC of 8 + double your proficiency bonus. On a failed save, the creature is frightened of you until the end of your next turn.

OCTULL

A lumbering hulk of a creature, you have the broad, blunt features of a bull. Cruel ram's horns curl around your snout. Sprouting from your shoulders, four octopus tentacles writhe in anticipation of your next victim.

Ability Score Increase. Your Strength and Constitution each increase by 1.

Expert Grapppler. You have advantage on checks made to Grapple other creatures.

Bulwark. You have advantage on saving throws against effects that would knock you prone or cause forced movement. If an effect would move you against your will, the number of feet you're moved by that effect is reduced by half, rounded down to the nearest multiple of 5.

Horns. You have horns that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier piercing damage.

SNOLFEN

With clawed fingertips, a forked tongue, slit eyes, and incredibly pronounced canine teeth - not to mention fur and scales patchily covering your body - you look like the fusion of a wolf and a snake.

Ability Score Increase. Your Wisdom increases by 2.

Tracker. Gain proficiency in Perception and Survival checks.

Sprinter. Your walking speed increases by 5 feet, to 35 feet.

Fangs. Your fanged maw is a natural weapon, which counts as a simple melee weapon with the finesse property, with which you are proficient. On a hit it deals 1d4 piercing damage and your target must make a Constitution saving throw against a DC of 8 + twice your proficiency bonus. On a failed save, the target takes 1d4 poison damage at the start of each of its turns for 6 rounds. Only one creature can be affected by your poison at one time. If a creature fails their save against this feature, any other creatures currently affected by it are no longer affected.

EKHOR

The former corpse that is now you has taken on features akin to those of a bat and a leopard of some kind. You have a bat's large ears and keen hearing, coupled with a leopard's violent instinct and sharp claws. Your arms also boast dark, leathery wings.

Ability Score Increase. Your Dexterity increases by 2.

Ambusher. Add your Wisdom modifier to Initiative rolls.

Claws. Your claws are a natural weapon, which count as a simple melee weapon with the finesse property, with which you are proficient. On a hit you deal 1d4 slashing damage.

Glide. While conscious and able to spread your arms, you may reduce falling damage you take by half (rounded down). While falling, you can move horizontally up to half the number of feet you move vertically.

SECTAN

Your once-humanoid body now resembles an insect. You have large, segmented eyes, frothy mandibles, and two sets of paper-thin wings.

Ability Score Increase. Your Dexterity and Constitution each increase by 1.

Panoramic Vision. When you are surprised, make a Wisdom (Perception) check contested by the attacking creatures' Dexterity (Stealth) check. If you succeed, you are not surprised.

Insectile Persistence. You know the *poison spray* cantrip. When you reach 3rd level, you can cast the jump spell once with this feature, and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the levitate spell once with this feature and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for these spells.

BACKGROUNDS

All heroes originally hail from unassuming beginnings. Shallow court politicians and low-status soldiers alike can rise to the challenge and take a stand against darkness when it rears its ugly head. In addition to the backgrounds presented in the *Player's Handbook*, you may use the following background and profession options.

BARTENDER

You've always had your finger on the pulse of gossip and events in your local haunts, so much so that people make it a habit to seek you out for your knowledge. Your constant dealings with folk of every sort has left you a unique ability to read people and seek information, not to mention you can serve up the occasional part favor. You make for a fine conversationalist, so long as no one is stirring up trouble.

Skill Proficiencies: Insight, Intimidation

Tool Proficiencies: Brewer's supplies

Languages: One of your choice

Equipment: Brewer's supplies, rations (10 days), a flask or tankard, a set of travel's clothes and a set of fine clothes, a gallon of ale, a backpack, and a pouch containing 15 sc.

FEATURE: TAVERNKEEPER

You own a small tavern, large enough to house ten or so customers with rooms to house you and six companions or guests. Your tavern comes with 3 reliable employees: 1 server, 1 cook, and 1 stablehand and it can operate without your presence. Whenever your proficiency bonus increases you gain a new employee.

After your staff is paid, your tavern generates your level x10 sc per week, growing in size and potential as you do.

1d8 Personality Trait

- 1 Once I start talking you'll never want me to stop.
- 2 I will always pursue a rumor, no matter how small.
- 3 Gossip runs my life, and I enjoy it.
- 4 I can make a dragon stutter by raising an eyebrow.
- 5 That crossbow isn't for show, and I'll make you understand that if you don't fall in line.
- 6 I am a natural born leader and folk tend to fall in line when I take charge.
- 7 I have a keen palate for brewed ales, beers, and distilled spirits. I enjoy talking fine craft, and tasting it too, of course.
- 8 I'm not much of a socialite or a leader, but I instinctively read people better than anyone.

1d6 Ideal

- 1 **Trade.** Society functions off a fair exchange of goods and ideas.. (Lawful)
- 2 **Charity.** Have a drink, or two, on the house, and tell me about your problems. (Good)
- 3 **People.** People are what matters, and I am loyal, and serve them, but also expect a similar exchange. (Neutral)
- 4 **Pettiness.** Some folk need to be taken down a peg, and there's no convincing me otherwise. (Evil)
- 5 **Fame.** I want my tavern to draw people the world over. (Any)
- 6 **Revelry.** Life's too short to be taken seriously. Eat, drink, and be merry! (Chaotic)

1d6 Bond

- 1 My tavern is my retirement and I will ensure it remains safe.
- 2 My employees are my family, everything I do is for their better future.
- 3 Information is currency weightier than gold.
- 4 Beer.
- 5 Rest and recuperation is best done by exploring unique conversations with strangers.
- 6 Mementos should always be displayed on a handy, visible wall.

1d6 Flaws

- 1 Once I start talking, I never shut up.
- 2 I always have to know more than anyone else in the room.
- 3 I am too quick to intimidation, and barely assess a situation before trying to take charge.
- 4 Everything I do is for my tavern and family. Everything.
- 5 If you look like you can afford it, I'm likely to price gouge you.
- 6 I typically default to playing the lowly, innocent tavernkeep when things get hairy. I'm nobody important.

BLACKSMITH

Your crafts experience makes you an invaluable member to any community, forging everything from horseshoes to blades. Whether it be maintaining metalworks, creating items of utility and use, or arming soldiers from local militias to state-funded militaries, you can always find work with your skills, and are centerpoint for adventurers; enduring their arms are ready for the challenges that await them.

Skill Proficiencies: History, Athletics

Tool Proficiencies: Smith Tools and either Leatherworker, Mason, Tinker, or Woodcarver tools.

Equipment: Smith's tools, a set of artisan's tools with which you are proficient, a set of traveler's clothes, a backpack, a hammer, a crowbar, a whetstone, and a pouch containing 10 sc.

FEATURE: ADVENTURING SMITH

You may sharpen or reinforce a number of weapons equal to your proficiency bonus per long rest. This grants the weapon a +1 to its damage rolls for the next 24 hours. Additionally, you know how to navigate the world of crafts folk, granting you a 15% discount on new weapons and armor you purchase from smiths that are not hostile to you.

SUGGESTED CHARACTERISTICS

Blacksmiths are tradesfolk at their core, requiring intense focus and a substantial work ethic to master the many facets of their craft. Their study can make them aloof and quiet, accustomed to long hours in a forge, alone or with similarly minded apprentices, or their mannerisms may be focused more toward the trade aspect of their profession. Some blacksmiths are more mercantile than others, vocal, and perceptive.

1d8 Personality Trait

- 1 I prefer long, quiet solitudes while focusing on a single task.
- 2 I never pass up a good deal on materials, tools, or future prospects.
- 3 I must ensure that my tools are maintained and ready to use at all times.
- 4 I am aloof, even in the most emotional of moments.
- 5 There's always a smithing analogy that fits a situation, and everyone should hear it.
- 6 I compare my own crafts to every item I come across, and ensure everyone knows what solid, good craftsmanship looks like.
- 7 I tend to place more trust in other working folk than in nobility or religious officials.
- 8 Whenever I get the chance to relax, I quickly become the life of the party.

1d6 Ideal

- 1 **Function.** Everything serves a function, and possesses a traditional form. (Lawful)
- 2 **Charity.** The needy pay less, or nothing, should they require it. The rich always pay full price. (Good)
- 3 **Creativity.** New forms and new ideas push technology forward. (Chaotic)
- 4 **Greed.** I will work, and I will always get what I deserve. (Evil)
- 5 **Glory.** I am an expert in my craft, and everyone must hear of my greatness. (Any)
- 6 **Protection.** I ensure that our guardians are well equipped. This is a responsibility I take very seriously. (Lawful)

1d6 Bond

- 1 I will one day create a masterful weapon that I will be remembered for.
- 2 My shop was taken from me by greedy nobles, and I will make them pay.
- 3 The burns on my face taught me a valuable lesson, and I will always heed that caution.
- 4 My craft is necessary, and it will propel me to the heights of society.
- 5 I will always help people in need by fixing or providing what they cannot afford.
- 6 Perfection must be striven for in every nail, every blade.

1d6 Flaws

- 1 I do not speak up when I should, and often it makes me ashamed.
- 2 I act when I should listen, caught up in my own thoughts.
- 3 I will always try to fix a problem even if there's nothing to be fixed, or my help is unwanted.
- 4 I am inflexible in my thinking.
- 5 I take criticism extremely personally and hold long grudges.
- 6 I'm unwilling to handle craft goods that I do not think are up to my standards.

COURTESAN

You hail from what is often cited as the oldest of all professions. While the term “creature of the night” might make some think of vampires and their ilk, your profession is something quite different. As a prostitute, you are no stranger to the difficulties and hardships of life. You are also far more resilient than many may realize, as your daily life constitutes countless struggles as you service difficult clientele. You survive by your wits, your charms, and your gut instinct, and you have a knack for turning risky situations to your advantage.

Skill Proficiencies: Insight, Performance

Languages: Two of your choice

Equipment: pocketed coat, candles (10), rations (7 days), tinderbox, clothes (simple), costume, manacles, waterskin, and a pouch containing 15 sc.

FEATURE: BLACKMAIL

In your line of work, you gather dozens of rumors and see many folk of good reputation in personally compromising circumstances. Once every thirty days while in an urban environment, you may threaten to release incriminating or embarrassing information about a prominent individual.

Choose one of the following benefits:

- You gain 6d10 sc.
- One NPC of your choice treats you as a trusted ally for purposes of hiding you from authorities or offering you a discount on their wares.
- One NPC of your choice falls out of favor with the general public and is treated unfavorably for the next month.

SUGGESTED CHARACTERISTICS

Use the tables below to form your medium's traits and motivations, modifying the entries if needed to best suit your character.

1d8 Personality Trait

- 1 Life is hard, so I have to be even more calloused in order to survive.
- 2 Despite my circumstances, I still believe in true love and hope to meet my soulmate one day.
- 3 I use raunchy or morbid jokes as a defense mechanism.
- 4 Flirtation is always the best way to get a better deal or to make someone turn a blind eye.
- 5 I'm always looking for the nearest exit or safest place to hide. Just in case.
- 6 The brothel has not quenched my optimism, though some call it naivete.
- 7 I am utterly pragmatic and will shift my loyalties to wherever and whoever pays more and offers safety.
- 8 I'm a great conversationalist and file away everything anyone says as potential blackmail.

1d6 Ideal

- 1 **Peace.** I've made my peace with my circumstances and try to help others do the same. (Good)
- 2 **Grit.** There is no challenge or hardship that I cannot overcome. (Any)
- 3 **Freedom.** One day, I will escape the brutality of the brothel and start a new life. (Any)
- 4 **Hope.** There is more to life than this. I will not rest until I discover it. (Good)
- 5 **Nihilism.** Life is pain. Anyone who says otherwise is selling something. (Chaotic)
- 6 **Revenge.** I am fueled by my desire to enact vengeance on the person who trapped me in this livelihood. (Evil)

1d6 Bond

- 1 The other prostitutes in my brothel are my found family. I would do anything to protect them.
- 2 Although a dangerous and harsh man, the thug that runs my brothel has always treated me and the other prostitutes with kindness and respect.
- 3 My only living relative is a derelict that cannot stay out of trouble. I want to support them, but have not been able to keep them safe.
- 4 I was separated from my family when I was very young. One day I hope to find them again.
- 5 Despite its seedier elements, I love my city and don't wish to leave it.
- 6 One of the older prostitutes took me under their wing and has acted like an older sibling for me.

1d6 Flaws

- 1 I am unwilling to make new friends. They will just let me down.
- 2 I hear hidden threats in almost every statement, even when they are totally innocuous.
- 3 I'm quick to betray others before they get a chance to betray me.
- 4 I keep opening up and trusting people. They keep disappointing me.
- 5 I struggle to understand nuance and often take people at their word.
- 6 I'm likely to run and hide at the first sign of danger.

MORTICIAN

You're a mortician, dealing with the deceased for a living. You might use your knowledge and skills for good, aiding the authorities when a murder has been committed or working on documenting signs of new diseases. Alternatively, you may have chosen a more dubious path, falsifying autopsy reports for criminals and hiding the marks left behind by necromancers.

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: Alchemist's Supplies

Languages: One of your choice, which can include Thieves' Cant

Equipment: Alchemist's supplies, a hooded set of traveler's clothes, a backpack, a scalpel, a medicine kit, and a pouch containing 10 sc.

FEATURE: LOCAL CONNECTIONS

Depending on the path you walk, you have formed connections with local clients. You might be familiar with the local authorities and they will trust and rely on you to a certain degree. Alternatively, you might be trusted by people from the local underworld, such as criminals and necromancers. When you leave your current place of residence, you will have a letter of recommendation on you from authorities, or some kind of item or symbol from the underworld that makes it easier to form new connections wherever you go.

SUGGESTED CHARACTERISTICS

Use the tables below to form your medium's traits and motivations, modifying the entries if needed to best suit your character.

1d8 Personality Trait

- 1 I love my job. Sometimes I forget you're not supposed to get excited when someone dies.
- 2 I don't fear death. In fact, I'm very curious about it.
- 3 Working with dead people has made me realize life is way too short. I try to live my life to the fullest every day.
- 4 I talk to the corpses I work with. They're good company because they don't talk back.
- 5 Sometimes I like to keep a little souvenir from a corpse, like a tooth or a lock of hair.
- 6 My job is all I talk about, but not everyone likes to hear about it.
- 7 I am extremely careful when I do my job. To unnecessarily damage a corpse is a sin in my eyes.
- 8 I'm worried the dead will come to haunt me. I perform a ritual on them to keep them at bay.

1d6 Ideal

- 1 **Knowledge.** I want to learn everything there is about humanoid anatomy so I can become better at my job. (Any)
- 2 **Occultism.** I intend to get into necromancy. I'm sure these corpses can be useful to me. (Evil)
- 3 **Compassion.** I want to help the grieving by solving murders of their loved ones, even if that investigation is dangerous. (Good)
- 4 **Expertise.** I want to become the best in my field. (Neutral)
- 5 **Respect.** Desecration of the dead horrifies me. I want to find a way to protect the dead against necromancy. (Lawful)
- 6 **Curiosity.** I want to solve a death so bizarre I will lose sleep over it. I need a challenge or else I'll get bored. (Chaotic)

1d6 Bond

- 1 A loved one was murdered when I was younger and their death was ruled as an accident. I want to make sure something like that doesn't happen to others.
- 2 I come from a long line of morticians. I want to make my family proud.
- 3 Someone I love is chronically ill. This job gives me a chance to study diseases and hopefully figure out a way to cure my loved one.
- 4 I'm indebted to a necromancer. They force me to do this job as a way to help them.
- 5 I murder people, and this job is how I cover myself.
- 6 People died because of something I did. This job helps me remember to never let such a thing happen again.

1d6 Flaws

- 1 I've become insensitive to death. Everyone will die one day.
- 2 There's a specific type of death or fatal injury that bothers me so much, I struggle doing my job when I come across such a cause of death.
- 3 I talk ill of the dead. A lot.
- 4 I work so much that my dreams are haunted by the corpses.
- 5 I love autopsies a little too much. It feels good to cut someone open, which worries me sometimes.
- 6 I see living people as nothing but future corpses. It makes it difficult to form deeper connections with them.



CHAPTER 3: CLASSES

Dracula and his vampiric army pose deadly threats for heroes of all stripes. This chapter includes a variety of subclasses that you may select in your battle against the forces of evil. It also includes two brand-new full classes at the end of the chapter!

Note that the plague doctor subclass is not listed here due to Wizards of the Coast's licensing policies. You can find it for free on DriveThruRPG.

BARBARIAN

PATH OF THE BRANDED

You have a magic brand on your body that rejects any attempts to heal or remove it, even through magic. This brand ravages your body, but your pure grit has rendered you capable of withstanding it. The mystic brand, and your sheer constitution, have granted you unique abilities. Furthermore, your brand occasionally bursts forth into ghostly light, filling you with otherworldly power.

The exact nature of how and why you have this brand is up to you and your DM. If you are playing *Soliloquy of Annihilation* or *Daughter of the Shadows*, the campaign includes specific lore justifications for your brand. Your DM will give you some information about your brand at the beginning of the campaign, and you will learn more as you play.

ETERNAL RESOLVE

You are harder than ever to kill. You have advantage on death saving throws. However, your brand often shields your body from healing. Whenever you receive any kind of healing aside from expending hit dice or taking a long rest, you must roll 1d20. On a roll of 5 or less, you do not regain any hit points from the source of healing. You do still benefit from any secondary effects that the healing would offer.

SPIRIT SIGHT

Additionally at 3rd level, your brand allows you to see into the spiritual world around you. While you are raging or benefitting from your Reckless Attack feature, your brand bursts into ghostly flames that are mechanically harmless.

While your brand is aflame, you can see invisible and ethereal creatures within 60 feet of you. You can also see areas where planar travel is particularly easy or common, such as permanent gateways, even if they are not typically visible to the naked eye.





SHADEMARKED

At 6th level, your brand occasionally manifests shades that function as the negative reflection of your Essence.

You now score critical hits on rolls of 19 or 20. However, whenever you roll a natural 1 on any attack, you gain 2 Fear. This occurs even if your attack roll has advantage and you roll a 1 on the die that you do not apply.

When this happens, you must also make a Charisma saving throw against a DC of 8 + your Proficiency bonus. If you fail, you summon a **shadow** within 60 feet of you. The shadow is aggressively hostile to your companions. Whenever you deal damage to this creature, you take the same amount of damage.

GREATWEAPON

When you reach 10th level, you may channel the mystical power of your brand into a specific weapon.

That weapon must have the two-handed or heavy property and cannot have the ranged property.

When you take a long rest, you may imbue this weapon with the power of your brand. It becomes your Greatweapon. You may make a weapon that is already magical your Greatweapon, provided that it has the two-handed or heavy property.

Your Greatweapon is unbelievably large, increasing its reach by 5 feet and becoming unusable in combat by anyone other than you. It also has runic detailing on the blade that closely resembles your brand.

You may only have one such weapon at a time. If you imbue your brand to create a new Greatweapon, your first one magically reverts to its normal, mundane form.

Your Greatweapon deals an additional 2 damage on all attacks and counts as magical.

RELENTLESS GRIT

At 14th level, you have mastered your Essence and the ways in which your brand interacts with your soul.

When you summon a shadow with your Shademarked ability, you may demand that it serve you. The creature follows your mental commands. You may demand a shadow's loyalty once, regaining the ability after you finish a long rest.

Furthermore, when you are reduced to 0 hit points, you do not fall unconscious. Instead, you may keep fighting, but you must track how many negative hit points you would have based on how much damage you take. If you reach negative hit points equal to your maximum hit points, then you die.

While you are conscious and have 0 hit points, you must still make a death saving throw at the end of each of your turns, and you die if you reach three failures. You do not automatically fail a death saving throw when you take damage. If you reach three successes or roll a critical success, you stabilize and return to 1 hit point. Your critical successes on death saving throws are now 19 or 20.



BARD

COLLEGE OF INFERNAL ARCHIVES

Scholars, scientists, philosophers, priests. Infernal Archivists seek to understand and record the true nature of the world, and of life and death. Though their work often overlaps with those amongst the mages who make a study of alchemy, or even of necromancy, Infernal Archivists are distinct in their focus on the underlying philosophy behind their work— and in the sources they consult.

You are endlessly fascinated by the workings of the planar cosmos and have a proclivity for exploring occult methods of interplanar travel. Similarly, you are intrigued by the mechanisms of the humanoid body and seek to expand your mastery over both flesh and spirit.

There is nothing more tempting than the forbidden. Infernal Archivists seek to understand and record the true nature of the world, even in its darkest aspects. They seek out forbidden tomes of necromancy and alchemical manuscripts, trading for or even stealing priceless volumes from powerful mages. Many Infernal Archivists work with demons and infernal magic, and even those that call upon divine magic are often seen as heretics by others within their religions. For an Infernal Archivist, there is no price too high to pay to continue their work, and there are always more secrets to uncover.

MASTERY OF TRUTH

When you take this college at 3rd level, whenever you make an Intelligence (Arcana), Intelligence (History), or Intelligence (Religion) check, you can treat a d20 roll of 9 or lower as though you rolled a 10.

MASTERY OF BODY

Additionally at 3rd level, you gain fine alchemical control over the humanoid body.

When you grant Bardic Inspiration to a creature who is under the effect of a spell or other negative effect that can be ended by making a saving throw, they may choose to immediately use their reaction to make this save, adding the number rolled on the inspiration die to their total. If they fail the saving throw, they do not expend the Bardic Inspiration die.

Additionally, when you use Mastery of Truth, you may expend a Bardic Inspiration die to regain hit points equal to your roll plus your Intelligence modifier (min 0).

MASTERY OF SPIRIT

At 6th level, when a creature within 30 feet of you is reduced to 0 hit points, you may use your reaction to teleport to an unoccupied space within 5 feet of the creature. When you do so, you may also teleport the creature to your original space. The creature then regains 1 hit point regardless of whether it teleported. Once you have used this feature, you may not use it again until you have completed a short or long rest.

MASTERY OF PLANES

At 14th level, whenever you use an action to cast a spell of 1st level or higher, you may immediately teleport to an unoccupied space you can see within 30 feet of you.

Additionally, you know the *plane shift* spell. It is a bard spell for you, and you gain two special spell slots that you can only use to cast *plane shift*.

An illustration of a female cleric with long, flowing blonde hair. She is wearing a black and white gothic-style top with a blue gem at the collar, a pink skirt, and pink thigh-high stockings with black lace. She has a black cross pendant on a chain around her waist. To her left, a glowing orange bird (Avian) is flying. The background features dark, jagged rock formations under a blue and white sky.

CLERIC

DOMAIN OF MYTHOLOGY

Woven within the tales of the gods are mentions of mythological beasts aiding them on their endeavors. As a cleric of the mythological domain, you have been gifted similar aid. You have the ability to summon creatures of mythological nature with your soul's Essence, granting you extraordinary skills. You are a vessel for these entities, carrying them inside of you wherever you go. Summoning them means laying your soul bare, making you more vulnerable, but in return you gain divine gifts that will aid you on your journey. It's a symbiotic relationship, mutually beneficial for both parties. You can take comfort in knowing that you will never be truly alone as long as you keep your faith.

Inside you are four different mythological entities: A falcon (Avian), a wolf (Predator), a beetle (Insect), and a snake (Reptile). You may discuss with your DM to change the animals to suit your character, as long as they fit the category. Avians, Predators, and Reptiles are the size of the animal they represent, while Insects are about the size of a medium sized dog. A creature's specific appearance is up to you, and may even change each time it is called forth.

Avian: The Avian is generally perceptive, level-headed and disciplined. They follow orders well and don't make rash decisions, even under pressure. They keep their judgment to themselves, though if you have bonded with your Avian properly, you will be able to tell when they're silently judging something or someone.

Predator: The Predator is generally protective, assertive, and loyal. They put other people's safety first and are often eager to jump into combat. They are friendly towards you and anyone you deem an ally but will need a little while to trust the latter, worried that they might hurt you somehow. Occasionally they might let their guard down and demand some affection.

Insect: The Insect is generally crafty, curious and eager. They don't easily back away from new things and if you're someone who likes to take a risk with creative solutions, your Insect companion will likely be happy to assist.

Reptile: The Reptile is generally confident, surreptitious and clever. They like to glean information about others by watching them or by eavesdropping. They're not as action-oriented as the other entities and prefer to watch and wait, thinking things through more properly. They often act a little cold, but if you choose to bond with them more, they will develop a soft spot for you.

DOMAIN SPELLS

Level	Domain Spells
1st	<i>faerie fire, find familiar</i>
3rd	<i>beast sense, find steed</i>
5th	<i>fly, protection from energy</i>
7th	<i>freedom of movement, locate creature</i>
9th	<i>commune with nature, dominate monster</i>

BONUS PROFICIENCY

Gain Proficiency in your choice of Intelligence (Nature), Wisdom (Animal Handling), or Wisdom (Survival).

ANIMAL GUIDANCE

Additionally at 1st level, each time you finish a long rest, you may pick one of the four animal spirits that you commune with. This spirit takes a more active role in your day, granting you proficiency in one skill of your choice based on the spirit's type. You retain this proficiency until you use this feature again. If you pick a skill in which you are already proficient, you gain expertise instead, doubling your proficiency bonus with that skill.

Avian: Wisdom (Insight) or Wisdom (Perception)

Predator: Strength (Athletics) or Dexterity (Acrobatics)

Insect: Intelligence (Medicine) or Intelligence (Nature)

Reptile: Charisma (Deception) or Charisma (Persuasion)

CHANNEL DIVINITY: ANIMAL SPIRIT

Starting at 2nd level, you can use your Channel Divinity to summon a physical manifestation of your celestial companion. This manifestation is corporeal but does not have hit points and cannot be hurt. It lasts for 1 minute, whereupon it dissipates and returns to a spiritual form within you. You may dissipate the spirit early as a bonus action. The spirit may match the form you chose for the day using Animal Guidance, or may be a different form.

At the start of each of your turns, the spirit may move up to its speed and take one action. You may use a bonus action to allow it to move again or use an ability that does not deal damage. A spirit must remain within 120 feet of you.

Regardless of its form, use your Wisdom modifier as "X" for the creature's attacks and damage.

AVIAN

Tiny, Small, or Medium celestial

Speed 10 ft., fly 40 ft.

ACTIONS

Talons. *Melee Weapon Attack:* +X to hit, reach 5 ft., one target. *Hit:* 1d6+X slashing damage.

Airlift. The Avian picks you or a willing creature within 5 feet of it. The Avian then moves up to its speed, carrying the target creature with it and dropping it at the end of this movement.

INSECT

Tiny or Small celestial

Speed 30 ft., climb 30 ft.

ACTIONS

Swarm. *Melee Weapon Attack:* +X to hit, reach 5 ft., one target. *Hit:* 1d4+X piercing damage and the target creature falls prone.

Hivemind. The Insect telepathically sends you a brief mental image of what it can see based on its current location.

PREDATOR

Small, Medium, or Large celestial

Speed 40 ft.

ACTIONS

Pounce. *Melee Weapon Attack:* +X to hit, reach 5 ft., one target. *Hit:* 1d6+X slashing damage plus 1d4 radiant damage, and the creature must make a Strength saving throw against your spell save DC if it is Large or smaller. On a failure, it falls prone.

Flank. The predator may choose one hostile creature that is within 5 feet of it. The next attack roll made against that creature before the start of your next turn has advantage.

REPTILE

Medium or Large celestial

Speed 25 ft., Swim 30 ft.

ACTIONS

Violent Bite. *Melee Weapon Attack:* +X to hit, reach 5 ft., one target. *Hit:* 1d8+X piercing damage.

Intercede. The Reptile chooses one willing creature within 5 feet of it. The next time that creature is the target of an attack roll, the attack has disadvantage.



MORPHING SPIRIT

When you reach 6th level, you may change forms between your animal spirits rapidly.

You may now use your Animal Guidance feature each time you finish a short or long rest.

Furthermore, you may use a bonus action when you have an Animal Spirit present from your Animal Spirit Channel Divinity feature to change your spirit's form, choosing from one of the other form options.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes and your animal forms with divine energy. Once on each of your turns when you hit a creature with a weapon attack or with an Animal Spirit attack, you can cause the attack to deal an extra 1d8 radiant damage. When you reach 14th level, the extra damage increases to 2d8.

ANIMAL KINGDOM

At 17th level, your connection with mythological animals is unparalleled.

When you use Animal Guidance, you may choose two animal forms or choose the same form twice, gaining proficiency or expertise in two relevant skills.

Furthermore, you gain two additional uses of your Channel Divinity, but these additional uses may only be used for your Animal Spirit feature.

Lastly, when you use your Animal Spirit Channel Divinity option, you may choose to expend two uses of your Channel Divinity to summon two spirits. They can be the same form or different forms. Whenever you use your bonus action to command your spirit to take an action, you may command both spirits. Whenever you use your bonus action to change your spirit's form, you may change one or both of their forms.



DRUID

CIRCLE OF TAROT

You use tarot to sway the ebb and flow of fate. Destiny is written in the cards, and you have learned how to read them... and to reshuffle them.

TAROT DECK

You have a 78-card tarot deck. You can use any standard tarot deck to represent this.

MAKING A DECK

If you do not have a tarot deck, take two playing card decks with the same backs and write the 22 major arcana names on 22 cards from one deck. Also write “Page” on one face card from each suit. Shuffle those 26 cards into the other 52-card deck to create a surrogate tarot deck. Finally, draw a vertical arrow on each card, as upside-down (or “Reversed”) cards may cause different effects.

Use hearts to represent cups, diamonds for pentacles, spades for swords, and clubs for wands.

MAJOR ARCANAS

Choose four Major Arcanas. You know those Arcanas: when you reveal them using another subclass feature, you gain their special benefit.

Learn 1 additional Major Arcana at 4th, 6th, 8th, 10th, 12th, 14th, and 16th level.

Arcana	Effect
Magician	When you would make a Dexterity or Constitution saving throw, you may make a Wisdom saving throw instead.
Priestess	You may ignore one psyche talent of your choice.
Mother	When any creature within 20 feet of you regains hit points, you also regain hit points equal to your Wisdom modifier.
Emperor	Your Charisma score increases by 2, which can cause it to exceed 20. In addition, you deal an additional 3 psychic damage on all your attacks and creatures that are hostile to you gain a +2 bonus to attacks against you.
Prophet	When a creature attacks you, you may force the creature to make that attack roll with disadvantage. You may do this once per round, regaining the ability at the start of each of your turns.
Lovers	Choose an ally within 40 feet of you. Whenever you take damage, you take half and your ally takes the other half.
Chariot	Your speed increases by 10 feet and opportunity attacks have disadvantage against you.
Justicar	When you are hit by an attack, you may spend your reaction to deal 1d4 psychic damage to the creature that hit you. It becomes frightened of you until the end of its next turn.
Hermit	If you are affected by one or more conditions, you may spend your bonus action to remove all of them, with the exception of the petrified condition and any levels of exhaustion.
Wheel	When you deal damage to a creature that has taken psychic damage since the start of your last turn, you deal an extra 1d4 radiant damage.
Violence	You deal an additional 5 points of damage on all attacks, but when you would be damaged by an attack, you take an extra 2 points of damage.
Hanged Man	You become undead. You are immune to necrotic damage while undead, and have advantage on saving throws against being stunned.
Death	Shadows emerge from you in a 20 feet radius, turning bright light into dim light and dim light into darkness. You can see in this darkness normally.
Temperance	Choose one condition. You are immune to that condition.
Devil	Whenever you cast a spell that involves a spell attack roll, you may cast the spell at its lowest level using a spell slot that is one slot lower than you would normally need. 1st level spells count as cantrips when cast in this way. However, if you roll a 1-2 when casting such a spell, you gain 1 level of exhaustion and gain 1 Fear.
House of God	You have advantage on saving throws against spells that target you and no other creatures.
Star	You gain a special attack that costs you 1 bonus action. Star. Ranged Spell Attack: +your spellcasting modifier to hit, range 120 ft., one target. Hit: 1d8 radiant damage.
Moon	You gain a special attack that costs you 1 bonus action. Moon. Ranged Spell Attack: +your spellcasting modifier to hit, range 60 ft., one target. Hit: 1d6 cold damage and you are invisible to that target until the end of your next turn.
Sun	You gain a special attack that costs you 1 bonus action. Sun. Each creature within 5 feet of you must make a Constitution saving throw against your spell save DC. On a fail, creature takes 1d4 fire damage and is blinded until the end of its next turn.
Judgment	You gain a special attack that costs you 1 bonus action. Judgment. Ranged Spell Attack: +your spellcasting modifier to hit, range 40 ft., one target. Hit: 1d8 psychic damage and the target has disadvantage on the next attack roll or saving throw that it makes before the end of its next turn.
Creation	Conjure a generic beast or humanoid of CR 2 or less. It follows your nonverbal commands for 10 minutes or until killed, whereupon it disintegrates.
Orphan	While you have no allies within 5 feet of you, you gain a +2 bonus to your AC and saving throws.

COMBAT CARDS

Starting at 2nd level, when you roll Initiative, shuffle your tarot deck.

At the start of each of your turns, you may flip over the top card of your tarot deck, gaining the following benefit based on its suit. The effect remains until you draw a new card. The exception is the Major Arcanas: if you play a Major Arcana card, it remains until the end of your next turn (even if you play another card), whereupon it is discarded.

Cups: Gain 2 temporary hit points.

Pentagrams: When you would take acid, necrotic, or poison damage, reduce that damage by 2.

Swords: Deal an additional 2 points of damage.

Wands: When you would take cold, fire, or lightning damage, reduce that damage by 2.

If it is a face card, then the numeric value is 3 instead of 2.

If it is a Major Arcana that you know, you gain its special effect instead. If it is a Major Arcana that you do not know, you get to choose which suit effect you gain, with a numerical value of 5.

At level 10, the value of the cards changes. Non-face cards offer you a value equal to one-half the numeric value of the card itself (e.g., an 8 of Wands would now reduce cold, fire, or lightning damage by 4), rounded down if necessary. Face cards are considered to have a numeric value of 6, and Major Arcanas have a numeric value of 7.

TAROT READER

Finally, starting at 2nd level, you may read a creature's fortune. This takes a minimum of 5 minutes.

Subtract your Arcana skill modifier from 20. This is your Fortune DC.

Now, shuffle your tarot deck. Twist parts of your deck a few times in such a way that some of the cards will be "Reversed" (upside-down, but not backwards; you should still see only the backs of the cards). Next, deal three cards face-up, representing the past, present, and future.

Add up the numerical values printed on these cards. With this feature, face cards have a value of 12, and major arcanas have a value of 7. Cards that are Reversed have a negative value.

If you meet your Fortune DC, then the subject of your reading is deemed Fortunate. One time before the subject takes a Long Rest, they may activate their Fortune. They add 1d6 to all of their d20 rolls for 1 minute (10 rounds).

If you did not meet your Fortune DC, then the subject of your reading is deemed Unfortunate. One time before they take a long rest, the DM may activate their Fortune. They subtract 1d4 from all of their d20 rolls for 5 rounds.

If the Future card was a non-Reversed Major Arcana that you know, and you beat your Fortune DC, then that Major Arcana's benefit activates on the subject when they activate their Fortune and remains for the duration.

You can use this ability once, regaining it after you take a short or long rest.

FORTUNE TELLER

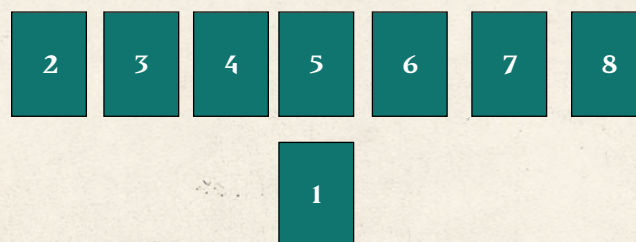
At 6th level, you gain the ability to read more advanced tarot spreads. You know a number of tarot spreads equal to your proficiency bonus, choosing from the list below. The three-card spread in the Tarot Reader ability counts as one of these spreads. Each time your proficiency bonus increases, you may learn a new tarot spread.

When you would use your Tarot Reader ability, you may use any one of the spreads that you know.

BETORIEN'S GUIDANCE

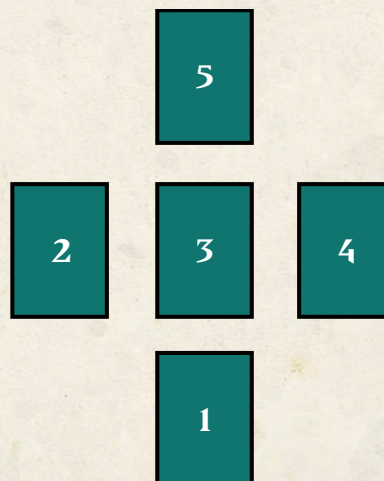
You may use Betorien's Guidance for your Tarot Reader ability, bestowing the benefit from your Major Arcanas if it is the 5th card and is not reversed.

Before laying out the spread, choose a suit. If the 8th card is that suit and is not reversed, then the subject of your reading gains the benefit of the Combat Cards ability based on that suit for the duration of their Fortunate ability. If it is a Major Arcana and is not reversed, it counts as that suit.



IZTARI MEDITATION

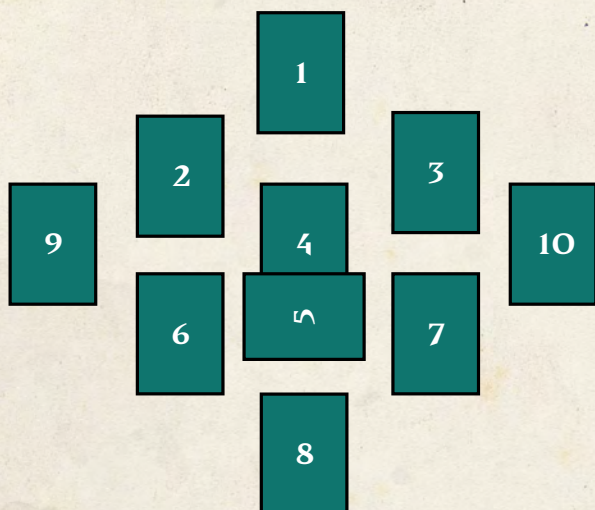
You may use Iztari Meditation for your Tarot Reader ability, bestowing the benefit from your Major Arcanas if it is the 5th card and is not reversed. If you beat your Fortune DC by 5 or more, then the target is also immune to being charmed or frightened for the duration of the effect.





MORGANA'S STAR

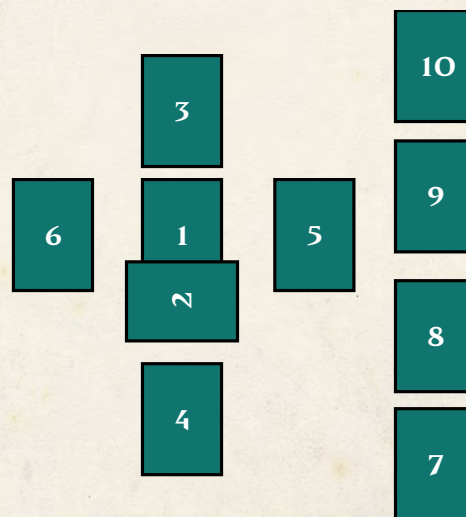
You may use Morgana's Star for your Tarot Reader ability, bestowing the benefit from your Major Arcanas if it is the 5th or 10th card (10th cannot be reversed to gain this benefit). If they are both a Major Arcana that you know, you pick which one.



STRAVONI CROSS

You may use the Stravoni Cross for your Tarot Reader ability, bestowing the benefit from your Major Arcanas if it is the 10th card (10th cannot be reversed to gain this benefit).

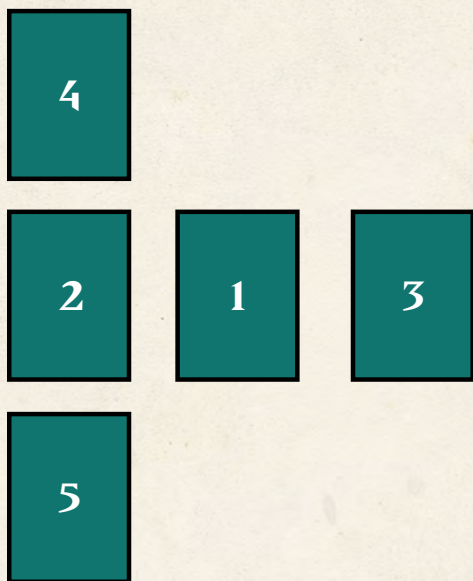
Additionally, when using your Read Fortune ability with this spread, you may choose to only count cards 3, 5, 7, 8, and 10.



CELESTIAL ARROW

You may use the Celestial Arrow for your Tarot Reader ability. Choose a number of recipients equal to or less than your Wisdom modifier (minimum 2). If you beat your Fortune DC, they all gain the benefit. If you do not, they all suffer the penalty.

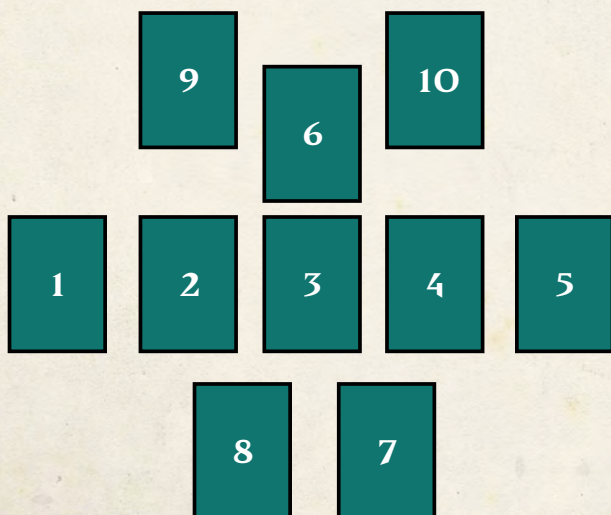
Before revealing the spread, choose “Alliances” or “Goals.” This determines which card you should check for when determining your Major Arcanas benefit: 4th for “Alliances” and 5th for “Goals.” Either way, you gain the benefit even if the card is reversed.



CONCLAVE COMMUNION

You may use Conclave Communion for your Tarot Reader ability. Choose a number of recipients equal to or less than one-half of your Charisma modifier (minimum 2). If you beat your Fortune DC, they all gain the benefit. If you do not, they all suffer the penalty.

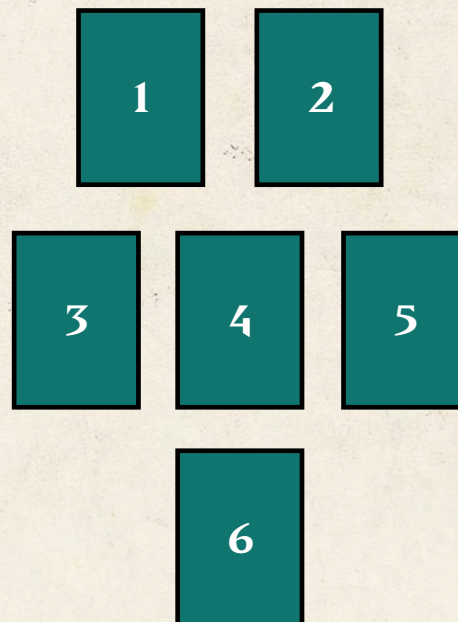
They all gain the Major Arcanas benefit if it is your 7th card and is not reversed.



LUCIEN'S LOCK

You may use Lucien's Lock for your Tarot Reader ability. Choose two recipients: if you beat your Fortune DC, they both gain the benefit. If you do not, they both suffer the penalty.

They gain the Major Arcanas benefit if it is your 4th card and is not reversed.



ARCANAS INCARNATE

When you reach 10th level, the power of tarot resonates within you. You may expend a use of your Wild Shape to look through your tarot deck and play any Major Arcanas card that you know, then shuffle your deck. When you play a Major Arcanas card in this way, its effects last for the duration of your Wild Shape.

HAND OF FORTUNE

At 14th level, you have mastered your tarot deck's combat potential. When you roll initiative, draw a number of cards equal to your Wisdom modifier + your Intelligence modifier. Your hand limit is your Intelligence score.

When you use your Combat Cards ability, first draw a card, then choose any one card from your hand to play.

FIGHTER

CURSEBLADE ARCHETYPE

Whether inherited or stumbled upon, the Curseblade is a keeper of darkness, perhaps themselves cursed to shepherd powers beyond them. Beholden to the will of a weapon with a strength all its own, these warriors draw upon and control sentient, cursed weapons, those that threaten to overwhelm them should they stray even an inch from their vigil. Most Curseblades are victims of happenstance, those drawn into their role by chance, while others belong to orders that bind hateful and vicious spirits to wood and metal in an effort to control their powers for the greater good, or for devilish whims of their own.

IMBUED BLADE

At 3rd level, you infuse any single, mundane melee weapon of your choice with a supernatural spirit, creating your curseblade (that does not necessarily have to be a blade). This weapon acts as a focus for spells, satisfying the need for somatic components while wielded, counts as magical, and you cannot be disarmed of it against your will unless you are incapacitated.

Additionally, when you first infuse the blade, and again at 7th, 10th, 15th, and 18th level, your weapon gains a basic property from the following list:

- **Dualistic.** As a bonus action, you may create a copy of your weapon for 1 minute so long as it possesses the light property.
- **Empowered.** Your weapon gains a +1 magic bonus, gaining +1 to attack and damage and counting as magical. This can stack with existing magic bonuses, but cannot exceed +3 in total.
- **Featherweight.** Your weapon gains the light property if it did not already possess it. This cannot be added to a two-handed weapon.
- **Halfhand.** You treat a weapon with the versatile property as if it is always being wielded in two hands.
- **Overbearing.** When you hit a creature for the first time on your turn you may shove that creature for free. You may only use this property once per turn.
- **Overreach.** Your weapon's reach extends by 5 feet.
- **Returning.** Your weapon gains the thrown property with a range of 20/60. When thrown, the weapon returns to your hand after the attack is resolved. If your weapon already possesses the thrown property it doubles its range.



SPELLCASTING

Also at 3rd level, your weapon manifests magical power, instilling you with the ability to cast spells through it. Choose from the available spirit types: Arcane, Primal, or Occult. This choice determines your available spell list, cantrips, and spellcasting ability modifier.

Arcane. Intelligence, sorcerer spell list.

Primal. Wisdom, druid spell list.

Occult. Charisma, warlock spell list.

CANTRIPS

You learn two cantrips of your choice from the spell list relative to your spirit type. You learn an additional cantrip of your choice at 10th level from the same list.

SPELL SLOTS

The Curseblade Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *hex* and have a 1st-level and a 2nd-level spell slot available, you can cast *hex* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three 1st-level spells of your choice from the relative list.

The Spells Known column of the Curseblade Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the same spell list. The new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Your spellcasting ability depends on your spirit type: Arcane (Intelligence), Primal (Wisdom), or Occult (Charisma).

You use the relative ability whenever a spell refers to your spellcasting ability. In addition, you use that ability modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + either your Intelligence, Wisdom, or Charisma.

Spell attack modifier = your proficiency bonus + either your Intelligence, Wisdom, or Charisma.

Fighter Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1



SPIRIT BLADE

At 7th level as a bonus action, you may wreath your curseblade in energy, granting it additional power. For 1 minute, your weapon deals an additional 1d6 damage of an element you choose and you have advantage on attacks against creatures of a certain type. Your choices and the affected creatures depend on your spirit type:

Arcane

Cold or fire damage.

Creature types: Aberration, Construct, Dragon, Elemental.

Primal

Acid or lightning damage.

Creature types: Beast, Fey, Monstrosity, Undead.

Occult

Necrotic or poison damage.

Creature types: Aberration, Fiend, Celestial, Undead.

At 10th level, the damage increases to 1d10, and at 15th level, you may add an additional creature type from any of the other spirit types' lists to your own.

You may use this ability a number of times equal to half your proficiency bonus (rounded up), regaining expended uses when you finish a long rest.

MORPHING

Also at 7th level, you may enact a ritual over the course of an hour that counts as light activity to change the shape of your weapon. You may change your curseblade to any other mundane, melee weapon of your choice, changing the basic properties it possesses from your Imbued Blade feature as well.

ADVANCED PROPERTY

At 10th level, you may take one of the advanced properties in lieu of the basic properties from Imbued Blade. At 18th level you may take a second advanced property instead of another basic property.

- **Binding.** When you hit a creature with this weapon you may use your reaction to bind that creature's movement, forcing it to make a Charisma saving throw against your spell save DC. On a failure, that creature loses its fly speed, if it has one, and cannot use any spells or abilities that would allow it to teleport to shift planes. This effect lasts for 1 minute, and a creature may make an additional Charisma save at the end of its turns to remove the binding. You may use this ability a number of times per long rest equal to your proficiency bonus.
- **Draining.** When you hit a creature with this weapon you may use your reaction to regain a number of hit points equal to half the damage done + either your Intelligence (Arcane spirit), Wisdom (Primal spirit), or Charisma (Occult spirit) modifier. If you are below half your maximum hit point total, you regain your full damage, instead of half. You may use this ability a number of times per long rest equal to your proficiency bonus.
- **Impossible Design.** You may now use a weapon with the two-handed property in a single hand without penalty.
- **Quick.** When you take the Attack action on your turn you may make one additional attack with this weapon. You may use this ability a number of times equal to your proficiency bonus, regaining expended uses when you complete a long rest.

- **Siphoning.** When you hit a creature with this weapon you may use your reaction to steal magic from it. If the creature is capable of casting spells (possesses spell slots), it must make a Wisdom saving throw against your spell save DC. On a failure, it loses a spell slot equal to, or less than, your proficiency bonus (start from the highest available to the lowest) and you gain a spell slot of the highest level spell you can cast. You may use this ability a number of times equal to your proficiency bonus, regaining all uses when you finish a long rest.

ADVANCED MORPHING

Also at 10th level, you may now enact a ritual to remove your spirit from its original housing and imbue it into any weapon of your choice, including a magic weapon, though this weapon cannot possess its own sentience. This ritual takes eight hours and you may use it over the course of a long rest. The weapon must have a rarity rating equal to, or less than, your proficiency bonus. Use the following chart to determine that rating:

Proficiency bonus	Rarity
4	Uncommon
5	Rare
6	Very Rare

You may trade out the basic properties from your Imbued Blade feature whenever you imbue a new weapon.

CURSE BLAST

At 15th level, you gain a unique attack, unleashing the full power of your curseblade on your enemies. Choose one of the following abilities:

- **Whirling Dervish.** You create a vortex of swirling energy as an action. Make a single melee attack against every creature of your choice in a 10 foot-radius sphere around you. On a hit, a creature takes 4d10 points of force damage + your Intelligence (Arcane), Wisdom (Primal), or Charisma (Occult) modifier.
- **Explosive Burst.** You expel a blast of power as an action. Make a single melee attack against every creature of your choice in a 15-foot cone in front of you. On a hit, a creature takes 4d10 points of force damage and is either knocked back by 5 feet or knocked prone (choose on using this ability). You may only knock a creature prone if it is no more than two size categories larger than you.

- **Scything Blow.** As an action, make a single melee attack against a creature you can see within 30 feet of you. This attack also targets every creature of your choice between you and your target. On a hit, a creature takes 4d10 + your Intelligence (Arcane spirit), Wisdom (Primal spirit), or Charisma (Occult spirit) modifier in force damage. At the end of this attack you teleport to the original target of the attack.
- You may use the ability that you chose, regaining use of it after you finish a short or long rest. If you are out of uses, you may expend a use of your Action Surge as a free action to regain use of this feature.

SPIRIT KEEPER

At 18th level, you form an unbreakable bond with your curseblade, sharing aspects of the spirits' abilities. You no longer need to sleep, but must still participate in light activity to benefit from a long rest, and become immune to surprise. Your curseblade's spirit also seeps into your very essence, changing you at a fundamental level. Your creature type changes to one of the following depending on your spirit type:

- **Arcane.** Your creature type becomes either aberration or fiend, making you immune to the effects of spells that target humanoids. You gain resistance to either psychic damage (aberration) or fire damage (fiend).
- **Primal.** Your creature type becomes either elemental or fey, making you immune to the effects of spells that target humanoids. As an elemental, you gain resistance to either acid, cold, fire, or lightning damage (choose on gaining this ability). As a fey, you gain immunity to being charmed.
- **Occult.** Your creature type becomes either fiend or undead, making you immune to the effects of spells that target humanoids. As an undead, you no longer need to breathe, drink, or eat, and no longer physically age, and you may still may be healed by spells as normal. As a fiend, you gain resistance to fire damage.

An illustration of a character with white hair, wearing a dark hooded cloak over a purple tunic and dark pants. They are holding a long, dark whip that glows with red energy. The character is standing on a rocky, uneven ground with a misty, blue-toned background.

FIGHTER

DESCENDANT ARCHETYPE

Guided by legacy, Descendants are trained from childhood to combat ancient enemies and uphold creeds of legacy, honed by techniques passed down from their militant ancestors. Some Descendants are fueled by vengeance for families lost, others dedicate themselves to hunting down every vestige of their sworn foes, and some few find themselves locked into battles not of their choosing.

ANCESTRAL WEAPON

When you take this archetype at 3rd level, you inherit an heirloom weapon from your ancestors. This is a magical whip. You may choose the statistics of your whip, using the whip in the *Player's Handbook* or in the equipment section of this book. You gain +1 to attack and damage rolls with this weapon, and it counts as magical for the purpose of overcoming resistances.

WHIP WARRIOR

Additionally at 3rd level, you have developed a particular skill in fighting with whips. You gain two abilities: Whiplash and Whirl. Both take one action.

- **Whiplash.** Make a whip attack against each creature in a line that is a length equal to double your whip's reach. Roll the attack once, comparing it to each creature's AC.
- **Whirl.** Make a whip attack against each creature in a radius that is a number of feet equal to your whip's reach. Roll the attack once, comparing it to each creature's AC.

STINGING STRIKE

When you reach 7th level, you can deliver devastating attacks with your ancestral weapon. When you hit with your ancestral weapon, you may use a bonus action to apply one condition out of the following list to the creature that you just hit. The condition lasts for a set duration as specified below.

- **Deafened.** Lasts for 5 rounds.
- **Grappled.** Lasts until the creature breaks the grapple.
- **Prone.** Lasts for 5 rounds, whereupon the creature can stand again.
- **Stunned.** Lasts until the start of your next turn.

You may use Stinging Strike once, regaining the ability to do so upon finishing a short or long rest.



ANCESTRAL TECHNIQUE

At 10th level, you have perfected the unique fighting style of your ancestors. Choose one: barbarian, monk, paladin, ranger, or rogue. You gain a unique ability based on your selection.

- **Barbarian.** You gain the barbarian's Rage ability and may use it twice, regaining expended uses when you take a long rest.
- **Monk.** You gain the monk's Martial Arts ability. Your unarmed damage die is 1d4 and does not increase unless you multiclass into monk, whereupon it progresses according to the Monk Table.
- **Paladin.** You can innately use the Divine Smite ability as though expending a spell slot of 1st level. You may do this one time, regaining the ability when you take a short or long rest.
- **Ranger.** Gain the ranger's Favored Enemy ability. Furthermore, you can cast the *hunter's mark* spell innately one time, regaining the ability when you take a short or long rest.
- **Rogue.** Gain the rogue's Sneak Attack ability. Your Sneak Attack damage is 1d6 and only increases if you multiclass into rogue, whereupon it progresses according to the Rogue Table.

UNENDING RIVALRY

When you reach 15th level, choose a creature type besides humanoid. Your AC gains a +2 bonus against the attacks of creatures of that type, and you are proficient in any saving throw that a creature of that type would force you to make. You also deal an extra 2 points of damage against creatures of that type and score a critical hit on a roll of 19 or 20 when attacking a creature of that type.

VENGEFUL HEIR

At 18th level, when a hostile creature survives combat against you, you may declare it your Mortal Enemy. Regardless of its creature type, you may apply your Unending Rivalry ability to that creature the next time you meet it in combat, unless you have chosen a new Mortal Enemy.

Furthermore, when you target your Mortal Enemy with Stinging Strike, you do not expend your use of the Stinging Strike ability.

You may only have one Mortal Enemy at a time.



MONK

WAY OF THE GRAVEDIGGER

Graveyards are meant to be a final resting place, but all too often, undead blaspheme against the natural order. As a Gravedigger, you are devoted to keeping the dead in the ground where they belong. You have learned to master the elements of earth and spirit and bend them to your will. You are motivated by your connection to death and undeath. Perhaps you worked as a graveyard keeper, witnessed a loved one become undead, or put people into an early grave by your own hands, something you wish to atone for. Whatever the reason may be, you believe necromancy is a vile kind of magic that disrupts the peace of the departed, and have spent years of your life learning how to fight back against it.

ELEMENTAL BIND

When you choose this tradition at 3rd level, you learn to connect to the elements of earth and spirit. After every long rest you can choose which of the two elements you will bind to that day. This will determine which of the two abilities below you will get. In addition, you can use 2 Ki points to cast the *protection from evil and good* spell, without providing material components.

Earth Step. You spend 2 Ki points and sink into the ground below, reappearing in an unoccupied space within 20 feet and escaping any opportunity attacks against you.

Spirit Guide. You spend 2 Ki points to contact a spirit for guidance. You can ask this spirit 1 question, which they can only answer with yes or no. The spirit's knowledge is limited by what it knew in life and what it has witnessed in its surroundings.

PATH OF EARTH AND SPIRIT

At 6th level, when you bind to an element after a long rest, you gain an additional ability based on that element. In addition, you can spend 2 Ki points to cast the *Earth Tremor* or *Detect Evil and Good* spell.

Form of Dirt. As an action, you may transform yourself into dirt, keeping your shape and your abilities. When you are hit by a non-magical weapon attack, you only take half damage. This ability lasts up to a minute, or until you are incapacitated or die. If you take more than 20 points of damage in one attack, you must make a Constitution saving throw to maintain concentration, dropping the form on a failure. If you spend 3 Ki points, you can use this feature as a bonus action instead of an action. You may use this ability two times, regaining expended uses when you complete a long rest.



Spirit Aid. You spend 3 Ki points to summon a spirit to come to your aid. Use the stat block of a **specter**. If the spirit is not given a command, it will use its action to defend itself. It vanishes when dismissed or when reduced to 0 hit points.

TRAP UNDEAD

At 11th level, your mastery over the element of earth grows. As an action, you point to an area within 60 feet of you. Undead creatures within a 30 foot radius must make a Dexterity saving throw equal to 8 + your Wisdom modifier + your proficiency bonus. On a failure, they become buried in the ground and are considered incapacitated. On a success, they instead fall prone. A creature incapacitated in this way may make a Strength saving throw at the end of its turn to attempt to escape the soil. On a success, they crawl out of the ground and become prone. You may use this ability two times, regaining expended uses when you complete a long rest.

NEGATE NECROMANCY

At 17th level, your mastery over the element of spirit grows. You touch an undead creature and attempt to set its spirit free, negating the necrotic magic that has turned it undead. If it is unwilling, the creature must make a Wisdom saving throw equal to 8 + your Wisdom modifier + your proficiency bonus. On a failure, the creature dies. On a success, it is instead stunned for 1 round. The amount of Ki points you spend determine how powerful a creature you are able to affect.

Ki Points	Max CR
3	1
4	2
6	3
8	4
10	5
12	6



MONK

WAY OF THE PENITENT

All are fallible, and you are the first to admit your many shortcomings. You view your moral scruples with grave serenity, scourging yourself when you transgress. By disciplining the body, you may sharpen the mind. You view your flesh as a crucible for your spirit, and you will draw out the dross at any cost.

FLAGELLATION

When you choose this subclass at 3rd level, you may shed your transgressions through self-flagellation. When you take a long rest, you may ignore X Fear when determining if you are above your Threshold. Upon finishing your long rest, take Xd8 slashing damage.

SCOURGE

Additionally at 3rd level, you have mastered a special weapon, a scourge. This weapon has the statistics of a whip and counts as a monk weapon for you. Gain the following abilities.

Cleanse. On your turn, you may spend 1 Ki point and one of your attacks to automatically hit yourself or an ally with your scourge, dealing damage as normal. Remove the charmed or frightened condition from the target. The target creature is immune to this condition for the next minute.

Flay. When you have no hit dice remaining, you may spend 1 Ki point as a free action to improve the vigor of your attacks. Until the end of your current turn, all of your unarmed attacks and attacks with monk weapons crit on a 19 or 20.

PENITENT SOUL

At 6th level, you can sacrifice your very life force to overcome great challenges. When you fail a saving throw, you may expend one of your available hit dice and add it to the roll, potentially turning it into a success.

GODFEARING

At 11th level, when you would drop to 0 hit points, you may spend 1 Ki Point to instead gain 4 Fear and regain 4d8 hit points.

CONFESSIONAL

When you reach 17th level, you can lead groups to practice your penitence. When you take a long rest, you may create a temporary Haven that has a Shrine in it. The Shrine allows any creature to use your Flagellation feature.

A creature must use your Flagellation feature to gain the benefits of the Haven.



PALADIN

OATH OF THE HELLBOUND

Having clawed their way from the very pits of the inferno, the Hellbound walks a thin line between zeal and sacrilege; empowered to act by the brand of the Hells upon their soul. Through sheer will and command of darker forces, these warriors supplant the divine with the profane, yet they seek ever to redeem themselves from the misdeeds of their past lives, freed now from the grip of damnation, and determined to break that hold upon not only their own whims but of others cursed by the denizens of Hell.

TENETS OF THE HELLBOUND

Forgiveness. I will make good on my past sins and will not repeat the mistakes that damned me to Hell.

- **Freedom.** I, nor any other creature, will be bound against their will to another.
- **Vile Fiends.** Fiends cannot be trusted, and doing so is eternal damnation, a fate I will not suffer again.
- **Redemption.** There is hope in even the darkest of souls. Anyone can be redeemed if they only have the will.
- **Second Chances.** All are worthy of a second chance, but never a third.

OATH SPELLS

Level	Oath Spells
3rd	<i>protection from evil and good, hellish rebuke</i>
5th	<i>scorching ray, flame blade</i>
9th	<i>fireball, intellect fortress</i>
13th	<i>fire shield, freedom of movement</i>
17th	<i>immolation, greater restoration</i>

CHANNEL DIVINITY

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

Flameblade. As a bonus action, you wreath a single melee weapon in righteous flame, using your Channel Divinity. For 1 minute, your weapon now deals fire damage instead of its original damage type, and may use your Charisma modifier for your attacks and damage. If the weapon is not already magical, it becomes magical for the duration, and deals an additional 1d6 fire damage. Any fire damage you deal while Flameblade is active ignores resistance to it.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.



Fuel the Flames. As an action, you may expend a spell slot of a level equal to or greater than half your proficiency bonus (rounded up) to regain a single use of your Channel Divinity. You may use this feature once, regaining the ability to do so after finishing a short or long rest.

TAINTED BY FIRE

Also at 3rd level, your Divine Smites are no longer divine. When you use Divine Smite, you deal fire damage instead of radiant, and any creature you smite must make a Dexterity saving throw against your spell save DC. On a failure, the creature is set ablaze for 1 minute, and taking 1d6 fire damage at the start of each of its turns (that ignores resistance to it), even if it is not normally flammable, until it takes an action to smother the flames.

HELLFIRE

At 7th level, fire damage you deal while Flameblade is active reduces immunity to resistance, and you now score a critical hit with melee attacks on rolls of 19 or 20 against any creature that is set ablaze. Additionally, any creature set ablaze within reach of your melee weapon provokes a free opportunity attack (which does not require your reaction) if it moves out of your melee reach. You may only make this attack once on each of your turns, and if you hit this creature you reduce its speed to 0 until the beginning of its next turn.

REDEPTIVE STRIKE

Beginning at 15th level, whenever you hit a creature that is set ablaze, you may choose to deal critical damage. Any fire damage you deal with a Redemptive Strike ignores both resistance and immunity. You may use this feature twice, regaining expended uses when you finish a long rest.

ASCENSION

At 20th level, as an action, you encircle yourself in hellfire and take on the form of a hellish archon. For 1 minute, emit flames and light in a 30-foot radius, granting you the following:

- Your Flameblade activates and the extra fire damage it deals increases to 2d6.
- Any creature that starts its turn within the aura, or enters your aura for the first time, must make a Dexterity saving throw against your spell DC. On a failure, it is set ablaze as if hit with one of your smites and now takes 10 damage instead of 1d6 at the beginning of its turns.
- You become immune to fire damage, and whenever you are subjected to fire damage, you may, as a reaction, choose to heal for half the damage inflicted.
- You gain advantage on saving throws made to resist the spells and abilities of fiends and undead.

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

PALADIN

OATH OF THE SAINTS

The Oath of the Saints is a path walked by zealots who seek not to merely venerate the saints and martyrs who came before them, but to embody them, to call upon their divinity that the saints might once again walk the world— if only for a moment. After all, saints are proven vessels through which miracles have been wrought, and the zealot is just a poor sinner by comparison. If they can bring back such potent souls, if even for a few seconds, then no price of the flesh is too great.

They menace with jangling chainmail layered under hulking plate covered in engravings depicting scenes from the deaths and passions of martyrs. They are adorned with precious holy relics like saintly finger bones and teeth bound in gold wire, worn against the skin and hidden beneath their massive armor. Keepers of the Oath of Saints are seen by some as bringers of hope and deliverance, by others as wild-eyed, sinister juggernauts of destruction bearing an unhealthy obsession with the dead.

TENETS OF THE SAINTS

The precise tenets can vary by saintly hagiocultic tradition; that is, one cult of saints and another may have slightly different versions of these tenets to better match the specific saint or saints whom they worship. However, all paladins who take the Oath of the Saints subscribe to some version of the following core tenets.

- **Vow of Sacrifice.** I must be prepared— and indeed eagerly seek— opportunities to sacrifice of my blood, my flesh, and my being to the saints, as well as to my fellow mortal sinners who cling to the divine for protection. No price of the self is too high in service to the incorruptible.
- **Vow of Expiation.** I must recognize that both I and other mortals are beings of guilt, sin, and imperfection, and that only saints are truly cast in the perfected light of the divine. I must atone for my wrongdoing and failings, and encourage others to make reparations for their sins as well.
- **Vow of Censure.** I must destroy that which is anathema to the saints whose bones and legacies I carry, and erase the foul works of the wicked who would poison the world with their corrupt magics. A repentant sinner can be forgiven when their ill deeds are dismantled, a willful sinner must be censured and their ill deeds destroyed.



OATH SPELLS

Level	Oath Spells
3rd	<i>command, heroism</i>
5th	<i>calm emotions, enhance ability</i>
9th	<i>spirit shroud, speak with dead</i>
13th	<i>aura of purity, divination</i>
17th	<i>holy weapon, immolation</i>

CHANNEL DIVINITY

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

Sanction of the Martyr. As an action, blast the area around you with divine energy radiating out from the holy depictions of agonized saintly martyring engraved upon your armor and your holy symbol. Choose any number of enemies within 20 feet of you. The chosen enemies must make a Wisdom saving throw, unless they are immune to being frightened. Fiends and undead have disadvantage on this saving throw.

On a failure, a target gets disadvantage on attack rolls to attack any creature other than you, and suffers a penalty to the damage they deal to creatures other than you equal to your Charisma modifier. This lasts for 1 minute, but a creature may make a Charisma saving throw against your spell save DC at the end of each of its turns to end the effect early. You gain temporary hit points equal to your Charisma modifier for each target that fails this saving throw, up to a maximum of half your maximum hit points.

Infallibility. After you or an ally within 20 feet of you fails an Intelligence, Wisdom, or Charisma saving throw you may use a reaction to inflict psychic damage on the creature that forced you or your ally to make that save. The amount of psychic damage suffered by the creature is 1d8 + your Charisma modifier at 3rd level. The rolled damage increases to 2d8 at 5th level, 3d8 at 9th level, 4d8 at 13th level, and 5d8 at 17th level.

VESSEL OF THE SAINTS

By 7th level, you have become a powerful conduit for the spirits of the saints whose bones you carry, whose stories you've so long studied, and whose purity you seek to emulate. You may open yourself up as a medium for some scattered vestige of these saints' souls to inhabit your mortal form and transform you into an implement of divine will. As a bonus action, choose one of the following saintforms to temporarily embody.

Saint of Censure. While you are embodying this saintform you gain a bonus to saving throws against spells and magical effects equal to your Charisma modifier. Allies within 20 feet of you also gain half this bonus to their saving throws against spells and magical effects (rounded down, minimum +1).

At 9th level, you may expend a 3rd level or higher paladin spell slot to use the *counterspell* spell while embodying this saintform.

Saint of Expiation. Once per turn when you suffer damage while you are embodying this saintform, an ally of your choice within 20 feet of you gains temporary hit points equal to 1 + your Charisma modifier.

Saint of Sacrifice. When an ally within 20 feet of you would suffer damage while you are embodying this saintform, you can choose to grant that ally resistance to that damage. If you do, you suffer an amount of damage equal to half of the original damage they would have suffered without resistance. This damage that you suffer does not have a type and cannot be reduced or ignored by any means.

While embodying any of the saintforms, you gain a +1 bonus to your armor class, and resistance to bludgeoning, piercing, and slashing damage. Your resistance to these types of damage does not apply to any damage you suffer willingly as a result of a spell or class feature.

This ecstatic state lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you aren't within 20 feet of either an ally or an enemy. You can also end this ecstatic state early on your turn as a bonus action. You may use this ability once at 7th level, twice at 15th level, and three times at 20th level. All spent uses of this ability are regained when you finish a long rest.

INCORRUPTIBLE

By 15th level your body courses with traces of divine power left over from your experience channeling the soul-vestiges of saints. This causes you to cease visibly aging (though your natural lifespan is unaffected). You gain resistance to poison and necrotic damage. In addition, when you die, your body is automatically affected by the effect of a *gentle repose* spell with an infinite duration.

MIRACULOUS CANONIZATION

By 20th level you have not become a saint in your own right, so much as you have become a mortal vessel to hold the divine potential of miracles and sainthood themselves. You are not a saint, you are all saints. You may use Vessel of the Saints as a free action when initiative is rolled. If you do not have any uses of Vessel of the Saints when initiative is rolled, you regain one use. Whenever you use Vessel of the Saints, choose two saintforms to embody instead of one. You gain the benefits of both saintforms simultaneously.



RANGER

VAMPIRE HUNTER CONCLAVE

The ultimate specialist, the Vampire Hunter excels in their mastery of undead, or rather, their ability to dispatch them. Dedicated to hunting down and eradicating the risen and all their ilk, these rangers learn to craft an array of unique weapons, equipped to handle the foul powers brought to bear against them. Vampire Hunters come from all walks of life: sacred orders tasked with the eradication of the profane, warriors plagued by a vampire's devastation, or even those that seek to keep the wilds free of undead influence, all of them united by a singular philosophy: the dead should remain buried.

HUNTER'S TOOLS

Also at 3rd level, you gain access to an array of hunter's tools. Pick two tools from the following list. During a long rest, you may craft this tool for free using available resources you have on hand. Hunter's tools can be used a number of times equal to your proficiency bonus, at which point they break or are exhausted, and must be remade.

Throwing Crucifix. An altered boomerang with four piercing blades set along a center throwing ring. As a bonus action, you may make a ranged attack against a creature within 30 feet, even if you cannot see them. This tool deals $1d6 +$ your Dexterity modifier in slashing damage and returns to your hand after the attack is resolved.

Combat Trap. A series of traps that can be deployed quickly to cover a field of engagement. As an action, you can set a single trap. Choose a point within 5 feet of you. When a creature moves into that square, it takes a number of $d4$ s of piercing damage equal to your proficiency bonus, and its walking speed is halved until the end of its next turn. If a creature does not see you set this trap, they must roll a Wisdom (Perception) check to notice it, against your spell save DC. You may have as many traps active at one time as you have uses of this tool.

A trap has 5 hit points, an AC of 10, and can be disabled, with the same DC equal to the Perception check to notice it.

Repeating Crossbow. This weapon possesses the statistics of a standard hand crossbow, only it lacks the loading property. When you use the Attack action to attack with this crossbow, you can fire a number of additional bolts from it equal to your proficiency bonus, provided that you have the bolts available to fire. Each additional bolt fired adds 2 points of damage to the attack. After you have exhausted the crossbow, it still functions as a normal hand crossbow until you remake this tool when you take a long rest.

Scatter Spark. A crafty concoction of alchemical powder and shrapnel that you can hurl to distract and dismay a creature.

Scatter Spark counts as an improvised ranged weapon (that you are proficient with) with a range of 20 feet. A creature hit by Scatter Spark is blinded until the end of their next turn.

You may select a third tool at 7th level, then gain the last tool at 11th level. Each tool possesses a separate pool of uses.

TOOL EXPERT

At 7th level, choose one tool you know. You may now expend a spell slot to make the damage from that tool magical for 1 minute. That tool also improves in the following way:

Throwing Crucifix. Your Throwing Crucifix now hits every creature in a 5-foot radius sphere around the original target. Use your original ranged attack against the AC of the additional targets to determine if a creature is hit or missed. If the original target is a creature type on your list of favored enemies it begins to bleed, taking 1d4 piercing damage at the beginning of its turns for 1 minute until it is healed.

Combat Trap. You may now choose to have your combat traps deal either acid or fire damage. If creature triggering your trap is a creature type on your list of favored enemies it suffers from the following conditions depending on the damage dealt:

- **Fire.** The creature is set ablaze, taking 1d4 fire damage at the beginning of its turns for 1 minute, or until it takes an action to smother the flames.
- **Acid.** The creature has disadvantage on the first attack roll it makes within the next 1 minute.
- **Piercing.** The creature's speed is reduced to 0 until the end of its next turn.

Repeating Crossbow. When you make an attack with this crossbow as a bonus action as per two-weapon fighting, you may make one additional attack with it. Doing so counts as a use of the Repeating Crossbow for purposes of your maximum allowed uses of it, per the Hunter's Tools feature.

Scatter Spark. You may now use Scatter Spark in a 10-foot cone. Any creatures within range must make a Constitution saving throw equal to your spell save DC or be blinded until the end of their next turn.

You may upgrade a second tool to its expert status at 15th level.

PROFANE HUNT

Also at 7th level you've become an expert at tracking down foul creatures. So long as you have a possession of the target's, or evidence of its passing (such as a corpse slain by the creature, or obvious footprints) and the creature is on your list of favored enemies, you may roll a Wisdom (Survival) check to track it down with a DC equal to 5 + the creature's CR. On a success, if the creature has passed through this area within the past 24 hours, you sense the direction to that creature's location and the approximate distance between you and the creature. You cannot be surprised by it or its allies until you take a long rest.

You may only use this ability on the same creature, or evidence, once every 24 hours.

If a creature is subject to your Profane Hunt, you add your Wisdom modifier in damage on attacks against that creature (this does not stack).

You may use Profane Hunt on a creature even if it is immune to normal, mundane tracking.

ENDURING HUNTER

At 11th level, you gain resistance to necrotic damage and advantage on saving throws against being charmed or frightened by creatures on your list of favored enemies.

TOOL MASTER

Additionally at 11th level, the tool you improved at 7th level improves again:

Throwing Crucifix. As an action you may attack every creature in a 30-foot line with your Throwing Crucifix. Each creature in the line must make a Dexterity saving throw against your spell save DC, taking Xd6 slashing damage on a failure, or half as much on a success. X = your proficiency bonus. Any creature that fails the save that is on your favored enemy list begins to bleed, taking 1d4 damage at the beginning of their turns for 1 minute or until they are healed. You may use this ability once, regaining it when you finish a short or long rest.

Combat Trap. Your traps now deal their damage in a 5-foot-radius sphere when triggered. You, or any ally, may also trigger a trap by dealing damage to it with a weapon attack. You may do so by using your reaction.

Repeating Crossbow. As an action, you may fire a series of rapidfire bolts from your crossbow that pepper a 10-foot-radius sphere within its range. Creatures in the sphere must make a Dexterity saving throw against your spell save DC, taking Xd6 slashing damage on a failure, or half as much on a success. X = your proficiency bonus.

Scatter Spark. The range of your Scatter Spark's cone increases by 5 feet to 15. Any creature that fails the saving throw from your spark is now dazed, only able to take an action, bonus action, or movement until the end of their next turn, and unable to take reactions until the end of their next turn.

MASTER HUNTER

At 15th level, as a bonus action, you can activate Profane Hunt on a number of creatures you can see equal to your Wisdom modifier, so long as they are on your list of favored enemies. This version of Profane Hunt lasts for 1 minute, and while active your attacks against affected creatures score critical hits on rolls of 19 or 20, you are immune to being charmed or frightened by affected creatures, and you always know exactly where an affected creature is even if they are invisible or heavily obscured, so long as they are within 30 feet of you. You may use this ability twice, and regain all uses when you finish a long rest.



ROGUE

DARK JESTER ARCHETYPE

At the dawn of creation, the start of all things, an entity called the Toymaker— so the story goes— began telling a joke. What followed has been every twist and turn of that joke's long, long setup. The birth and death of gods, the rise and fall of empires, every love and heartbreak, every speck of dust in the cosmos... all just the little details necessary to make sure that the ending— the punchline— is a real killer. Death has been listening to this joke since the beginning, some actually think the Toymaker is telling the joke to Death, that the whole affair is ultimately for an audience of one.

This is the Catechism of the Clown, a secret teaching amongst a group of scattered mummers and merrymakers some call the Dark Jesters. They are laughing shadows who've been clued into the Toymaker's joke, originally by Death himself (if the Jesters can actually be believed, that is). They listen along, and enthusiastically add flourishes of their own: a justly deserved end here, a cruel irony there, a dagger in the back, a rictus smile. They laugh and laugh, knives as sharp as their grins, always just the faintest bit confused why no one else seems to be laughing along with them.

TOOLS OF THE TRADE

When you choose this roguish archetype at 3rd level, you gain proficiency with disguise kits and poisoner's kits.

KILLER PUNCHLINE

Starting at 3rd level, you are adept at twisting the knife and adding insult to injury. Once per turn when you inflict damage on a target that is at or below half of its maximum hit points, you inflict an extra 1d6 poison damage on that target. This poison is a magical manifestation of your connection to the Cosmic Joke and to Death, which coats your blades but which cannot be bottled or otherwise collected— it manifests only when you attack and make use of this feature and disappears after harming its victim.

The amount of additional poison damage increases as you gain levels, to 1d8 at 9th level, 1d10 at 13th level, and 1d12 at 17th level.

LAUGHING SHADOW

Starting at 3rd level, as an action you can create a perfect illusory duplicate of yourself that lasts for 1 minute. When you do, you can also attempt to Hide as a free action. You must maintain concentration on this duplicate as you would a spell with a concentration requirement.



The duplicate appears in an unoccupied space you can see within 30 feet. As a bonus action on your turn, you can move the duplicate up to 30 feet to a space you can see, but it must remain within 90 feet of you. Whenever your duplicate is adjacent to an enemy, you have advantage on attacks against that enemy. If you inflict sneak attack damage against a target adjacent to your duplicate, you may choose for that bonus damage to become poison damage instead of its normal type.

You can also cast the *silent image* spell as a 1st level spell. You have a number of uses of this subclass feature equal to your Charisma modifier, which can be spent either to create an illusory duplicate or to cast the *silent image* spell. You regain all spent uses of this feature after you finish a short or long rest. This spell is cast using your Charisma modifier as the spell save DC.

TERROR TOYS

By 9th level, whenever you stop concentrating on either your Laughing Shadow or a *silent image* spell for any reason, you can choose to leave behind a magically conjured trap that takes the shape of a gift-wrapped box. This trap occupies the space previously occupied by the Laughing Shadow or *silent image* spell. If an enemy starts its turn or moves within 5 feet of the trap, the trap is triggered, causing a diminutive puppet version of yourself to pop out of the box and emit a soul-piercing shriek before disappearing in a puff of smoke.

The creature that triggered the trap must roll a Wisdom saving throw against a DC based on your Charisma or become frightened of you (and your Laughing Shadow duplicate) and take an amount of psychic damage equal to a roll of your sneak attack dice.

Once this feature is used you must finish a short or long rest before you can use it again.

POOF!

At 13th level you gain the ability to vanish when injured. When you suffer damage from an attack or damaging spell, you can use a reaction to become invisible and teleport to an unoccupied space within 30 feet. You can choose to expend a use of your Laughing Shadow feature to create an illusory duplicate of yourself in the space you occupied before teleporting. If you already have an illusory duplicate active when you do this, it will disappear and be replaced by this use of the feature. You remain invisible until the end of your next turn, or until you attack or cast a spell.

You can use this feature twice, regaining all spent uses after finishing a long rest.

A CLOWN'S ARSENAL

By 17th level you have become a master of laughing death. You gain one additional use of each feature from this subclass. Creatures that are resistant to poison damage are not resistant to poison damage you inflict, and creatures that are immune to poison damage are only resistant to poison damage you inflict.

Additionally, when you inflict poison damage on a creature, you may choose to increase that damage by your rogue level. Once this feature is used you must finish a short or long rest before you can use it again.



ROGUE

SLEUTH ARCHETYPE

Nothing escapes your keen intuition. By implementing superior deductive and inductive reasoning, you can outmaneuver and track down any foe, no matter how sly.

BUILD THE CASE

By collecting evidence, you can build a case file to learn more about humanoid or monstrous suspects.

Intelligence (Investigation), Intelligence (Nature), Wisdom (Perception), and Wisdom (Survival) checks are considered “Evidence Checks” for you.

When you make an Evidence Check and are not proficient, you may add half your proficiency bonus.

Additionally, when you make an Evidence Check, if you succeed, you gain 1 Evidence. If you gained this Evidence in a settled area, it is considered “Humanoid Evidence.” If you gathered this Evidence in the wilderness, it is considered “Monstrous Evidence.”

The maximum Evidence you can have at one time equals your Intelligence score + your Proficiency bonus + your rogue level.

ACCUSATION

Additionally when you take this subclass at 3rd level, you learn how to use Evidence to turn the tide in a battle.

On your turn, you may use a bonus action to declare a creature within 60 feet of you the Culprit. You may only have one Culprit at a time, and may only declare a Culprit once, regaining the ability when you take a short or long rest. When you declare a new Culprit, you lose any benefits you gained against previous Culprits as a result of this feature, though you retain any information you learned about their abilities.

Once on each of your turns, you may use a free action and spend Evidence to gain a bonus against the active Culprit. Learn a number of Sleuth abilities equal to your Proficiency bonus. Each time your Proficiency bonus increases, select a new ability.

INFORMANT NETWORK

When you reach 9th level, you may spend 10 sc to establish an informant. Once each week while in this settled area, you may meet with your informant and pay 2 additional sc. In exchange, you learn some of the latest gossip in regards to the most powerful individuals in the area. You also gain 2 Humanoid Evidence. You may have a number of informants equal to your Intelligence modifier + your Charisma modifier (min 1).



QUICK DRAW

At 13th level, you have mastered the art of quickly drawing a weapon and implementing surprise attacks with it. When you finish taking a short or long rest, choose a weapon you possess with the light property. You may effectively hide it on your person. For a creature to find the weapon, it must first make a Wisdom (Perception) check against a DC of 8 + double your proficiency bonus + double your Intelligence modifier.

The first time you make an attack with a weapon concealed in this way after rolling initiative, you may do so as a bonus action. When using this feature, you may ignore a hand crossbow's loading property.

LABYRINTHIAN MIND

When you reach 17th level, you have established a personal mental database you use to great effect when studying your cases. Once per month when you take a long rest, you may reselect which Sleuth Abilities you know.

Additionally, you may now have up to six active Culprits at once.

SLEUTH ABILITIES

Analyze (1 Evidence). Choose one ability score. You learn the Culprit's number in the chosen ability score.

Anticipate (4 Evidence). When the Culprit forces you to make a Dexterity, Wisdom, Intelligence, or Charisma saving throw in the next 1 minute, do so with advantage.

Befuddle (4 Evidence). End the charmed or frightened condition on yourself if the creature that imposed it is a Culprit.

Crack in the Armor (2 Evidence). The next time you deal sneak attack damage against a Culprit, add an extra 2d6 sneak attack damage.

Discombobulate (8 Evidence). Force a Culprit to make an Intelligence saving throw against a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failure, the Culprit is stunned until the end of its next turn. On a successful save, the creature may take one action, move, or bonus action, but not all three, on its next turn.

Duck and Roll (1 Evidence). A Culprit cannot target you with opportunity attacks until the end of your current turn.

Follow the Trail (X Evidence). When you make a skill check, increase your roll by twice the amount of Evidence you spent on this ability, to a maximum of +10 for a cost of 5 Evidence.

Outmaneuver (4 Evidence). Gain advantage on your attack rolls against the Culprit until the end of your next turn.

Peerless Locator (6 Evidence). Cast the *locate creature* spell on a Culprit. This spell is nonmagical when cast in this way, so it ignores antimagic fields, *nondetection*, and the like.

Spot the Tell (6 Evidence). Cast the *detect thoughts* spell on a Culprit within range. This spell is nonmagical when cast in this way, so it ignores antimagic fields, *nondetection*, and the like.



SORCERER

ARANEA BLOODLINE

Through fluke, bargain, bite, or curse, your bloodline has been infused with the strange, otherworldly magics of arachnids.

ARACHNID'S KISS

When you receive this bloodline at 1st level, you manifest additional eyes, and your skin hardens like an exoskeleton. This causes you to have disadvantage on Charisma (Persuasion) checks, but advantage on Charisma (Intimidation) checks. You also gain proficiency in Wisdom (Perception) checks, and you have a climb speed equal to your walking speed.

ARANEA MAGIC

Additionally at 1st level, and again at 3rd, 5th, 7th, and 9th levels, you learn specific spells as shown on the table below. These spells count as Sorcerer spells for you and do not count against the number of sorcerer spells that you know.

Level	Spells
1st	<i>entangle</i> , <i>find familiar</i> (must be a spider)
3rd	<i>pass without trace</i> , <i>web</i>
5th	<i>bestow curse</i> , <i>fear</i>
7th	<i>compulsion</i> , <i>giant insect</i>
9th	<i>hold monster</i> , <i>insect plague</i>

SPIDER SWARM

When you reach 6th level, your affinity with arachnids enables you to summon a swarm of spiders to do your bidding.

You may use a bonus action to summon a spider swarm, gaining the following benefits:

- Ignore difficult terrain as swarming spiders cluster together and lift you over the difficult terrain.
- Treat a 15 foot radius around you as difficult terrain for creatures that are hostile to you.
- When you deal damage to a creature within 15 feet of you, also knock it prone.
- Summon a **swarm of spiders**. It appears in an unoccupied space within 15 feet of you, follows your mental commands, and takes its turn in initiative immediately after you.



Once you activate this feature, it lasts for 1 minute, whereupon all effects end and the swarm disperses if it is still alive. You may use this feature twice, regaining all expended uses when you finish a long rest.

PRETERNATURAL SENSES

At 14th level, your spider-like senses are honed to perfection. You cannot be surprised. Furthermore, whenever you are within 5 feet of a web and another creature is within 5 feet of another portion of the same web, you are aware of the creature's exact location. It cannot benefit from invisibility or otherwise being unseen while this is the case.

AVATAR OF THE ARACHNID

When you reach 18th level, you can enter a state of extreme power as your arachnid blood takes control. You may enter this state as a bonus action, and you remain in it for 1 minute. When you enter this state, activate your Spider Swarm ability without expending one of your uses of the ability. Additionally, for the duration, you can cast the web spell without expending spell slots, and you do not need to maintain concentration on the spell when casting it in this way. All webs created from this feature dissolve at the end of the duration.

You may use this feature twice, regaining all expended uses when you finish a long rest.



WARLOCK

DEMON SOUL OTHERWORLDY PATRON

You have invited a fiend to dwell within you in a tense cosmic symbiosis. This fiend offers you tremendous power, but occasionally demands that it be unleashed. Keeping its needs satiated can be challenging, but the rewards are great.

EXPANDED SPELL LIST

When you take this pact, and again at certain Warlock levels, you gain access to additional spells. The following spells are added to the Warlock spell list for you.

Level	Spells
1st	<i>identify</i> , <i>ray of sickness</i>
3rd	<i>alter self</i> , <i>enlarge/reduce</i>
5th	<i>bestow curse</i> , <i>clairvoyance</i>
7th	<i>arcane eye</i> , <i>phantasmal killer</i>
9th	<i>legend lore</i> , <i>scrying</i>

DARK BARGAIN

Additionally when you take this pact at 1st level, choose the nature of the fiend that dwells within you, selecting one of the three options below. This choice is permanent.

Regardless of the option you chose, you may give control of your body to the demonic entity, activating the benefits described below. This transformation takes a bonus action to activate and lasts for 1 minute, visibly altering your appearance while active.

Non-hostile creatures that witness this are likely to treat you with suspicion or fear. Social interactions are impossible while your demon is active, and may be more difficult afterwards.

You may use this transformation twice, regaining the ability when you complete a long rest.

CARNAL CLAW

When you activate this transformation, the demon within you causes your arms to burst forth with spines, and your hands to warp into violent claws.

You gain an unarmed weapon with the finesse property that deals 1d8 slashing damage.

Furthermore, you become enraged, gaining the following benefits and drawbacks:

- You have advantage on Constitution saving throws.
- You deal an extra 2 damage on all of your attacks.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You cannot use spells or cantrips.



EVIL EYE

When you activate this transformation, your demonic entity manifests physical characteristics in the form of your eyes burning with hateful flames, and a third eye of equally malicious force opening on your forehead.

You learn the *eldritch blast* cantrip if you did not know it. You have a +1 bonus to attack and damage rolls with this cantrip. When you hit a creature with it, the creature also takes 1d6 fire damage.

FLAMING SOUL

When you activate this transformation, the fiend within you causes mechanically harmless, spectral flames to wreath your body. This sheds dim light in a 20 foot radius.

Choose three cantrips and four 1st-level spells from the wizard spell list. This choice is permanent. While you are transformed, you may cast these cantrips and spells, instead of your normal cantrips and spells. You still use your Charisma for these spells. When you cast a spell in this way, roll 1d6. On a roll of 6, you may cast the spell again during this transformation. Otherwise, you cannot cast the spell again during this transformation.

DEMON'S DOMAIN

Upon reaching 6th level, you have cultivated the power to transport a target creature into your demon's personal demiplane.

You may target one creature that you have dealt damage to this turn and force it to make a Charisma saving throw against your spell save DC. If it fails, then you and the creature both vanish from your current plane and enter the demiplane, and you expend this ability. You then immediately activate your transformation if it is not already active. If the creature succeeds, nothing happens, and you do not expend this ability. You regain use of this ability upon finishing a long rest.

The exact physics of your demiplane depend upon the nature of your fiend that you selected at level 1.

While in your demiplane, your demon soul takes control of the battle, changing your statistics as noted below.

You and the target creature must fight until one creature dies. If you kill the target creature, you reappear in your previous plane of existence along with the creature's corpse. You regain your normal abilities and defenses, and your hit points return to what they were before your demon soul took control.

If the creature kills your demon soul, then it reappears in your previous plane of existence. Your demon soul dies and your Essence shatters, leaving you in a vegetative state. You lose class levels and all of your ability scores become 8. Treat this as a hero death and create a new character.

CARNAL CLAW

Space is relative in this dimension. Both you and the target creature can always reach one another with melee attacks while in this dimension, and you are the same size.

Upon entering this dimension, your demon soul takes control, replacing you in battle. Your hit points become 10 x your level, and your AC becomes 10. You are immune to all conditions. You retain all your other abilities and features.

EVIL EYE

The dimension is 200 feet long by 5 feet wide. Your target becomes Medium sized and occupies one end of the dimension. Your demon soul becomes Medium and occupies the opposite side. Your demon soul is considered in dim light while in this dimension, and the ground is considered difficult terrain for your target.

Upon entering this dimension, your demon soul takes control, replacing you in battle. Your hit points become 4 x your level, and you score critical hits with spells and cantrips on a roll of 19 or 20. You retain all your other abilities and features.

FLAMING SOUL

The dimension is a 20 foot radius circular arena. Your target becomes Medium sized and begins combat on one side of the arena, while your demon soul becomes Medium and occupies the opposite side. The arena is difficult terrain for your target, and deals 1d6 damage for every 5 feet that the target moves. You choose the damage type.

Upon entering this dimension, your demon soul takes control, replacing you in battle. It has hit points equal to 6 x your level. It otherwise has your statistics, weapons, and abilities.

ABYSSAL KNOWLEDGE

At 10th level, the fiendish spirit within you has offered you its overwhelming wealth of knowledge. When you finish taking a long rest, you may choose one:

- Lose proficiency in two skills of your choice to gain proficiency in two other skills.
- Lose access to one warlock spell of your choice to learn another warlock spell of your choice.

DEMONIC CONQUEST

When you reach 14th level, you have perfected your symbiotic relationship with your demon. Gain a bonus based on the type of bargain you made with your demon at 1st level.

You now have four uses of your transformation ability, which you regain when you complete a long rest.

CARNAL CLAWS

Whenever you damage a creature with your claws during a transformation, you gain 1d10 temporary hit points.

EVIL EYE

You gain truesight out to a range of 30 feet.

FLAMING SOUL

Choose one 2nd-level spell and one 3rd-level spell from the wizard spell list. You may also use these spells one time each while you are transformed. This choice is permanent.





WARLOCK

NIGHTCOMER OTHERWORLDLY PATRON

Individuals might begin on this path after an encounter with the otherworldly creature known as Davra, or after being Marked for the Nightcomers, although some individuals might stumble upon it after some kind of exposure to the Pale. As Nightcomers progress in power, they gain fine control over their own bodies and the bodies of others, and the most skilled Nightcomers are known to create strange and powerful constructs of flesh, or even to turn themselves into disconnected collections of limbs and organs moving in unison.

EXPANDED SPELL LIST

The Nightcomer 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.

Level	Spells
1st	<i>false life, inflict wounds</i>
3rd	<i>alter self, levitate</i>
5th	<i>animate dead, stinking cloud</i>
7th	<i>arcane eye, phantasmal killer</i>
9th	<i>geas, telekinesis</i>

MARKED HEART

Starting at 1st level, you have undergone a ritual to remove your heart from your body, marking the first step of your mastery over your form. You carry your own shriveled heart as an arcane focus, and are kept alive by the Nightcomer's curse. As long as your heart is within 30 feet of you, you may use it as a spellcasting focus for your warlock spells. Additionally, when you cast a warlock spell using your heart as a focus, you may calculate the range of the spell from either the heart's space or your own.

If the heart is destroyed, it will regrow within your body after you finish a long rest. You must spend 1 hour conducting a ritual to remove the new heart, at which point you may use it as a focus once more.

If the heart is ever more than 1 mile away from the rest of your body, it crumbles to dust, and must be regrown.

PALE-TOUCHED

Starting at 6th level, while you are frightened or have Fear greater than or equal to half your Fear Threshold, add your proficiency bonus to the damage from your spells. Additionally, whenever you finish a short or long rest, gain temporary hit points equal to your Fear.

FLESH-TAILOR

Starting at 10th level, you may remove body parts from corpses that have been dead for less than an hour and add them onto your own body. The process of doing so takes one minute of uninterrupted work. You may have a number of additional body parts equal to your proficiency bonus.

You gain benefits based on the types of body parts you add to yourself, as follows:

Sensory Organ (e.g. *eye, ear, nose, tongue*). Gain a +2 bonus to your choice of Perception, Insight, or Investigation checks.

Leg. Your speed is increased by 5 feet.

Natural Defense (e.g. *shell, scales*). Your AC is increased by 1.

Other Limb (e.g. *arm, wings, tail*). Gain a +2 bonus to your choice of Dexterity (Acrobatics), Strength (Athletics), or Charisma (Intimidation) checks.

Once you attach a limb with this feature, you may not attach another until you have finished a short or long rest.

PALE SWARM

Starting at 14th level, you gain the ability to transform yourself into a swarm of floating limbs. As an action, your body explodes into pieces, all of which are under your control. While in this form, you are considered a large swarm of tiny creatures. You may occupy another creature's space and vice versa, and may move through any opening large enough for your skull to pass through. While in this form, you are also resistant to bludgeoning, piercing, and slashing damage, and cannot be grappled or restrained.

If you kill a creature while in this form, you regain 2d8 hit points, as you incorporate pieces of their body into the swarm.

After 1 minute, the transformation ends and your body reforms.

Once you use this feature, you cannot use it again until you finish a short or long rest.

WARLOCK INVOCATIONS

CRAWLING CLAWS

Prerequisite: Nightcomer Otherworldly Patron

When you finish a short rest, you may create a number of animated claws equal to your proficiency bonus. These claws obey your mental commands and last until they are killed or you use this feature again. They use the stats of giant rats.

CURSED CLAWS

Prerequisites: Carnal Claw feature, Pact of the Blade feature

When you use your transformation, you may magically fuse your pact weapon with your claws. Your claws gain all of the magical benefits granted to your pact weapon, which returns to its normal form once your transformation ends. This cannot change the reach of your claws.

DARK DOMINION

Prerequisites: Demon Soul Otherworldly Patron, 11th Level

You may expend one of your Mystic Arcanum spell slots to regain an expended use of your Demon's Domain feature.

DWELL IN THE DARKNESS

Prerequisite: Demon Soul Otherworldly Patron

You may use your Demon's Domain ability one additional time, regaining all expended uses when you complete a long rest.

FIENDISH SOLDIER

The spirit within you has fought many battles and can instruct you in the ways of war. Choose a Fighting Style available to the fighter class at level 1. You learn that Fighting Style.

FLESH FIXER

Prerequisites: Nightcomer Otherworldly Patron, 15th Level

You may cast the *regenerate* spell once, regaining the ability upon completing a long rest.

GRIM RADIANCE

Prerequisite: Flaming Soul feature

Choose a number of cantrips and spells from the cleric spell list equal to the number of wizard spells that your Flaming Soul feature allows you to select. This choice is permanent. When you transform, choose either your wizard spells or your cleric spells; those are the spells you have active for the duration of this transformation.

SCOURGING SIGHT

Prerequisite: Evil Eye feature

When you use your transformation, you can see invisible creatures within 100 feet of you. One time during your transformation when you hit such a creature with your *eldritch blast* cantrip, you may choose for it to become visible.

SOUL CONSUMPTION

Prerequisite: Demon Soul Otherworldly Patron

When you kill a creature in your Demon's Domain, choose one:

- Regain 2d8 hit points.
- Regain 1 pact spell slot.



WIZARD

SCHOOL OF OCCULTISM

You are endlessly fascinated with esoteric texts detailing the darkest side of ritual and the bloody underbelly of arcana. With your corrupt spellbook and sacrificial dagger in hand, you carve your way through flesh and magic alike.

OCCULT SPELLS

When you choose this school at 2nd level, and again at 3rd, 5th, 7th, and 9th levels, you add the following spells to your spellbook. These count as wizard spells for you.

Level	Spells
2nd	<i>hellish rebuke</i> , <i>hex</i>
3rd	<i>enthrall</i> , <i>heat metal</i>
5th	<i>elemental weapon</i> , <i>hunger of Hadar</i>
7th	<i>death ward</i> , <i>guardian of faith</i>
9th	<i>antilife shell</i> , <i>commune</i>

CEREMONIAL BLADE

Additionally at 2nd level, you gain a ceremonial blade that has the statistics of a dagger. However, you may use your Intelligence modifier to calculate your attack and damage modifiers with this ritual blade.

You may use this blade to conduct dark rites that give you unholy strength.

You may target an incapacitated creature that has 10 or fewer hit points. By conducting a 10-minute rite, you can kill that creature to use one of your Sacrifice abilities. The first time an allied creature witnesses you use a Sacrifice ability, the ally gains 1 Fear.

You may only have one Sacrifice ability active at a time. If you use another Sacrifice ability or take a long rest, your active Sacrifice ability expires.

You know one Sacrifice ability. You learn a second when you reach 10th level, and a third when you reach 14th. Each time you level up, you may reselect which Sacrifice abilities you know.

PRECISION CAST

At 6th level, you may deal nonlethal damage with spells that target only one creature.



MASS SACRIFICE

When you reach 10th level, you may have a number of active Sacrifice abilities equal to your Intelligence modifier. You may choose the same Sacrifice ability multiple times, or choose different ones. You must sacrifice one creature per active ability (you cannot sacrifice one creature to gain multiple benefits).

CARNAL SUPPER

At 14th level, you may invite others to join in your dark rites.

When you use a Sacrifice ability, you may bestow the benefit upon a willing ally that participates in the relevant rites. This counts towards the number of Sacrifices that you may have active at one time.

Furthermore, each time you finish a long rest, you may reselect which Sacrifice abilities you know.

SACRIFICE ABILITIES

BLOODLET

You exsanguinate the creature, bleeding it dry. Gain a number of “Sanguine Charges” equal to your Intelligence modifier. You may use your bonus action to spend a Sanguine Charge, gaining 1d10 temporary hit points.

DARK FEAST

You may eat an entire Sacrifice target. Gain the benefits of a long rest. You and all allies that witness this rite, or are aware of the rite’s occurrence, all gain 2 Fear.

DEATH BY A THOUSAND CUTS

You slowly kill your Sacrifice creature in the most deliberately painful way possible. The next time you roll initiative and this Sacrifice ability is still active, you score a critical hit on a roll of 18-20 with your ceremonial blade. The first time you score a critical hit with your ceremonial blade while this Sacrifice is still active, the target creature also takes 2d4 necrotic damage at the start of each of its turns until it or another creature succeeds on a Wisdom (Medicine) check to cure it. The DC for this check is 8 + your Proficiency bonus + your Intelligence modifier.

HEARTBURN

You cut out the still-beating heart of your Sacrifice and place it on a hook or string it onto a necklace so that you may keep it on your person. The next time you would be reduced to 0 hit points, the heart bursts into flame instead. You regain 1 hit point and gain 1 Fear when this happens.

PSYCHIC WARD

You remove and consume the sacrifice’s brain. Until you use another Sacrifice ability or take a long rest, when you would be forced to make a Strength, Dexterity, or Constitution saving throw, you may make an Intelligence saving throw instead.



VAMPIRE CLASS

A lone figure shrouded in a dark cloak perches on a forlorn balcony, surveilling their kingdom and determining where next to feed.

Deep in the darkest recesses of a sprawling dungeon, arcane light casts a striking silhouette as a vampire arcanist practices her spells.

Under the safety of thick smoke that blots out the sun, a vampire general in black and gold armor paints a crimson stroke across the battlefield, gorging himself on blood as he cuts his path.

Creatures of the night, the dark masters of shadow and mist and decay and blood, vampires lord over their domains with crimson passion.

THREE TYPES OF VAMPIRISM

In Ancerra during the events of *Veil of the Eternal Night*, there are three types of vampirism. They are briefly explained here, but note that there are certain secrets and mysteries surrounding these vampiric bloodlines that vampires themselves may not know. These secrets may be unearthed over the course of *Soliloquy of Annihilation* and *Daughter of the Shadows*.

UNIVERSAL VAMPIRIC TRAITS

Regardless of their origins, all vampires share certain universal characteristics.

All vampires burn when exposed to sunlight, so many are nocturnal, subterranean, or only travel in covered carriages or under canvases propped up by enthralled servants.

All vampires have certain innate magical qualities, primarily the ability to enthrall other creatures. Their thralls, or “familiar,” can often get around legalistic loopholes that some vampires can’t; a familiar might walk into a residence and then invite the vampire in, for example. Given the longevity of vampires, many will learn additional magic, ranging from things that vampires are innately good at such as manipulating darkness or summoning wolves to magical abilities that are more unconventional for vampires, such as pyromancy or alchemy.

Because Tovare, the head of the celestial pantheon, blessed the Tree of Life and the River of Life, all vampires are particularly susceptible to stakes and holy water.

When a vampire dies, it is unlikely to truly be permanently dead. Most vampires turn into mist and drift back to their ancestral soil or coffin, whereupon they reform and become reanimated the next night.

Staking a vampire before it reanimates, or decapitating and burning it, results in a vampire's permanent death.

Finally, most vampires have great egos. Given their long lifespan and their natural propensity to develop magical abilities, they often treat other humanoids as their playthings. Their ability to enthrall other creatures only feeds into their sense of pride and grandeur.

ANCERRAN VAMPIRISM

The oldest form of vampirism is simply known as Ancerran Vampirism. Vampires from this bloodline gradually degenerate over the course of hundreds of years. Drinking blood can sustain them for quite a long time, but this does not mean that they are immortal. Most live to be about five hundred before no amount of blood can sustain them, and they eventually decay into dust.

Ancerran vampires are especially susceptible to running water. They also tend to naturally develop more instinctive tendencies, like a cat or a bird of prey, rather than the deliberate cunning of other vampires. Ancerran vampires are linked to ancestral soil, to which they return when they have been killed and need to regenerate. Ancerran vampires are not restricted to remain outside of domiciles unless invited, making them dangerously unpredictable.

CROFTIAN VAMPIRISM

Hailing from the plane of Shadowcroft, Croftian vampires are descendants from the line of Lilith, the first vampire in Shadowcroft. Lilith herself is immortal; she can be killed, but not by natural causes. Vampires of her bloodline tend to live a thousand or more years, but do still die of old age eventually. Notably, Croftian vampires are both undead and fiends. Lilith herself is both a vampire and one of Shadowcroft's archdevils, and this fiendish bloodline remains strong in all of her heirs. Croftian vampires are not as vulnerable to running water as Ancerran vampires, but Croftian vampires are vulnerable to silver due to their fiendish heritage. Croftian vampires are also linked to specific coffins, rather than ancestral soil.

DRACULEAN VAMPIRISM

The strongest of the three strains of vampirism, Draculean vampirism is a scientifically synthesized form of vampirism that keeps the strengths of Ancerran and Croftian vampirism while mitigating their weaknesses. Dracula was the first to become such a vampire, and he considers turning someone else into a Draculean vampire a sign of tremendous benevolence.

Draculean vampires are unharmed by running water, though holy water still injures them. They are also not magically vulnerable to silver. Draculean vampires are truly immortal; they can be killed, but they will not eventually decay as Ancerran vampires do.

Dracula himself is utterly pragmatic, and so while he is not magically forbidden from entering any domicile uninvited, he has forbidden all of his bloodline from entering a residence without invitation. He has done this not out of any misplaced sense of kindness or honor, but out of pure economical considerations: the humanoid population must be able to reproduce for him to feed upon indefinitely if he is to live forever.

LORE AND GAME BALANCE

Dracula's line is the most powerful vampiric bloodline in Ancerra, and this is reflected in the Heritage Discoveries mechanic in this class. However, the true strength of Dracula's bloodline is not readily apparent until high-level play. Furthermore, note that creatures of Dracula's bloodline cannot harm him unless he releases them from his sire, so if you want to go toe to toe with Dracula more effectively, consider playing an Ancerran or Croftian vampire.

Additionally, note that for the purpose of game balance, you do gain the ability to regenerate by returning to your coffin or ancestral soil, but you do not gain this ability until level seven.

CREATING A VAMPIRE

When creating a vampire from scratch, consider what you imagine being able to do as a vampire. Do you want to lean into making diabolical deals (Croftian), stalking creatures in the darkness (Ancerran), or pursuing the power of forbidden magic (Draculean)? Consider the lore of each of the types of vampirism when envisioning your character. How does your vampire interact with the other party members? How will they deal with sunlight? Be sure to have answers ready so that you will be able to keep the game moving when confronted with the limitations of vampirism.

INTENDED FOR MULTICLASSING

The vampire class is designed with multiclassing in mind. While playing a level 1-20 vampire is a fully viable option, if you envision playing a vampire skilled with the blade, multiclassing into fighter would make sense. If you want to be a vampire that has studied arcane texts for hundreds of years, consider multiclassing into a wizard.

Multiclassing into the vampire class has no prerequisites, but if you multiclass into vampire, work with your DM to determine how this transformation occurs.

QUICK BUILD

You can make a vampire quickly by following these suggestions. First, make Charisma your highest ability score, followed by Strength or Dexterity. Second, choose the noble or sage background.

CLASS FEATURES

As a vampire, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per vampire level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

Armor: Light and medium armor, shields

Weapons: Simple and martial weapons

Tools: None

Saving Throws: Strength, Charisma

Skills: Choose three from Arcana, Deception, History, Insight, Intimidation, Investigation, Nature, Perception, Performance, Persuasion, Religion, or Stealth.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) two simple weapons or (b) one martial weapon
- (a) four daggers or (b) four javelins
- (a) a scholar's pack or (b) a dungeoneer's pack
- (a) leather armor or (b) a simple weapon and a shield

Level	Proficiency Bonus	Features	Heritage Discoveries	Dark Magic Unearthed	Dark Limit	Dark Magic
1st	+2	Crimson Thirst, Darkvision, Undead, Unholy Charm, Vampiric Curse	-	-	-	-
2nd	+2	Vampiric Heritage	2	-	-	-
3rd	+2	Vampiric Dominion (subclass), Dark Magic	2	3	1	2
		<i>Courtier, Dark Lord, or Blooddrinker</i>				
4th	+2	Ability Score Increase	2	3	1	3
5th	+3	Extra Attack	2	3	2	3
6th	+3	-	3	4	2	4
7th	+3	Vampiric Dominion Feature, Unholy Resurrection	3	4	2	5
8th	+3	Ability Score Increase	3	5	2	5
9th	+4	Indomitable (one use)	3	5	3	5
10th	+4	-	4	6	3	6
11th	+4	Vampiric Dominion Feature	4	6	3	7
12th	+4	Ability Score Increase	4	7	3	8
13th	+5	Essence Consumption	4	7	4	9
14th	+5	-	5	8	4	9
15th	+5	Vampiric Dominion Feature	5	8	4	10
16th	+5	Ability Score Increase	5	9	4	11
17th	+6	Indomitable (two uses)	5	9	5	12
18th	+6	-	6	10	5	13
19th	+6	Ability Score Increase	6	10	6	14
20th	+6	Vampiric Dominion Feature	6	11	6	16

CRIMSON THIRST

You may spend your action to make a special bite attack. It is considered an unarmed natural weapon. You may only make this attack against a creature that you have grappled or charmed.

You are proficient in the attack and add your Strength or Dexterity (your choice) to the attack and damage rolls.

This attack deals 1d4 piercing damage, and you gain temporary hit points equal to the damage dealt.

You must use your crimson thirst at least once each week. If you do not, your Constitution score is lowered by 1 for each day that you do not use this feature. Once you use this feature again, your Constitution score increases by 1 per day that you use this feature until it has returned to normal.

DARKVISION

If you did not have darkvision, you now have darkvision. 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.

UNDEAD

You are undead. You do not need to eat or drink (aside from using crimson thirst) and do not need to breathe. You must sleep as though you were living. Allies with effects that turn undead may choose to exempt you, but if you are using the Sanity system then you gain 1 Fear any time you are exposed to an effect that turns undead.

Furthermore, magical healing that would normally grant you hit points only grants you temporary hit points, and only if you have fewer than half your maximum hit points.

You cannot be resurrected by any spell.

UNHOLY CHARM

You may use your action to unleash your unholy charms on a creature.

Choose a creature within 30 feet of you. That creature must make a Charisma saving throw vs a DC of 8 + your proficiency bonus + your Charisma modifier. On a failure, it is charmed by you for 1 minute. On a success, it is charmed by you until the end of your next turn. While charmed in this way, it views you as a trusted companion and will not attack you, but it will not fight on your behalf. If you deal damage to it in any way other than your Crimson Thirst attack, it may repeat the saving throw, ending the effect on a success.

You may use this feature a number of times equal to your proficiency bonus. You regain all uses when you finish a long rest.

VAMPIRIC CURSE

You suffer from several inhibiting curses due to your vampiric nature.

Scourging Sunlight. When you start your turn in sunlight, you take 4d10 radiant damage and are blinded until the start of your next turn. Completely covering yourself in thick clothing, shielding yourself from sunlight via a shade like a parasol, and similar effects prevent the damage, but not the blindness.

Ravaging Waters. When you start your turn in running water, you take 2d10 radiant damage.

Garlic Poisoning. When you use Crimson Thirst on a creature that has consumed garlic within the past 24 hours, you become poisoned for the next 10 minutes.

High Stakes. You are vulnerable to damage from stakes.

Iconographic Aversion. Choose one pantheon. Icons depicting deities from that pantheon, or symbols pertaining to that pantheon, harm you. When you start your turn within 30 feet of such an icon, your speed is halved and you have disadvantage on ability checks.

VAMPIRIC HERITAGE

At 2nd level, you begin to unearth information about your vampiric heritage.

You gain two heritage discoveries of your choice. When you gain certain vampire levels, you gain additional discoveries of your choice, as shown in the Heritage Discoveries column of the Vampire table. A level prerequisite refers to your level in this class.

Additionally, when you gain a level in this class, you can choose one of the discoveries you know and replace it with another invocation that you could learn at that level.

When you gain this feature at 2nd level, choose Ancerran, Croftian, or Draculean heritage. You may learn heritage discoveries with the prerequisite that you chose.

VAMPIRIC DOMINION

At 3rd level, choose your vampiric dominion: Courtier, Dark Lord, or Bloodrinker. This choice grants you features at 3rd level, and again at 7th, 11th, 15th, and 20th levels.

DARK MAGIC

Additionally at 3rd level, your innate magical capacity as a vampire has enabled you to cast certain spells.

LEARNING SPELLS

You learn 3 spells from the vampire spell list, and learn additional spells as shown on the Dark Magic Unearthed column of the Vampire table. Each time you level up, you may forget one of your spells to learn a different spell of a dark limit level that you can learn.

DARK LIMIT

You are limited in the spells you can learn based on your vampire level, as shown on the Dark Limit column of the Vampire Magic table. For example, in order to learn a spell from the dark limit 2 list, your dark limit must be 2 or higher.

CASTING SPELLS

To cast a spell, you must expend an amount of dark magic equal to the spell's dark limit. You have a number of dark magic slots based on your vampire level, as shown on the Dark Magic column of the Vampire table. You cannot cast spells at a higher level when using dark magic.

You regain expended dark magic slots when you finish a long rest.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your vampire spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a vampire spell you cast and when making an attack roll with one. Spells that you learn through your heritage discoveries are vampire spells and use the same spellcasting modifier.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

VAMPIRE MAGIC TABLE

Dark Limit	Dark Magic Spell List
1	<i>charm person, comprehend languages, bane, detect magic, disguise self, false life (self only), feather fall, identify, illusory script, spinal discoid</i>
2	<i>blood pool, dissonant whispers, fade, fog cloud, detect thoughts, innocence slaughtered, levitate (self only), spider climb</i>
3	<i>arcane lock, blindness/deafness, crown of madness, darkness, enthrall, hold person, knock, locate object, misty step, see invisibility, suggestion</i>
4	<i>bestow curse, dispel magic, gaseous form, nondetection, sending, tongues</i>
5	<i>fear, haste, vampiric touch</i>
6	<i>blood blade, bone spear, dimension door, dominate person, freedom of movement, sanguine snare</i>

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

UNHOLY RESURRECTION

When you reach 7th level, you have a chance to return to life after being laid low. When you fail your third death saving throw, you may regain half of your maximum hit points and immediately gain the effects of *gaseous form* as though cast on yourself. You do not need to maintain concentration on this spell when cast in this way. If you reach an urn of your ancestral soil, or your coffin, before the spell's duration ends, then the spell ends and you remain dead until sunset the next day, whereupon you resurrect with all of your health and abilities.

INDOMITABLE

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 17th level.

ESSENCE CONSUMPTION

At 13th level, drinking a creature's blood not only reinvigorates your body, but also your soul. When you use *Crimson Thirst* on a creature that is capable of casting spells, innately or otherwise, you may regain 2 dark magic points. You may only regain dark magic in this way once, regaining the ability to do so when you take a long rest.

VAMPIRIC DOMINION

Many legends are told of the power of vampires. Are you a courtier, cunning and manipulative? Perhaps you're a blooddrinker, reveling in sanguine carnage. Or you might be the traditional dark lord, brooding and developing tremendous power over the night itself.

BLOODDRINKER

Your first taste of blood was all it took to turn you into a monster driven by mad cravings. You relish carnage, and drinking blood fills you with terrifying power.

BONUS PROFICIENCY

When you take this dominion at 3rd level, gain proficiency in heavy armor.

BLOODDRINKER

Additionally at 3rd level, when you use your *Crimson Thirst* attack, you may regain hit points equal to the damage you dealt, instead of temporary hit points. You may only regain hit points in this way a number of times equal to your proficiency bonus, regaining all expended uses when you finish a short or long rest.

SANGUINE REVELRY

At 7th level, the taste of blood invigorates you. Using Crimson Thirst consumes one of your attacks that you can make using your Extra Attack ability, rather than taking your whole action.

Furthermore, when you regain hit points using Crimson Thirst, your speed increases by 10 feet until the end of your next turn, and you have advantage on Strength (Athletics) checks made to grapple creatures or oppose their escape attempts until the end of your next turn.

BLOOD GUZZLE

When you reach 11th level, your Crimson Thirst attack now deals 1d8 damage.

GORGE ON BLOOD

At 15th level, drinking blood makes you incredibly hard to kill. After regaining hit points using your Crimson Thirst, you have advantage on saving throws until the end of your next turn.

DOMINION OVER BLOOD

When you reach 20th level, your consumption of blood allows you to unleash terrifying power. When you regain hit points using Crimson Thirst, your bonuses to speed, grappling checks, and saving throws last for 1 minute.

COURTIER

You know how to ride the fickle winds of court politics. Through measured promises and whispered threats, you play the nobility like mindless marionettes.

EXPERTISE

When you take this dominion at 3rd level, choose two skills in which you are proficient and gain expertise in those skills (doubling your proficiency bonus when making skill checks using those skills).

COURTIER'S CADRE

Additionally at 3rd level, you begin to amass a network of courtiers.

After spending at least 24 hours in an urban environment, you may recruit one humanoid into your cadre of personal attendants. This humanoid will not accompany you outside of the urban area and will not put itself in physical danger, but will otherwise follow your lawful or unlawful commands to the best of its ability.

You may have a number of members in your cadre not exceeding your Charisma modifier. If you would take on a member in excess of this limit, choose a previous member to release from your cadre; the released member is no longer obligated to you in any way.

Members of your cadre have the statistics of any humanoid of CR 1 or less.

MISLEAD

When you reach 7th level, you may attempt to mislead the target of your Unholy Charm. On a failed save, rather than affecting your target normally, you may instead convince the target of a simple lie, such as "these are not the golems you're looking for." Such a lie must be attributable to a simple mistake, such as confusing a person for someone else or the target thinking that they forgot their keys. The target operates under this assumption for 10 minutes, whereupon the effects end.

FAMILIAR

At 11th level, you can turn one of your court members into a loyal familiar.

If you have used Unholy Charm to successfully charm a creature that is also a member of your cadre, you may turn that creature into your familiar. Your familiar is permanently charmed by you, will act on your behalf, and instinctively knows what your best interests are in any given situation. Your familiar is willing to travel with you outside of its original environment, will fight for you (taking its turn immediately before you in initiative), and will risk its bodily health for you. You may only have 1 familiar at a time. If you take on a new familiar, your previous familiar is released from any obligation to you.

CUNNING COURTIER

At 15th level, you regain expended uses of Unholy Charm upon finishing a short or long rest.

DOMINION OVER THE COURT

When you reach 20th level, the number of members you can have in your court is now your Charisma score, and the number of familiars you can maintain at one time is your Charisma modifier. You may turn one such familiar into a vampire spawn. This does not change its base statistics, but grants it the level 1 abilities of this class.

DARK LORD

You have drunk from the veins of night itself. Wielding darkness like a shield and summoning wolves and bats on a whim, you embody the darkest, most fearsome aspects of vampirism.

BONUS CANTRIPS

When you take this subclass at 3rd level, learn three cantrips from the wizard spell list.

SHADOW STEP

Additionally at 3rd level, you may teleport between shadows. As a bonus action, you may teleport up to 20 feet, provided that you both start and end this movement in dim light or darkness. Teleporting in this way deals 1d4 psychic damage to you, and you cannot negate or reduce this damage in any way.

SUPERIOR DARKVISION

At 7th level, your capacity to see in darkness improves. Your darkvision works out to a range of 120 feet. You can see for 30 feet in magical darkness as though it were mundane darkness.

LURK

When you reach 11th level, you wear shadows like armor. When you start your turn in dim light, you gain +2 bonus to AC until the start of your next turn or until you enter bright light. When you start your turn in darkness, you also add your proficiency bonus to Dexterity and Constitution saving throws until the start of your next turn or until you enter bright light.

BLADE OF DARKNESS

At 15th level, when you start your turn in darkness, you may make three attacks, rather than two, when you use your Extra Attack feature.

DOMINION OVER DARKNESS

When you reach 20th level, your mastery over the night is unparalleled. When you are in darkness, you have advantage on the first attack you make on your turn and on all saving throws.

HERITAGE DISCOVERIES

If a heritage discovery has prerequisites, you must meet them to learn it. You can learn the heritage discovery at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

AMBUSH PREDATOR

Prerequisite: Ancerran Heritage

The first time you make an attack against a creature that has not yet taken its turn in initiative, you have advantage on the attack roll.

ARCANE MASTERY

Prerequisite: Draculean Heritage, Level 13

Choose two 6th level spells from the wizard spell list. You learn these spells and may cast each one by spending 7 dark magic slots. You may spend 7 Dark Magic on these spells regardless of your Dark Magic limit.

BAT

Prerequisite: Shapeshift

When you use your Shapeshift ability, you may turn into a **swarm of bats**.

BRIGHT EYE

Being exposed to sunlight no longer causes you to become blinded.

CREATURES OF THE NIGHT

Prerequisite: Level 10

Cats, dogs, horses, and other domesticated animals always treat you with hostility and fear. However, you are never willingly attacked by bats, rats, and wolves. Provided that such creatures naturally live in the area, you may spend your action to summon one monster from the choices below:

- 1 Swarm of Bats
- 1 Swarm of Rats
- 1 Wolf

That monster is friendly towards you and your allies for one hour. At the end of this time, the monster wanders away. You may do this twice, regaining the ability to do so when you finish a long rest.

CROFTIAN ARCANA

Prerequisites: Croftian Heritage, Level 13

Choose one 6th level spell and one 7th level spell from the warlock spell list. You may cast each spell one time, regaining the ability to do so when you finish a long rest.

DARK WINGS

Prerequisite: Ancerran Heritage, Level 13

You learn the *fly* spell, and may cast it using 4 Dark Magic slots.

DEAL WITH THE DEVIL

Prerequisite: Croftian Heritage, Level 3

Add the following spells to the list of Dark Magic that you can learn.

Dark Limit	Dark Magic Spell List
1	<i>hex</i>
2	<i>calm emotions, shadow veil, zone of truth</i>
3	<i>boilblood, ray of enfeeblement</i>
4	<i>speak with dead</i>
5	<i>compulsion</i>

DEPTHS OF THE ARCANES

Prerequisite: Draculean Heritage, Level 3

Add the following spells to the list of Dark Magic that you can learn.

Dark Limit	Dark Magic Spell List
1	mage armor
2	ray of sickness, darkvision, witch bolt
4	fireball, clairvoyance
6	brimstone boulder, shrine to the dark lords

DUPLICITOUS

Prerequisite: Croftian Heritage

Gain proficiency in Intelligence saving throws.

IGNORE SUNLIGHT

Prerequisite: Level 17

You only take 1d10 radiant damage when you start your turn in sunlight.

INSTINCTIVE DODGE

Prerequisite: Ancerran Heritage

Gain proficiency in Dexterity saving throws.

INSTINCT OF THE HUNTER

Prerequisite: Ancerran Heritage, Level 3

Add the following spells to the list of Dark Magic that you can learn.

Dark Limit	Dark Magic Spell List
1	hunter's mark, jagged bones, jump, longstrider, thousand cuts
3	animal messenger, pass without trace
5	locate creature

IRON WILLED

Prerequisite: Draculean Heritage, Level 7

You are immune to the frightened condition.

MANY MYSTERIES TO PONDER

Prerequisite: Draculean Heritage

While you sleep, you can choose to dream lucidly, contemplating philosophical questions or the events of the previous day. During this time, you can make up to three Intelligence skill checks of your choice. If you have failed a skill on that topic in the last 24 hours, then you may roll with advantage when making a new check on that topic.

MASTER OF MAGIC

Prerequisite: Level 5

The number of Dark Magic spells you know increases by 3.

OTHERWORLDLY DARKNESS

Prerequisite: Croftian Heritage, Level 11

When you cast the darkness spell using Dark Magic, it only costs 1 Dark Magic point.

OVERLORD OF VAMPIRISM

Prerequisite: Draculean Heritage, Level 17

You may learn any heritage discovery, regardless of its prerequisites.

PACT MAKER

Prerequisite: Croftian Heritage

You have the ability to make binding deals with other intelligent creatures. If such a creature makes a willing bargain and exchanges either oath or blood, they become bound to the terms indefinitely (or for a set amount of time specified in the pact) and suffer severe consequences should those terms be broken. If a creature breaks the terms of its agreement, they must make a Charisma saving throw, provided that you are currently on the same plane of existence. The DC is 8 + your proficiency bonus + your Charisma modifier. On a failure, the creature becomes poisoned for the next 24 hours and the pact ends. You can make a number of binding pacts equal to your Charisma modifier (min 1). You may end a pact in order to make a new one; if you do, the creature that was released from your pact immediately. When a pact is ended for any reason, both participants of the pact are aware.

PRIMEVAL POWER

Prerequisite: Ancerran Heritage, Level 13

Choose two 4th level spells from the sorcerer spell list. Those spells become Dark Magic spells for you and cost 5 Dark Magic points. You may spend 5 Dark Magic points on these spells regardless of your Dark Magic limit.

PRIMORDIAL MAGIC

Prerequisite: Ancerran Heritage

Learn three cantrips from the druid spell list.

RESILIENT

Prerequisite: Draculean Heritage

Gain proficiency in Constitution saving throws.



SHADOWCROFT LEGEND

Prerequisite: Croftian Heritage, Level 15

You permanently generate a 10 foot radius aura of shadows, turning dim light into darkness and bright light into dim light. Daylight no longer affects you as a result.

SHAPESHIFT

Prerequisite: Level 5

You may spend your bonus action to polymorph into a **dire wolf** or a **bat**. You can stay in your beast shape for a number of minutes equal to your vampire level. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. Finally, you retain all of your class features and abilities.

When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

SWIFT

Prerequisite: Ancerran Heritage

Your walking speed increases by 10 feet.

SUNPROOF

Prerequisite: Level 13

You only take 2d10 radiant damage when you start your turn in sunlight.

SUN RESISTANT

Prerequisite: Level 7

You only take 3d10 radiant damage when you start your turn in sunlight.

STEEL MINDED

Prerequisite: Croftian Heritage, Level 7

You are immune to the charmed condition.

WALL CRAWLER

You may give yourself a climbing speed equal to your walking speed. This lasts for 1 minute. You may do this a number of times equal to your Constitution modifier (minimum 1), regaining the ability upon finishing a long rest.

WALL WALKER

Prerequisite: Wall Crawler

You regain use of your wall crawler ability when you take a short or long rest.

WATER IMMUNITY

Prerequisite: Draculean Heritage, Level 7

You no longer take radiant damage from starting your turn in running water.

WATER RESISTANT

When you start your turn in running water, you only take 1d10 radiant damage.



WERECREATURE CLASS

The billowing clouds in the night sky overhead are outlined in glowing light. As they part, the five glowing moons of Ancerra become visible, drawing forth a chorus of howls from the creatures below.

On an abandoned stretch of forested road, a merchant seeks cover as his companion doubles over. With thickening muscles, sharp claws, and a suddenly pantherlike face, his companion whirls on the merchant with a red vengeance.

Miles away, in the wine cellar underneath his tavern, a barkeep chains himself into a home made cell. When the moon reaches its zenith, he roars in agony as he transforms into a bearlike creature held in place only by the tangle of silvered barbed wire wrapped along the prison's bars.

A human warlord prepares her assault on an enemy encampment. Having carefully timed a midnight ambush, she and her elite strike force transform into vicious wolves and tear through their enemies.

Eternally bound to one of Ancerra's five moons, werereatures suffer from a curse that causes them to transform into monstrous humanoid-animal hybrids. While they can exert some control over this transformation, they commonly lose their restraints when their moon is full, turning into marauding menaces.

LYCANTHROPY IN ANCERRA

Lycanthropy is not indigenous to Ancerra. Rather, it is introduced to Ancerra via the plane of Shadowcroft, which appears overlaid on top of Norspina due to Dracula's machinations in the events prior to *Soliloquy of Annihilation*. The plane of Shadowcroft only has one moon, but Ancerra has five; this causes lycanthropy in Ancerra to morph and evolve in response to the five moons..

MANY TYPES OF WERECREATURES

"Lycanthropy" is etymologically a term that refers to turning into a wolf, but is colloquially used to describe a humanoid turning into any bestial creature, canine or otherwise. Werewolves are by far the most common, but werepanthers, werebears, wereboars, wererats, werebats, werebirds, and even weremoose have been spotted since Shadowcroft intersected with Ancerra.



CREATING A WERECREATURE

When creating a werecreature from scratch, consider how you were infected with lycanthropy. Were you bitten or scratched? Did a god or some other planar entity curse you? Maybe you were simply born into it from lycanthropic parentage. This should affect your role-playing, but it also has mechanical effects as noted in the werecreature class features below.

INTENDED FOR MULTICLASSING

The werecreature class is designed with multiclassing in mind. While playing a level 1-20 werecreature is a fully viable option, if you envision playing a werewolf incredibly good at hunting a specific type of creature, multiclassing into ranger would make sense. If you want to be a werewolf that unleashes terrifying rage, consider multiclassing into barbarian.

Multiclassing into werecreature has no stat prerequisites, but if you multiclass into werecreature work with your DM to justify how and why this occurs.

QUICK BUILD

You can make a werecreature quickly by following these suggestions. First, make Strength your highest ability score, followed by Wisdom. (Some smaller werecreatures, such as wererats and werewolves, might make Dexterity higher than Strength.) Second, choose the Outlander background.

CLASS FEATURES

As a werecreature, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per werecreature level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per werecreature level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Insight, Nature, Perception, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) hide armor or (b) leather armor
- (a) two handaxes or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) 4 javelins or (b) a longbow and a quiver of 20 arrows

WERECREATURE TABLE

Level	Proficiency Bonus	Features	Fast Movement	Natural Weapon Damage Die
1st	+2	Lunar Blood, Werecreature Species, Lycanthropic Curse, Natural Weapon, Darkvision, Silver Vulnerability	-	1d4
2nd	+2	Fast Movement	+5 ft.	1d4
3rd	+2	Lycanthropic Path	+5 ft.	1d6
4th	+2	Ability Score Increase	+5 ft.	1d6
5th	+3	Extra Attack, Werecreature Species Improvement	+5 ft.	1d6
6th	+3	Lunar Blood Improvement	+5 ft.	1d6
7th	+3	Lycanthropic Path Feature	+5 ft.	1d6
8th	+3	Ability Score Increase	+10 ft.	1d8
9th	+4	Werecreature Species Improvement	+10 ft.	1d8
10th	+4	Lycanthropic Path Feature	+10 ft.	1d8
11th	+4	Lunar Blood Improvement, Magical Strikes	+10 ft.	1d8
12th	+4	Ability Score Increase	+10 ft.	1d8
13th	+5	Werecreature Species Improvement	+10 ft.	1d10
14th	+5	Lycanthropic Path Feature	+10 ft.	1d10
15th	+5	Lunar Blood Improvement	+15 ft.	1d10
16th	+5	Ability Score Increase	+15 ft.	1d10
17th	+6	Werecreature Species Improvement	+15 ft.	1d10
18th	+6	Lycanthropic Path Feature	+15 ft.	1d12
19th	+6	Ability Score Increase	+15 ft.	1d12
20th	+6	Lunar Mastery	+15 ft.	1d12

LUNAR BLOOD

When you take this class at 1st level, choose a moon to which you are bonded: Diminus, Garvor, Primor, Scarlan, Sylvin. This choice gives you special abilities at this level, and again at 6th, 11th, and 15th levels.

WERECREATURE SPECIES

When you take this class at 1st level, choose your werecreature species: Canine, Feline, Porcine, Pteranimalia, Rodentia, Ungulate, or Ursine. This choice gives you special abilities at this level, and again at 5th, 9th, and 13th, and 17th levels.

LYCANTHROPIC CURSE

When you take this class at 1st level, choose how you received your lycanthropic curse.

Turning affects you in different ways based on how you received the curse. Consult the table below when determining what benefits and drawbacks you gain and when determining how many times you may turn. You regain all expended uses of turning when you take a long rest. Each curse also comes with an additional nuance detailed after this table.

TURNING TABLE

Type of Curse	Bitten	Cursed	Inherited
Benefits	<p>You gain +2 to your AC.</p> <p>You gain advantage on Strength, Dexterity, and Constitution saving throws.</p> <p>You also deal +4 damage on all of your attacks.</p> <p>Gain 1d4 temporary hit points at the start of each of your turns.</p>	<p>You gain advantage on Strength, Dexterity, and Constitution saving throws.</p> <p>Your speed increases by 10 feet.</p>	<p>You gain +1 to your AC.</p> <p>You gain +2 on Strength, Dexterity, and Constitution saving throws.</p> <p>Your speed increases by 10 feet.</p>
Drawbacks	<p>Turning deals 2d6 piercing damage to you.</p> <p>You have disadvantage on Intelligence, Wisdom, Charisma, and Sanity saving throws.</p>	<p>You have disadvantage on Intelligence, Wisdom, Charisma, and Sanity saving throws.</p>	<p>You suffer -2 on Intelligence, Wisdom, Charisma, and Sanity saving throws.</p>
Times per Day	2	2	3
Times per Day (Full Moon)	4	4	3
Times per Day (New Moon)	1	1	3
Duration of Transformation	15 minutes	20 minutes	10 minutes

BITTEN

You were bitten or scratched and infected with your curse.

If you are not turned and have any uses of your turn remaining, when you take damage in excess of your character level, make a Constitution saving throw. The DC is 10 or half the damage you took (whichever is greater). If you fail, you turn. When you turn in this way, you cannot take reactions until the start of your next turn as you transform.

When you score a critical hit on a natural weapon attack, you may choose to turn voluntarily.

When you start your turn and have less than half your maximum hit points, you may also choose to turn by using a bonus action.

You automatically turn the first time you take any damage during your full moon.

During a new moon, you may choose to roll with advantage on the Constitution saving throw to avoid turning.

CURSED

You are cursed by a god or planar entity for some kind of crime. You become a lycanthrope, first of your bloodline.

You are always in the hybrid form between your original lineage and your new werecreature species. You look ferocious and suffer disadvantage to Charisma skill checks (except Intimidation).

You may turn by spending your action.

You automatically turn the first time you take any damage during your full moon.

INHERITED

You are born into your curse from a long bloodline of lycanthropes.

You can turn by using a bonus action.

You automatically turn the first time you take any damage during your full moon.

NATURAL WEAPON

Additionally at 1st level, you have developed natural weapons that you can use even when you are not transformed. These weapons are sharpened claws and teeth that respectively deal slashing and piercing damage. They are considered finesse weapons with which you are proficient and deal 1d4 damage. This damage die increases as you gain werecreature levels, as shown in the Natural Weapon Damage Die column of the Werecreature table.

DARKVISION

If you did not have darkvision, you now have darkvision. 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.

SILVER VULNERABILITY

Due to your lycanthropic curse, you are vulnerable to damage from silver and silvered weapons.

FAST MOVEMENT

Starting at 2nd level, your speed increases by 5 feet while you are turned. This bonus increases when you reach certain werecreature levels, as shown in the Werecreature table.

LYCANTHROPIC PATH

When you reach 3rd level, choose your lycanthropic path: Lone Survivor, Master Transformer, or Pack Leader, each detailed at the end of the class section. This choice grants you additional features when you choose it at 3rd level, and again at 7th, 10th, 14th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

MAGICAL STRIKES

At 11th level, your natural weapons are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

LUNAR MASTERY

At 20th level, if you take a short rest and have no remaining uses of your turn ability, regain one use of your turn ability.

LUNAR BLOOD

DIMINUS

You gain resistance to cold damage. When making skill checks or saving throws to endure extreme cold weather, make the roll with advantage.

At 6th level, your natural weapon attacks also deal 1d4 cold damage while you are turned.

At 11th level, you may ignore difficult terrain caused by snow, ice, and similar natural phenomena. You may also attempt to hide while only lightly concealed by such phenomena.

At 15th level, while you are turned, you may unleash a cone of cold breath using your action. Creatures within a 20 foot cone of you must make a Constitution saving throw against a DC of 8 + your proficiency bonus + your Constitution modifier, taking 3d10 cold damage on a failed save and half as much on a successful one.

You may use this attack once each time that you are turned.

GARVOR

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. When you turn, you become one size larger for the duration of your transformation.

At 6th level, each time you hit a creature with a melee attack while you are turned, the creature must make a Strength saving throw against a DC of 8 + your proficiency bonus + your Strength modifier, falling prone on a failed save.

At 11th level, while you are turned, allied creatures that are smaller than you may gain half cover against ranged attacks when you are between them and the source of the attack.

At 15th level, while you are turned, you gain resistance to bludgeoning, piercing, and slashing weapons that are nonmagical and non-silvered.

PRIMOR

You gain resistance to fire damage. When making skill checks or saving throws to endure extreme hot weather, make the roll with advantage.

At 6th level, your natural weapon attacks also deal 1d4 fire damage while you are turned.

At 11th level, you may ignore difficult terrain caused by sand, loose gravel, and similar natural phenomena. When you take a short rest in direct sunlight, gain temporary hit points equal to 1d6 + your Constitution modifier.

At 15th level, while you are turned, you may emit a heat aura. Creatures that hit you with melee attacks take 1d4 fire damage, and all of your natural weapon attacks deal an additional 1d4 fire damage. You may only emit such an aura once, regaining the ability to do so upon completing a long rest.

SCARLAN

You can hold your breath for up to 1 hour, and your jump distance is doubled.

At 6th level, while you are turned, you may cast *fog cloud* at will. Casting *fog cloud* in this way immediately ends any previous instances of *fog cloud* that you have cast.

At 11th level, you can cast *levitate* targeting yourself once, regaining the ability to do so upon finishing a short or long rest.

At 15th level, when you turn, you may take on an ethereal quality for 1 minute. This grants you resistance to bludgeoning, piercing, and slashing damage from nonmagical, non-silvered weapons and allows you to pass through walls and other solid objects. If you end your turn within such an object, move to the nearest unoccupied space and take 2d12 bludgeoning damage.

You may only transform into this ethereal state once, regaining the ability to do so upon finishing a long rest.

SYLVIN

Gain proficiency in two skills of your choice out of the following skills. You may choose skills in which you are already proficient; if you do, instead gain expertise in those skills, doubling your proficiency bonus when making such skill checks. You may choose from Acrobatics, Athletics, Insight, Nature, Perception, Stealth, or Survival.

At 6th level, while you are turned, you may attack with a frenzy. When you use your action to make an attack with your natural weapon, you may use your bonus action to make an additional natural weapon attack.

At 11th level, your darkvision works in magical darkness.

At 15th level, you may use your action to unleash a chilling howl. Choose any number of creatures up to your Wisdom modifier, who are within 60 feet of you. Each of these creatures must make a Wisdom saving throw. The DC is 8 + your proficiency bonus + your Constitution modifier. On a failed save, a creature is frightened of you until the end of its next turn.

WERESPECIES

CANINE

You are a werewolf. Your features look vaguely wolfish even when you are not turned. When you are turned, you are covered in coarse, bristling fur, grow long ears and a snout full of sharp teeth, a bushy tail, and gain rending claws.

When making a melee attack against another creature, you gain a +2 bonus to the attack if one of your allies is also within 5 feet of the target creature and that ally is not incapacitated.

At 5th level, if you would make a saving throw to avoid becoming frightened, you may make that saving throw with advantage, ignoring any disadvantage from your Lycanthropic Curse feature.

At 9th level, you may effectively and accurately communicate basic information to canine creatures of the beast creature type.

At 13th level, when making a melee attack against another creature, if an ally would grant you a +2 bonus from your previous Canine feature, you may instead roll with advantage.

At 17th level, you are immune to the frightened condition.

FELINE

You are a weretiger, wereleopard, or some other type of werecat. Your eyes glow very faintly in the dark, even when you are not turned. When you are turned, your head transforms to look like that of a cat, sleek fur sprouts across your body, you grow a twitching tail, and you have huge, padded hands with sharp claws.

You gain a +2 bonus to initiative rolls. If you go first, you may start your first turn by moving up to your speed as a free action.

At 5th level, the first time you make an attack roll after rolling initiative, if you hit a creature that has not yet acted in initiative, it counts as a critical hit.

At 9th level, gain a climbing speed equal to your walking speed.

At 13th level, you may take the Dash action using your bonus action.

At 17th level, you have advantage on initiative rolls and on the first attack roll that you make after rolling initiative.

PORCINE

You are a wereboar. Even when you are not turned, your build becomes bulkier and your lower teeth might elongate into small tusks. When you turn, your head transforms into that of a violent boar, and coarse, spiny hair sprouts across your body.

You use the following hit point calculations.

Hit Points

Hit Dice: 1d12 per werecreature level

Hit Points at 1st level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per werecreature level after 1st

At 5th level, when you are turned, deal an extra 2 damage with your natural weapon attacks and take an extra 2 damage from any attack that hits you.

At 9th level, when you kill a creature with a melee or natural weapon, you may deal any excess damage to another creature within 5 feet of you.

At 13th level, you may attack recklessly, granting yourself advantage on all melee attack rolls you make on your turn. If you do, then all melee attack rolls made against you until the start of your next turn also have advantage.

At 17th level, while you are turned, if you make a natural weapon attack, you may first move 5 feet as a free action.

PTERANIMALIA

You are a werebat or werebird of some kind. Even when you are not turned, your ears and nose might physically resemble those of bats, or your hair might look like feathers akin to the kind of bird you are related to. When you turn, your hands transform into sharp talons and your face transforms to have sleek feathers, keen eyes, and a vicious beak.

While turned, you have resistance to falling damage. When you fall, you may move 10 feet horizontally for every 10 feet you fall vertically.

At 5th level, when you score a critical hit with your natural weapon, you gain temporary hit points equal to the damage you dealt.

At 9th level, when falling, you may move 20 feet horizontally for every 10 feet you fall vertically.

At 13th level, while you are blinded, you can still see creatures and objects within 30 feet of you unless you are also deafened.

At 17th level, while turned, you have a fly speed equal to your walking speed.

RODENTIA

You are a wererodent of some kind, such as a wererat or a wereporcupine. Your front upper teeth grow more pronounced. When you turn, your face transforms to resemble that of a rodent, you sprout a tail relevant to the type of rodent you are linked to, and you actually diminish in size, making you more agile.

When you turn, your size decreases by 1. You have a +2 bonus to your AC and have advantage on Dexterity saving throws while your size is decreased in this way.

At 5th level, when you score a critical hit against a creature with your natural weapon, the creature must make a Constitution saving throw. The DC is 8 + your proficiency bonus + your Constitution modifier. If they fail, they contract the Boil Plague.

At 9th level, opportunity attacks and other attacks that target you on your own turn have disadvantage.

At 13th level, when you score a critical hit against a creature with your natural weapon while you are turned, the creature automatically gains the Boil Plague.

At 17th level, while turned, you cannot be targeted by an attack on your turn.

UNGULATE

You are a wereungulate of some kind, such as a werewolf or a weremoose. You have broad, blunt features even when you are not turned. When you are turned, you sprout matted fur, your features broaden even more, you grow a tail, and tremendous horns sprout from your bovine head.

When you hit a creature with your natural weapon, you may choose for the creature to make a Strength saving throw. The DC is 8 + your proficiency bonus + your Strength modifier. On a failed save, the creature is shoved 5 feet.

At 5th level, when you take a short rest, you regain 1d6 hit points if you are able to graze on vegetation.

At 9th level, you have advantage on saving throws made to avoid falling prone or being moved involuntarily.

At 13th level, while you are turned, if you make a natural weapon attack, you may first move 5 feet as a free action.

At 17th level, when you take a short rest, you regain 1d10 hit points if you are able to graze on vegetation, instead of 1d6.

URSINE

You are a werebear. You have large, strong features even when you are not turned. When you are turned, you sprout coarse, shaggy fur, your face transforms to resemble that of a bear, and your arms and hands thicken and support powerful, devastating claws.

You use the following hit point calculations.

Hit Points

Hit Dice: 1d12 per werecreature level

Hit Points at 1st level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per werecreature level after 1st

At 5th level, when you would make a Dexterity saving throw, you can make a Constitution saving throw instead. You may do this once, regaining the ability to do so when you finish a short or long rest.

At 9th level, when you turn, you gain 1d12 temporary hit points.

At 13th level, when an allied creature within 5 feet of you takes damage, you may use your reaction to take the damage instead. If the creature is one or more Sizes smaller than you, you reduce this damage by 1d6.

At 17th level, you can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

LYCANTHROPIC PATHS

As you develop your lycanthropic abilities, you become particularly focused on one aspect of lycanthropy: the Lone Survivor, Master Transformer, or Pack Leader.

LONE SURVIVOR

You take the road less traveled. A solitary, brooding type, you fight and survive best on your own.

COUNTERSTRIKE

When you take this subclass at 3rd level, if a creature makes a melee attack against you and misses, you may use your reaction to make an opportunity attack against them.

HUNTER

Additionally at 3rd level, you may cast the *hunter's mark* spell innately at 1st level once each time you are turned.

VIOLENT HOWL

When you reach 7th level, you may use your action to unleash a violent howl. Choose a creature within 60 feet of you. You have advantage on attack rolls against that creature for the next 1 minute or until it dies, but have disadvantage on attack rolls against other creatures. The target of your howl also has advantage on attack rolls against you, but disadvantage on attack rolls against other creatures. You may use this ability once, regaining the ability to do so when you finish a short or long rest.

SURVIVOR

At 10th level, gain expertise in two skills in which you are proficient. (You add double your proficiency bonus when making skill checks with these skills.)

EXTRA ATTACK

At 14th level, when you use your action to Attack, you may make two additional attacks.

HOWLING COMMANDER

At 17th level, you may use Violent Howl three times, regaining all expended uses when you finish a short or long rest. You may have multiple uses of this ability active at the same time, targeting different creatures. You may cast *hunter's mark* against such creatures without expending your use of *hunter's mark*.

MASTER TRANSFORMER

You have embraced the brutality of your lycanthropic curse and are a master of transforming into your animalian form.

SINGLE-MINDED

When you take this subclass at 3rd level, you become especially focused when you have turned. When you turn, you immediately and innately cast the *heroism* spell on yourself at 1st level without needing to use an action, or any verbal or somatic components. It lasts for 1 minute or until you lose concentration.

MYSTIC PROFICIENCIES

Additionally at 3rd level, gain proficiency in two skills of your choice out of the following list: Arcana, History, Medicine, or Religion.

PRODIGIOUS SHAPESHIFTER

At 7th level, you may turn one additional time each day (including an additional time when the moon is full or new).

At 14th level, this ability allows you to turn two additional times each day instead.

DUAL MINDED

At 10th level, you have accepted your more tranquil and more bestial states. When you are not turned, you have advantage on saving throws against being charmed, but disadvantage on saving throws against being frightened. When you are turned, you have advantage on saving throws against being frightened, but disadvantage on saving throws against being charmed.

TOOTH AND CLAW

At 18th level, when you turn, you may completely embrace your inner violence. If you do, gain the following benefits for the duration of your transformation:

- +10 feet speed
- +4 damage with natural weapon attacks
- Under the effects of *heroism* for the entire extent of the transformation without needing to maintain concentration

If you do, gain 1 level of exhaustion when your transformation ends.

PACK LEADER

You are a pack animal, a skilled leader who helps turn a group of individuals into a cohesive team. An expert in pack tactics, you help your allies position themselves to the greatest effect.

ALPHA HOWL

When you take this subclass at 3rd level, you may issue a commanding howl that inspires your allies. Using this howl costs your action and you may use it a number of times equal to your proficiency bonus, regaining any expended uses when you finish a short or long rest.

When you use your alpha howl, you innately cast the *bleed* spell at 1st level without needing to use an action, or any verbal, somatic, or material components. When you cast it, any ally affected by this spell may use their reaction to move up to their speed.

PACK LEADER

Additionally at 3rd level, gain proficiency in two skills of your choice out of the following list: Animal Handling, Insight, Medicine, or Persuasion.

BARKED ORDERS

At 7th level, you may bark a quick order to an ally. You have a pool of “Barked Orders” dice, which are d6s. You have a number of these dice equal to your Wisdom modifier, and regain all expended uses when you finish a long rest.

When an allied creature within 30 feet of you hits with a weapon attack, you may use your reaction to give that ally a Barked Order die, which they add to their damage roll.

At 14th level, Barked Orders dice become d8s. After an ally benefits from a Barked Order die, they may move up to half their speed as a free action.

STRENGTH OF THE PACK

When you reach 10th level, any time you take a long rest while in wilderness, nonmagical wolves or other mundane animals appropriate to the environment and to your werecreature species approach your camp. They keep guard for 8 hours, harmlessly awakening you and your allies in the event of a threat approaching. If such a threat approaches, 2d4 wolves or animals of CR ½ or lower will fight alongside you.

Once you break camp, these animals leave.

HOWLING PACK

At 18th level, when you use Alpha Howl, you may cast the *bleed* spell as though casting it at 4th level. Allies that benefit from the *bleed* spell in this way also have advantage on the first attack roll that they make after receiving this benefit.



CHAPTER 4: EQUIPMENT

Warm yourself with gear both mundane and magical in this expansion to the equipment options in the *Player's Handbook* and magic item codex in the *Dungeon Master's Guide*.

Harker's Guide to Vampire Hunting is set in Ancerra, which uses silver coins (sc) as its primary currency. To convert any material cost from standard D&D books to Ancerra's setting, assume that D&D's gold pieces (gp) and Ancerra's sc have a 1:1 conversion rate.

ARMOR ENHANCEMENTS

Armor Enhancements allow you to modify the stats of the armor that you already own. You may only have one enhancement equipped at a time. Add your enhancement's bonus to your AC.

SPIKED PAULDRONS

When a creature first grapples you, if you are wearing spiked pauldrons, you may use your reaction to make an attack. Roll a melee attack against the grappling creature. On a hit, the grappling creature takes 1d4 piercing damage.

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Gargoyle Pauldrons	60 sc	+2	Str 13	Disadvantage	6 lb.
Spiked Pauldrons	40 sc	+1	-	Disadvantage	4 lb.

WEAPONS

EXTENDED WHIP

This whip's reach extends 5 feet longer than a typical weapon with the Reach property.

SILVER TOOTH

This is a set of silver caps you can place on your incisors. This weapon does not occupy any of your hands.



STAKES

Stakes score critical hits against vampires on a roll of 18-20. When you score a critical hit with a stake, if the target creature is a fiend or undead, it takes an additional 1d10 radiant damage.

When you roll a 1 on an attack with a stake, it breaks.

Name	Cost	Damage	Weight	Properties
Chain Whip	40 sc	1d8 bludgeoning	10 lb.	Heavy, reach, versatile (1d10)
Extended Whip	35 sc	1d4 slashing	4 lb.	Finesse, reach, special
Oak Stake	5 sc	1d6 piercing	2 lb.	Light, thrown (range 20/60), special
Pine Stake	5 sc	1d4 piercing	1 lb.	Finesse, light, thrown (range 30/90), special
Silver Tooth	30 sc	1d4 piercing	1 lb.	Finesse, light, special

SPECIALTY AMMUNITION

You may purchase the following ammunition for 1 sc per arrow or bolt.

This ammunition breaks upon being used.

WOODEN AMMUNITION

This ammunition scores critical hits against vampires on a roll of 18-20. When you score a critical hit with this ammunition against a vampire, it deals an additional 1d4 radiant damage.

SILVERED AMMUNITION

This ammunition scores critical hits against shapeshifters on a roll of 18-20. When you score a critical hit with this ammunition against a shapeshifter, it deals an additional 1d4 radiant damage.

EQUIPMENT

PLAGUE MASK

A plague mask costs 15 sc.

While wearing a plague mask, a creature has advantage on saving throws against contracting diseases.



CONSUMABLES

ALCHEMICAL SPINACH

One serving of alchemical spinach costs 1 sc.

A creature may consume spinach as though consuming a potion. The creature deals +1 damage any time they deal damage for the next 10 minutes. A creature cannot combine multiple instances of this effect by consuming more than one dose within a 10 minute period.

CAFFEINATED DRINK

One serving of coffee or black tea costs 1 sc.

Consuming one serving of a caffeinated drink allows you to remain awake and active for 2 more hours before making checks to avoid exhaustion. After benefiting from a caffeinated drink, a creature may not do so again until it finishes a short or long rest.

GARLIC

Enough garlic to season one serving of food costs 2 sc.

After consuming rations seasoned with garlic, a creature's blood becomes toxic to vampires. If a vampire drinks the blood of a creature that has consumed garlic within the past 8 hours, then the vampire becomes Poisoned for 10 minutes.

TRANQUILINE

One pill of tranquiline costs 1 sc.

After consuming a pill, your Fear Threshold increases by 2 for the next 10 hours, potentially allowing you to long rest with more unresolved Fear. However, for the first minute after you awaken, you cannot take both an action and a bonus action on each of your turns, but must choose one or the other. Furthermore, during this minute, you cannot take reactions.

MAGIC ITEM VAULT

BLESSED BOOK

Book, rare (requires attunement)

A large, heavy leather-bound tome that smells of dust and old libraries, no matter how many times it comes outside in the fresh air.

The book has divine iconography pertaining to one deity or pantheon of the DM's choice.

The book has 4 charges and regains 1d4 charges at dawn each day.

You may expend a charge as a bonus action, causing the book to begin whirling around you. Once on each of your turns, the book makes an attack against a creature of your choice within 20 feet of you. The attack bonus is your proficiency modifier + your Intelligence or Charisma modifier (your choice), and it deals 2d6 bludgeoning damage on a hit.

If this deals damage to a creature that has an aversion to the deity or pantheon written of in the book, then the creature takes an additional 2d6 radiant damage.

Once activated, the book whirls about you for 10 minutes or until you end the effect by spending your bonus action, whereupon the book floats back to you.

BLESSED SILVER STAKE

Weapon (oak stake), uncommon

This oak stake is blessed and reinforced with silver, making it more durable and effective. It will not break on a crit fail, and it deals an additional 1d4 piercing damage on a hit.



CANDELABRA

Wondrous item, uncommon

The elegant arms of this handheld silver candelabra can hold up to three candles. A candle lit within the candelabra burns for 1 hour. The candelabra emits bright light in a 60 foot radius when all three candles within it are lit, a 40 foot radius when two candles are lit, and a 20 foot radius when only one candle is lit. While within the light of the candelabra, all invisible creatures become visible.

CHRYSANTHEMUM BOUQUET

Wondrous item, uncommon (requires attunement)

Appearing at first as a delicate white silk lace handkerchief bearing a finely embroidered pattern of golden chrysanthemums, this item gives off a haunting fragrance and a promise to preserve your life as long as the flowers bloom.

After you become attuned, it will transform into a fragrant, overflowing bouquet of freshly cut chrysanthemums with maximum hit points equal to yours, which will increase along with increases to your maximum hit points over time. You must provide the bouquet with fresh water and fertilizer worth 1 sc daily. Without water and nutrients, the bouquet will suffer a permanent -7 to its max HP per day unnourished.

As long as you can keep the flowers alive, you may use a bonus action to gain a +2 bonus to your AC for five rounds (you may not combine multiple instances of this effect), and the bouquet will shield you from any attack that would reduce you to 0 hit points during this time, instead reducing you to 1 hit point. Any excess damage that would have been dealt to you is dealt to the bouquet instead.

Tending the flowers carefully will allow them to recover 2 hit points per day. Healing spells do not work on the bouquet. The bouquet will defend you until its hit points reach 0, and it becomes a fragile memory of its once-fresh brilliance. Then, the faded bouquet will revert to the form of a fine silk handkerchief.

CLOVER OF LUCK

Tattoo, uncommon (requires attunement)

At first, this appears to be a pendant or a charm, shaped like an imaginary four-leaf clover wrought out of tarnished silver clockwork gears. However, this is merely a container. When a hero attunes with the Clover of Luck, the silver gears turn, plucking a music-box melody out of the air that recalls distant days and bittersweet memories. The charm unfurls into a silver torque or cuff that imprints a four-leaf clover tattoo in a location the hero chooses or a randomly determined part of the body.

This grants the hero luck as long as there are leaves on the clover tattoo. The hero may use each leaf as a luck point as listed in the Lucky feat. After using one of these luck points, the leaf falls off the clover tattoo.

The Clover of Luck regains 1d4 -1 leaves each day at dawn, with a maximum of 4 leaves. The silver accessory it came in is just an accessory, but many heroes choose to wear it over their tattoo in order to obscure how many leaves they have to spare.

If the hero ends their attunement to the Clover, the tattoo fades, and the silver torque or cuff curls back in on itself, once again playing a faint song that seems nostalgically familiar.

COLORS ARM BANDS

Wondrous item, uncommon (requires attunement)

These cloth armbands were affixed to the armor of notable knights in Pendragon's court before he slaughtered them. Now, the armbands circulate in black markets in the slums of Camelot.

When you wear an armband, you gain certain benefits based on the color of the band as shown on the table below.

Band	Effect
Red	+2 AC.
Orange	Resistance to fire damage.
Gold	Resistance to radiant damage during the day and cold damage during the night.
Green	When you start your turn at or below one half your maximum hit points, regain 1 hit point.
Blue	You have advantage on saving throws against becoming charmed.
Purple	You may use a reaction to force a creature that is making a melee attack against you to do so with disadvantage.
Black	You have advantage on saving throws against becoming frightened.
White	You have advantage on saving throws against taking necrotic damage.

CROWN OF DOMINATION

Wondrous item (Crown), very rare (requires attunement)

This crown is wrought of black metal and adorned with three large amethysts that glow when you cast any of the crown's spells. Wearing the crown allows you to cast the following spells. Your spell save DC for these spells is 8 + your proficiency bonus + your Intelligence modifier, and your spell attack modifier for these spells is your proficiency bonus + your Intelligence modifier. Casting a spell expends a number of charges as shown below. You have 3 charges and regain all charges at dusk each night.

- 0 Charges: *charm person, detect thoughts, spiritual weapon, spectral weapon*
- 1 Charges: *shroud, stoneskin*
- 2 Charges: *dominate monster, feeblemind*

ECHOING ECHELON FEATHER

Wondrous Item, uncommon

This dark purple feather, originally belonging to an Echoing Echelon, shimmers like oil in the light.

While wearing the feather in your hat or on your clothing, you gain a +2 bonus to saving throws against becoming charmed.

If you tie the feather to a weapon or shield, then you gain an additional benefit. The feather has 1 charge and regains the charge at dusk each night. You may expend a charge as a bonus action to gain a +1 bonus to attack and damage rolls (if attached to a weapon), or a +1 bonus to your AC (if attached to a shield). This bonus lasts for 5 minutes.

ESSENCE TOURNIQUET

Band, uncommon (requires attunement)

This item maintains a low profile, appearing like a simple brown leather belt unless one looks closely, with more than the ordinary number of notches to secure the buckle.

If you are reduced to 0 hit points while the tourniquet is on your person, it automatically wraps around your worst injury and draws tight. The tourniquet prevents you from going unconscious while you are at 0 hit points, but you must still make death saving throws at the end of each of your turns. While you are conscious and at 0 hit points, your speed is halved and you have disadvantage on ability checks.

FALSE FANGS

Magical teeth, uncommon (requires attunement)

This pair of ivory canine tooth caps, when worn, replace your canine teeth with vampire fangs. These fangs grant you advantage on skill checks when trying to present yourself as a vampire. In addition, you gain the following natural weapon attack.

Blood Drain. *Melee Weapon Attack:* proficiency bonus + Dexterity modifier to hit, reach 5 ft., one target. *Hit:* 1d10 + Dexterity modifier necrotic damage, and you regain hit points equal to the damage dealt.

GIANT'S SCYTHE

+2 Weapon (Scythe), rare (requires attunement)

The Scythe is a +2 weapon that has reach and has the finesse property. It deals 3d6 slashing damage.

While making an attack with the Giant's Scythe, you may also make an attack against another creature adjacent to the original target without using an additional action. If the second attack hits, it does half the damage of the primary attack.

An extraordinary weapon that resembles a standard war scythe, but with extra heft in the leather-wrapped wooden grip and a length that towers several feet above most humanoid.

The blade itself is a razor-sharp 5 foot of curved steel, and the weapon seems to carry an unfathomable weight to any except the one attuned to it. The weapon's owner can lift it like a normal-sized scythe, but anyone else should carry it in a container rather than trying to pick it up directly.

DAN'S HAVENGLOW LANTERN

Lantern, rare

This lantern is made of enchanted wood with looping, interlocking carvings etched along its body. It contains magical glass bulbs from the forests of Yodvan within, which can shed bright light for 15 feet and dim light for an additional 15 feet. If a creature touches the lantern and contributes material or spiritual wealth to the lantern, then the area of light becomes a Haven for 8 hours or until the lantern is moved. At the end of this time, the contributing creature must expend two 1st-level spell slots, one 2nd-level spell slot, or 50 sc.

HOLY RELIC

Wondrous item, uncommon (requires attunement)

This small blessed box contains the toenails, hair, or teeth of a saint. While attuned to this magic item, the number of failed Death Saving Throws required to kill you increases by one.

SALAMAR'S MONOCLE OF APPRAISING

Wondrous item, uncommon (requires attunement)

This monocle is set in a delicate frame of sterling silver. It grants you proficiency in Intelligence (Investigation) and Wisdom (Perception) checks. The monocle has 3 charges, and regains 1 charge at dawn each day. You may expend a charge and 1 minute to cast any of the following spells: *detect evil and good*, *detect magic*, *detect poison and disease*, or *locate object*.

MOONLIGHT MIRROR

Mirror, uncommon

Shapeshifting is an ability as old as time, and with it has come a certain air of paranoia that no one is who they say they are. This mirror was created to shed a light on a creature's true form, so as to balance the scales. When activated as an action, the glass of this mirror, shaped like a crescent moon, becomes transparent and will start to glow when a shapeshifter is within 100 ft. By looking through the glass, a shapeshifter's true form is revealed. The mirror's ability can be used twice a day, for 5 minutes at a time. The mirror regains all expended uses at dawn.



OILCLOTH CLOAK

Cloak, rare (requires attunement)

This slick black cloak has a warm, fur-lined interior and an oily, multicolored sheen on the exterior. It has 1 charge, which it regains at dawn each day.

When you take fire damage, you may expend a charge as a reaction to negate all of that damage. The cloak's exterior then bursts into flames for the next 10 minutes or until you end the effects by spending your action on your turn to snuff them out. You are immune to fire damage from the cloak for the duration. When another creature makes a melee attack against you or grapples you during this duration, it takes 2d6 fire damage. Your melee weapon attacks inflict an extra 1d6 fire damage during this duration.

PENDRAGON'S BATTLE STANDARD

Weapon (+1 halberd), very rare (requires attunement)

This magical halberd has a +1 to attack rolls and a +2 to damage rolls.

A hefty rowan wood pike, banded and capped in cold, sharpened iron, weathered by years on the battlefield to a smooth touch and a deep bloodred hue from the base to the grip. Underneath the forked iron tines of the cap flies a white swallow-tailed banner, 6 feet long, trailing two green pennants in its wake and blazoned with the rough-hewn, snarling head of a red dragon.

When you start your turn within 80 feet of the standard, and are at one-half your maximum hit points or fewer, you regain 2 hit points. You may use an action to grant a bonus equal to your Charisma modifier to the AC and saving throws of all allies within 80 feet of the standard.

POCKET GARGOYLE

Wondrous item, rare (requires attunement)

This miniature statue of a gargoyle is made from polished granite, is about 2 inches tall, and weighs around 1 lb.

In its miniature form, the pocket gargoyle remains aware of all visual and auditory input within 60 feet of it and can audibly warn you if danger approaches.

When you speak a command word, the statue instantaneously enlarges into a full-sized gargoyle. It uses the stats of a **grotesque**. The pocket gargoyle is friendly to you and your allies and follows your spoken commands. If you have not issued any commands, it will remain motionless or act as necessary to defend itself with as little effort as possible.



The pocket gargoyle remains active for 30 seconds or until reduced to 0 hit points and then reverts to its inanimate, miniscule form.

The pocket gargoyle can transform into a Grotesque one time, regaining the ability at dusk each night.

JAVA'S POCKET WATCH

Watch, rare

A softly ticking timepiece in a filigree-embossed gold case, which always keeps perfect local time with the understated minute and hour hands circling the crystal face, no adjustment needed. The pocket watch can store up to four actions in a Watch Actions pool.

You may use a free action on your turn to press the "stopwatch" button on the case. When you do so, you may choose to take one or two additional actions on your turn, reducing the number of Watch Actions stored within the watch's pool by the same amount. Motion of all beings except the hero appears to momentarily shift into slow motion as they retrieve the additional time they need for extra actions from the watch. Although this allows you to take more actions than usual, this does not change the ability of any other creature to react.

A faint blue glow that fills the watch face ticks down around the numbers of the dial to show how many stored actions. At dawn each day, the watch recovers 1 action. The watch comes with an ordinary but stylish gold watch chain for securing the watch to a waistcoat or belt.

REPLICA SHIELD

Shield, rare (requires attunement)

Tales of the famous Heirloom Shield have swept the region of Norspina, and eager artificers seek to replicate the shield's power. A replica shield is the creation of a hopeful artificer, and while it is quite beneficial, it is not nearly as strong as the true Heirloom Shield.

The Replica Shield is a +1 shield that also grants you a +1 bonus to Dexterity and Constitution saving throws. It has 6 charges and regains 1 charge each day at dawn. You may use a bonus action or reaction and expend 1 charge to cause the shield to float next to you for 10 minutes. This allows you to gain the benefits of the shield without holding it.



RING OF DAYWALKING

Ring, uncommon

While wearing the ring, you take no radiant damage from being directly exposed to sunlight, even if you normally would.

RING OF FADING

Ring, uncommon (requires attunement)

While wearing the ring, you are subjected to the effects of the *fade* spell.

RING OF GLORY

Ring, rare (requires attunement)

While wearing the ring, you are subjected to the effects of the *glory* spell.

RING OF GLOOM

Ring, uncommon (requires attunement)

While wearing this ring, you may use a bonus action to activate or deactivate the ring. When the ring is active, you exude a 20 foot radius aura of gloom. Bright light within the radius becomes dim light, and dim light becomes darkness.

RING OF VEILING

Ring, rare (requires attunement)

While wearing the ring, you are subjected to the effects of the *shadow veil* spell.

SAINTKILLER SPEAR

Weapon (+1 spear), rare

The wooden shaft of this enchanted spear is darkly stained by the blood of the saints it has killed in Shadowcroft. You have a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, the spear has 6 charges, 1d4 of which are replenished daily at dawn. When you hit a creature with the spear, you may expend one of its charges to suppress one of its damage resistances for the next minute, causing it to take damage from the associated type as normal. If the creature is a celestial, the spear suppresses all of its damage resistances.

SCROLL OF DUPLICATION

Scroll, rare (requires attunement)

This fine scroll contains blue and black ink with gold-leaf gilding. It depicts diagrams of a variety of weapons.

The scroll has 1 charge and regains its charge at dusk each night.

As a bonus action you may expend a charge and brandish the scroll, causing it to explode in violet light and transform into a weapon. This effect acts as the spectral weapon spell cast at 2nd level.

After the spell expires, the scroll returns to its original form.

SHADOW WYRM HELM

Helmet, rare (requires attunement)

The skull of a shadow wyrm, hunted in Shadowcroft, serves as the base for a fearsome helmet finished in steel and bronze. Once secured, the hinge of the jaw allows the hero to use the dragon's own visage, with reinforced bone showing beneath metal banding, as the helmet's visor.

The helm has 1 charge, which it regains when you finish a short or long rest. You may spend the charge to use either of the following abilities.

The save DC for the saving throws in these abilities is 8 + your proficiency modifier + your Constitution modifier.

Frightful Presence. As a bonus action you may force a creature within 60 feet of you to make a Wisdom saving throw. On a failed save, the creature is frightened of you for 1 minute. It may repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Necrotic Breath. As an action, you may force each creature in a 20 foot cone to make a Constitution saving throw. On a failed save, a creature takes 3d6 necrotic damage and its speed is halved until the end of its next turn. On a successful save, a creature takes half damage and suffers no additional effect.

SHADOWSOUL LANTERN

Lantern, uncommon

This lantern, fashioned from a black avadrium alloy, emits a dull red light and consumes blood as fuel rather than oil. One creature may contribute blood to this lantern to generate 30 feet of dim light for 8 hours. The area within this light is considered a Haven for the duration of the illumination or until the lantern is moved. At the end of this time, the creature that contributed its blood takes 1d10 slashing damage and suffers one level of exhaustion.

SHATTERED DEATH

Weapon (whip), uncommon

This whip is made of a magically altered spinal cord with the vertebrae sharpened into spikes. It has a reach of 30 ft, is one-handed, has the finesse property, and deals 1d8 damage on a hit. When you hit a creature that is Large or smaller, it must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed save, the creature falls prone.

Grappling Hook. You may use a bonus action to cause the whip to latch onto a stationary target within reach, such as a castle's parapet. You have advantage on any ability checks required to climb while using the whip in this way. You may use the Grappling Hook feature once, and may not do so again until you finish a short or long rest.

SHILDBREAKER BLADE

Weapon (sword), very rare

You must have a Strength score of 17 or higher to wield the Shildbreaker Blade.

The Shildbreaker Blade has a reach of 10 feet, the two-handed and heavy tags, and deals 2d12 slashing damage on a hit. You score critical hits on attack rolls of 19 or 20 with the Shildbreaker Blade.

A massively oversized claymore requiring monstrous strength to wield in battle: this sword's full length is over 8 ft, with the width of the blade exceeding a full foot and a thickness of several inches lending each strike critical power. A single crashing blow will crack any ordinary shield into pieces.

When you attack a creature, you may choose to target a nonmagical item the creature is holding or wearing. This deals triple damage to the object if it has hit points, and destroys it instantly if it does not. You may do this a number of times equal to your Constitution modifier, regaining expended uses when you finish a long rest.

SPECTRE LANTERN

Wondrous item, uncommon

Created by a paranoid mage, this lantern reveals the unseen to the naked eye. Once per day, for 10 minutes, the lantern can be activated as a bonus action, casting a dull purple glow across a 30 foot radius. In this glow, invisible creatures are revealed. In addition, it reveals where planes blend and portals would be easier to create.



STAINED GLASS FRAME

Wondrous item, rare (requires attunement)

This iron window frame looks as if it belongs in the wall of a church or cathedral, depicting a scene from the life of a venerated saint. A creature attuned to the stained glass frame can store up to 8 pieces of stained glass within it. When a piece of stained glass is placed within the frame, it grows to fill the appropriate space.

When a creature attuned to this stained glass frame uses one of the pieces of stained glass stored within it, it does not break. Instead, each effect that requires breaking a piece of glass can be used a number of times equal to the creature's proficiency bonus, after which it cannot be used again until the creature finishes a long rest.

MAGELLUS'S MASK

Mask, uncommon (requires attunement)

This mask, expertly carved from stone, magically adheres to your face when you raise it to wear it.

The stone has 4 charges and regains 1d4 charges at dusk each night.

You may use a bonus action and 1 charge to create one of the following effects:

When you find treasure, gain 10d10 additional sc.

For the next hour, you are immune to common diseases and have advantage on saving throws against contracting other diseases.

For the next 10 minutes, you do not need to breathe.

You may not spend multiple charges at one time. If one effect is active, you must wait for it to finish before activating a different effect.



UNHOLY RELIC

Wondrous item (uncommon)

The toenails, teeth, or hair of a vampire or devil, gilded and bound on a thin golden chain to wear as a bracelet, necklace, or diadem. Whenever you score a critical hit against a single target, deal 1d10 additional necrotic damage. Whenever you do not score a critical hit against a single target, deal 1 additional necrotic damage.

CONSUMABLES

ELIXIR OF BURNING BLOOD

Potion, rare

A thin liquid that smells slightly of herbs and vinegar. A clear, golden hue with a layer of white and green particulate sediment laying sparsely on the bottom of the bottle, and a label that says, "Do not chill. Shake well before drinking." Shaking causes the liquid to froth quickly in the bottle until it takes on a milky sheen and a velvety texture. The potion has a mild floral scent when mixed, but the aftertaste of zinc is bitter and strong.

This potion begins to seep into the bloodstream on contact with the mouth, and continues protecting the hero for 8 hours. A vampire that drinks the blood of a hero protected by this Elixir will take radiant damage equal to the number of hit points they would have gained from the attack. Any additional penalties the vampire receives for radiant damage also apply.

This potion freezes at 40° F. If frozen, it needs to thaw at room temperature for 1d4 hours before use.

FLOOR CHICKEN

Meat, common

Floor Chicken is M'l'ykkri flesh that was treated with antidotes from Nalathesh's flesh pit research. These antibodies now dwell in most M'l'ykkri and sometimes cause chunks of edible, nourishing flesh to sluff off of a M'l'ykkri. This flesh looks and tastes like chicken, but is in fact harmless M'l'ykkri flesh.

A creature may consume Floor Chicken as though consuming a potion. Consuming Floor Chicken restores 1d10 hit points and grants 1d10 temporary hit points.

GRYPHON FEATHER

Feather, uncommon

Whether acquired from a gryphon's nest or found by happenstance on the road, these large feathers are beautiful to behold with brown and gold patterning.

You may use a bonus action to activate the feather, which consumes the feather in a puff of wind. Shimmering motes of light swirl about you, granting you a flying speed equal to three times your walking speed for 10 minutes. If you are heavily encumbered, this flying speed is only equal to your walking speed instead.

HUNTER'S BOX OF TOOTHPICKS

Wondrous item, common

An essential tool for any hunter, this box is made of sturdy paper and fits in one's pocket. It contains 2d10 toothpicks that each grow into a Pine Stake when removed from the box.

MANTICORE QUILL

Weapon (dagger), rare

You have a +1 bonus to attack and damage rolls made with this weapon. This Manticore Quill contains a limited amount of poison, equal to 5 charges. You can expend a charge as you make an attack to make this a special attack, which must be done before the attack is rolled. Expended charges can not be regained. On a hit, the target takes an extra 3 (1d6) poison damage. The target must also roll a DC 14 Constitution saving throw. On a failure, they become Poisoned until the end of their next turn.



PORTAL CANDLE

Candle, rare

This beeswax candle has been infused with gem dust and fragrances specifically inclined to reach a specific plane of existence. By burning the candle in its entirety (a process that takes 1 hour and consumes the candle), you may cast the *gate* spell. The plane to which the gateway opens is predetermined based on the individual candle, though you may attempt to determine a specific location on that plane.

The DM may choose or randomly determine which plane a candle is linked to. If you do not know which plane a candle is linked to, a successful DC 18 Intelligence (Arcana) check will reveal this information



Plane	Appearance and Scent	d100
Ancerra (Region of Norspina in Gathandia)	Yellow beeswax with ground pearl, talc, and raspberry leaves. Smells of raspberry ale.	1-40
Hell	Dark brown beeswax with iron filings, ruby dust, and strings of shredded human flesh. Smells of badly burnt meat.	41-50
Heaven	White beeswax with herb salt and gold dust. Smells of raw onion and garlic.	51-60
Inferno (Cholereth)	Light yellow beeswax with sand and thorny desert flowers. Smells of agave and blood.	61-65
Inferno (Melaneth)	White beeswax with ground humanoid teeth and flecks of blood. Smells of chocolate and blood.	66-70
Inferno (Phlegmereth)	Dark yellow beeswax with ground emerald, amethyst, and citrine. Smells of morning breath after forgetting oral hygiene the night before.	71-75
Inferno (Sanguineth)	Light yellow beeswax with crushed emerald and ruby along with wilted willow leaves. Smells of honey festering in a bloated corpse.	76-80
Iztari	Light yellow beeswax with lily petals and diamond dust. Smells of lilies and vanilla.	81-85
Shadowcroft	Dark brown beeswax with rose petals, thorny stems, and ground black pearl powder. Smells of roses and strong wine.	86-98
The Everwilds	White beeswax with a variety of flowers and herbal infusions, along with bits of jade. Smells of jasmine and lavender.	99-100

STAINED GLASS

Wondrous item, common

These shards of stained glass offer small abilities based on their color. Many stained glass shards function once per day, while others function once and then shatter. The different colors of stained glass, and their effects, are listed on the table below.

Stained Glass Color	Stained Glass Ability
Red	Once per day, when you hit a creature with a weapon attack, add 1 fire damage to the damage dealt. When stored within a Stained Glass Frame, a creature attuned to the frame adds this bonus to all of their weapon attacks.
Orange	When you cast a spell or use a feature that causes a creature other than yourself to regain hit points, you may break this shard to replace one of the dice rolled to determine the amount of hit points regained with its maximum value. Once the shard breaks, it cannot be used again.
Yellow	Once per day, when you regain hit points, you regain an additional 2 hit points. When stored within a Stained Glass Frame, a creature attuned to the frame gains this bonus whenever they regain hit points.
Green	When you fail an ability check, you may roll a d6 and add it to the result of the check. When you do so, this shard of stained glass breaks, and cannot be used again.
Blue	Once per day, when you make an ability check, you may add a +1 to the check. When stored within a Stained Glass Frame, a creature attuned to the frame instead gains a +1 to all of their ability checks.
Purple	When you take damage, you may use your reaction to break this piece of stained glass. If you do so, the damage you take from the triggering effect is halved. Once this piece of stained glass is broken, it cannot be used again.

WALL CHICKEN

Meat, legendary

Wall Chicken is M'tykkri flesh that was treated with antidotes from Nalathesh's flesh pit research. These antibodies now dwell in most M'tykkri and sometimes cause chunks of edible, nourishing flesh to sluff off of a M'tykkri. This flesh looks and tastes like chicken, but is in fact harmless M'tykkri flesh.

A creature may consume Wall Chicken as though consuming a potion. Consuming Wall Chicken restores all of a creature's hit points and grants it temporary hit points equal to ½ its maximum hit points.

WOLFSBANE ELIXIR

Potion, uncommon

This thick, silver elixir is typically stored in small, reinforced glass vials. A single dose is quite small, and many hunters will keep several vials stored within a rolled leather case.

A shapechanger who consumes a full dose of this potion takes 3d4 radiant damage, and is prevented from willingly changing their shape for 1d4 hours.

A non-shapechanger who consumes this potion gains advantage on saving throws against contracting lycanthropy for 8 hours and, for the duration, whenever a shapechanger hits the affected creature with a bite attack, the shapechanger takes 1d4 radiant damage.

WOLFSBANE VENOM

Potion, uncommon

An opalescent liquid that flows like quicksilver and gives off a faint glow under the light of the moon. The poison brightens any blade it touches, but blends closely with metal making it difficult to detect on the edge of a knife. As a bonus action, a hero may apply this potion to a weapon in battle. For the next 10 minutes, the weapon deals 1d6 radiant damage to any shapechanger it strikes.



CHAPTER 5: LEGACY ARTIFACTS

Ueil of the Eternal Night introduces several Legacy Artifacts: magical items that level as you do.

They begin as noteworthy but not extraordinary, approximately equivalent to Uncommon magic items, but by level 20, they evolve into powerful artifacts.

When you attune to a Legacy Artifact, choose one of its enhancements. You gain additional enhancements at levels 4, 7, 10, 13, 16, and 19.

You can only ever be attuned to one Legacy Artifact at a time.

ASCALON, SPEAR OF THE SAINTS

A saintly spear with a gold-plated, armored shaft. Infused with divine energy, Ascalon is a weapon of legacy, passed from one saint to the next to restore light in befouled places. Attuning to Ascalon allows its wielder to pierce the darkness shrouding the land with holy vindication.

BASE STATISTICS

Ascalon is a +1 spear that counts as magical, silvered, and Avadrium. When you hit a creature with Ascalon, after applying damage, you gain 1 Precision Point. You may have a maximum of 5 Precision Points at one time, and you lose all Precision Points when you miss a creature. You add current Precision Points to your damage rolls when you hit with Ascalon.

ENHANCEMENTS

Each time you gain an Enhancement for this artifact, choose from the list of Enhancements below. Note that some have prerequisites, such as being a certain character level or having another Enhancement feature already.

FURY OF THE SAINTS

Enhancements from this grouping improve your damage output.

FURIOUS PRECISION I

You may expend 1 Precision Point for a +1 bonus to your next attack with Ascalon.



FURIOUS PRECISION II

Prerequisites: 5th-level, Furious Precision I

You now score a critical hit with Ascalon on a roll of 19 or 20. Additionally, when you score a critical hit with Ascalon, you gain 2 Precision Points instead of 1.

FURIOUS PRECISION III

Prerequisites: 11th-level, Furious Precision II

When you hit with Ascalon, you may spend 5 Precision Points to Impale your target.

Impale. As a part of your attack action, you may attempt to impale a creature. That creature must make a Constitution saving throw, with DC of 8 + your proficiency bonus + your Strength modifier + Ascalon's magic bonus. On a failure, you impale them, dealing Ascalon's normal damage. While impaled, you may not use Ascalon to attack, and the impaled creature is restrained. As an action, an impaled creature may attempt to free itself with a Strength (Athletics) check with a DC equal to 10 + 2 per Enhancement currently possessed by Ascalon. If a creature escapes in this way, it suffers 2d10 piercing damage.

While impaled, you may remove Ascalon as a bonus action, dealing 2d10 + your Strength modifier piercing damage as the creature is no longer impaled, and the creature is no longer restrained.

EMPOWERED SPEAR I

Prerequisites: 7th-level

Ascalon becomes a +2 weapon.

EMPOWERED SPEAR II

Prerequisites: 13th-level, *Empowered Spear I*

Ascalon becomes a +3 weapon.

DIVINE SPEAR I

Prerequisites: 5th-level, *Furious Precision I*

Ascalon deals an extra 1d6 radiant damage.

DIVINE SPEAR II

Prerequisites: 10th-level, *Divine Spear*

Ascalon's base damage increases to 1d8 (1d10), and its extra radiant damage increases to 1d8.

PATIENCE OF SAINTS

Enhancements from this grouping improve your defensive capability.

PATIENT DEFENSE I

As a bonus action, you may expend up to 3 Precision Points to increase your AC by that number until the beginning of your next turn.

PATIENT DEFENSE II

Prerequisites: 11th-level, *Patient Defense I*

You may now expend up to 5 Precision Points to increase your AC.

PATIENT PRECISION

You only lose 1 Precision Point when you miss, instead of all your points. When a creature misses you with an attack, you may use your reaction to gain Precision Points equal to half your proficiency bonus (round up).

SAINTLY WILL

Prerequisites: *Patient Defense I*

You may now use Patient Defense as a reaction when making either a Constitution or Wisdom saving throw. When used in this way, you may spend up the same amount of Precision Points, adding the total spent to your saving throw.

MAGIC OF THE SAINTS

Enhancements from this grouping enhance your combat style with select magical abilities

LOYALTY

If you are not holding Ascalon, you may recall it back to your hand as a bonus action. If a creature is currently impaled when you recall Ascalon, the creature suffers damage as if they had escaped the impalement.

FLIGHT OF FAITH

Prerequisites: *Furious Precision I*

The normal range of Ascalon's thrown property increases to 60 feet, and its long range increases to 180 feet. You can increase the weapon's normal and long ranges further by spending Precision Points, for a bonus of 20 feet per point spent. Additionally, you may choose to impale a target on a thrown attack if you possess Furious Precision III. If you impale a flying creature, it falls from the sky.

HEIGHTENED PRECISION

Your maximum amount of Precision Points increases to 10, but you may only add up to 5 to your damage done as a result of having Precision Points. Points held in excess of 5 do not add directly to the damage of your attacks with Ascalon.

SAINTLY SMITE

Prerequisites: *Heightened Precision*

When you hit a creature with Ascalon, you may spend 1 Precision Point to add 1d8 radiant damage. You may do this a number of times equal to your proficiency bonus, regaining expended uses when you complete a short or long rest.

RADIANT SPEAR

Prerequisites: *Divine Spear I*

You gain the following ability, which you may use as an action and for 2 Precision Points.

When you throw Ascalon it transforms into a swirling aura of radiance. Each creature you choose in a line with a range equal to Ascalon's normal range with its thrown property must make a Dexterity saving throw, with a DC of 8 + your proficiency bonus + your Strength modifier + Ascalon's magic bonus. On a failure, a creature takes 2d10 + your Strength modifier radiant damage, or half as much on a success. If Ascalon is enhanced with Flight of Faith, you may trigger Impale on any creature Ascalon hits during this attack, which stops the line and applies the effects of Impale on that creature.

RADIANT DETONATION

Prerequisites: *Furious Precision III*

You gain the following ability, which you may use on an impaled creature as an action.

Ascalon erupts with a divine explosion. Each creature in a 15-foot-radius sphere must make a Constitution saving throw, with a DC of 8 + your proficiency bonus + your Strength modifier + Ascalon's magic bonus. On a failure, a creature takes a number of d10s of radiant damage equal to your proficiency bonus, or half as much on a success. You may use this ability once, regaining the ability upon finishing a long rest.

BERZERKER ARMOR

This spiked plate armor has clearly seen battle. The leather straps bear faint bloodstains, and the metal has been scuffed, dented, and scratched by enough strikes that distinguishing the individual blows is all but impossible.

A character who has attuned to the Berzerker Armor will find it lighter and more maneuverable than typical plate armor, but it is far from comfortable. Those who wear it often describe a sense of irritation and restlessness that lingers in the back of their mind whenever the armor is worn, and a persistent awareness of the sound of their own heartbeat.

BASE STATISTICS

This armor has the statistics of +1 plate. This plate does not have a Strength requirement to avoid suffering a speed penalty.

When a creature grapples you or makes an unarmed attack against you, you may spend your reaction to make a Strength or Dexterity attack against them. On a hit, they take 1d4 piercing damage.

Gain the following abilities.

Berzerker's Suffering. As a bonus action, you may take 1d4 piercing damage that you cannot reduce or prevent in any way. If you do, you gain a +1 bonus to your AC and all saving throws for the next 10 minutes. You may use this ability once, regaining the ability when you finish a short or long rest.

Bloodlust. When you make an attack roll while wearing the Berzerker Armor and the number on the die is lower than the armor's Bloodlust value, you suffer the effects of Bloodlust for the next 1 minute. While you are suffering the effects of Bloodlust, if you do not attempt to make an attack or use a feature that would damage another creature on your turn, you take 1d6 psychic damage.

The armor begins with 1 point of Bloodlust, and gains 1 additional point for each enhancement the armor has, to a maximum of 10. Certain enhancements increase Bloodlust further while they are active.

ENHANCEMENTS

Each time you gain an Enhancement for this artifact, choose one from the list below. Note that some have prerequisites, such as character level or possessing another Enhancement feature.

BLOODSTAINED REGALIA

These enhancements increase your damage output but reduce your defenses.

AMBUSER'S ARMOR

When you hit with a weapon attack, you may use this feature to add an extra 1d6 damage of the weapon's type.



Until the end of your next turn, attacks against you have advantage, and you have disadvantage on saving throws. You may use this ability a number of times equal to your proficiency bonus, regaining all expended uses when you take a short or long rest.

EVEN THE ODDS

For the next 10 minutes, your weapon attacks ignore resistances against bludgeoning, piercing, and slashing damage. For the duration, you gain vulnerability to one of those damage types of your choice, and the armor's Bloodlust value is increased by 2. You may use this ability once, regaining it when you finish a long rest.

WARRIOR'S VENGEANCE

You may spend a bonus action to force an enemy to make a Wisdom saving throw with a DC of 8 + your proficiency bonus + your Constitution modifier. On a failure, the target has disadvantage on attacks against creatures other than you for the next minute. Each time they damage you with an attack while under this effect, you can use a reaction to deal 1d6 slashing damage to them. On a success, the enemy is unaffected, but you do not expend a use of this ability. You may use this ability once, regaining it when you finish a short or long rest.

BLOOD FURY

While you are suffering the effects of Bloodlust, you add +2 to your weapon attack and damage rolls.

FUELED BY ADRENALINE

Features that increase performance in the current battle, at the cost of gaining weaknesses that last until you have an opportunity to recover.

BERZERKER'S SUFFERING II

The increase to your AC and saving throws from Berzerker's Suffering becomes +2 instead of +1.

DULL THE PAIN

As a bonus action, you may choose to take damage equal to 1d6 + your character level. This damage cannot be resisted or reduced in any way. After taking the damage, you immediately gain temporary hit points equal to twice the damage taken. You may use this ability twice, regaining all expended uses when you finish a short or long rest.

FACE DEATH

Prerequisites: 10th-level

As a bonus action, you gain resistance to all damage for the next minute. At the end of that minute, you gain two levels of exhaustion.

ARMORED FURY

These enhancements increase your defenses and mobility.

STURDY ARMOR

Prerequisites: 13th-level

The Berzerker Armor becomes +2 Armor.

SWIFT ARMOR

The Berzerker Armor no longer provides disadvantage to Dexterity (Stealth) checks, and your walking speed increases by 5 feet while the armor is equipped.

IMPOSING ARMOR

The Berzerker armor provides an additional +1 bonus to your Intelligence, Wisdom, and Charisma saving throws.

WARDED ARMOR

Prerequisites: 16th-level

While wearing the Berzerker Armor, you have resistance to damage from spells.

EVASIVE ARMOR

When you take damage from an attack, you may spend your reaction to immediately move 10 feet, or to immediately move 5 feet without provoking opportunity attacks.



BLESSED WIND, SWORD OF THE SKIES

Blessed Wind is a sword that would be impractically long and thin if it were not forged from Avadrium and magically bound with Essence. Attuning to Blessed Wind allows its wielder to maneuver it with uncanny grace for its size and even to telepathically command it.

BASE STATISTICS

Blessed Wind is a +1 longsword with a reach of 10 feet. It counts as magical, silvered, and adamantine.

ENHANCEMENTS

Each time you gain an Enhancement for this artifact, choose from the list of Enhancements below. Note that some have prerequisites, such as being a certain character level or having another Enhancement feature already.

BITING GALE

Enhancements from this grouping improve your damage output.

RAZOR GALE

Prerequisites: 7th-level

Blessed Wind becomes a +2 weapon.

RAZOR GALE II

Prerequisites: 13th-level, Razor Gale

Blessed Wind becomes a +3 weapon.

WHISTLING STEEL

You now score a critical hit on a roll of 19 or 20 with Blessed Wind.

WHISTLING STEEL II

Prerequisites: 13th-level, Whistling Steel
Blessed Wind deals 2d8 slashing damage, instead of 1d8, or 2d10 when wielded two-handed.

BLESSED PROTECTOR

Enhancements from this grouping improve your capacity to wield Blessed Wind defensively.

PARRY

While holding Blessed Wind, if you are the target of a melee attack, you may use your reaction to roll Blessed Wind's damage die and add the result to your AC.

PARRY II

Prerequisites: Parry
When an ally within reach of Blessed Wind is the target of a melee attack, if you are holding Blessed Wind, you may use your Parry ability to affect that ally's AC.

PREEMPTIVE STRIKE

While holding Blessed Wind, you may make an opportunity attack when a creature moves into its reach.

RETALIATE

Prerequisites: 10th-level, Parry II
When you use your Parry ability, as part of the same reaction, you may make an attack against the enemy that triggered your Parry.

WIND BLADE

Enhancements from this grouping allow you to telepathically control Blessed Wind, allowing it to fight on its own.

BLADE STORM

As an action, you may make a ranged attack with Blessed Wind as if it had the thrown property with a normal range of 30 feet and a long range of 90 feet. On a hit, this attack inflicts the damage of a one-handed melee attack. You may choose for Blessed Wind to immediately fly back to your hand after the attack as part of the same action.

BLADE STORM II

Prerequisites: Blade Storm
You may now use Blade Storm as a part of your Attack action and its range increases to 60/120.

DANCING BLADE

When you are not holding Blessed Wind, the sword hovers in a space within 10 feet of you. You may, as a part of your Attack action, make a single one-handed melee attack with Blessed Wind. This counts as one of the attacks you may make with your Attack action.

DANCING BLADE II

Prerequisites: 13th-level, Blade Storm, Dancing Blade
On each of your turns, as a bonus action, you may command Blessed Wind to move up to 60 feet and make an attack against a creature within its reach. Blessed Wind cannot move farther than you could throw it, and it makes the attack roll with disadvantage if it is beyond your normal thrown range.

When you use the Attack action, you may resolve any number of your attacks through Blessed Wind while it's at a distance from you due to this feature.



DEATH'S SHATTERED SCYTHE

Burnished iron shrapnel held together by pure psionic energy, this scythe is a remnant of Death's own enormous weapon. The strange, indecipherable runes scrawled on the sides of the metal seem to change from time to time and are said to be the countless names of the dead. Death's shattered scythe reaps the souls and strength of one's enemies, consigning them to an early grave.

BASE STATISTICS

Death's Shattered Scythe is a unique weapon in which you are proficient with the following properties. It is considered two +1 rapiers, but you use Constitution or Charisma as your weapon's attack and damage modifier.

When you hit a creature with the shattered scythe, deal "soul damage" to that creature instead of piercing damage. Creatures that are immune to necrotic or psychic damage have resistance to this damage. Once the amount of soul damage it has taken equals or exceeds its current hit points, then the creature dies. Provided that it had taken at least 1 soul damage when it died, you may count it as a "claimed soul." A creature removes all soul damage when it takes a long rest.

Deal extra damage with the scythe equal to the number of claimed souls you currently possess. If you possess at least five claimed souls, you score a critical hit on attack rolls of 19 or 20 with the scythe. The number of claimed souls you possess resets to zero when you finish a long rest.

If you claim five souls, you score a critical hit on a roll of 19 or 20 with your scythe until you take a long rest.

Your claimed soul count completely resets each time you take a long rest.

ENHANCEMENTS

Each time you gain an Enhancement for this artifact, choose from the list of Enhancements below. Note that some have prerequisites, such as being a certain character level or having another Enhancement feature already.

DON'T FEAR THE REAPER

Enhancements from this track increase the brute strength of the scythe, causing higher damage output and attack bonuses.

REND THE FLESH

When you score a critical hit with the scythe, you deal slashing damage equal to half the soul damage you dealt.

REND THE FLESH II

Prerequisites: Rend the Flesh

Whenever you hit with the scythe, deal slashing damage equal to your Constitution or Charisma modifier (your choice).

REND THE FLESH III

Prerequisites: Rend the Flesh II

When you score a critical hit with the scythe, deal slashing damage equal to the soul damage you dealt, instead of only half.

REAPING STRIKES

Prerequisites: 7th level

The scythe's base attack and damage bonus becomes a +2.

REAPING STRIKES II

Prerequisites: 13th level, Reaping Strikes

The scythe's base attack and damage bonus becomes a +3.

SOUL SLICE

Prerequisites: 7th level

The scythe's soul damage becomes 2d10.

SOUL COLLECTOR

This enhancement track allows you to steal the abilities of the creatures that you have slain.

SKILL SALVAGE

When you claim a soul, you gain proficiency in a skill that the creature knew. You retain this proficiency until your number of claimed souls resets upon finishing a long rest.

SPELL SALVAGE

Prerequisites: Skill Salvage

When you claim a soul, if the creature could cast spells innately or otherwise, you may regain one 1st-level spell slot if you have one or more expended 1st-level spell slots.

SPELL SIPHON

When you claim a soul, if that creature could cast spells innately or otherwise, you may choose one cantrip or 1st-level spell that it could cast. You may cast that spell one time before your claimed souls reset upon taking a long rest. Casting the spell in this way does not expend any of your spell slots and your scythe counts as a spellcasting focus, bypassing material components without an sc cost.

SPELL SIPHON II

Prerequisites: Level 7, Spell Siphon

After casting a spell that you gained through Spell Siphon, you may cast it any number of additional times by spending spell slots as though casting it normally.

Furthermore, when you use Spell Siphon, you may choose a cantrip, 1st-level, or 2nd-level spell.

SPELL RETENTION

Prerequisites: Level 7, Spell Siphon

When you finish a long rest, you may choose one spell that you learned as a result of Spell Siphon. You may retain that spell after finishing a long rest and may cast it one time on the following day without expending a spell slot. Each time you use this ability, you may choose the same spell that you learned through claiming a soul or choose a new spell that you learned through claiming a soul, losing the previous choice.

SOULSEER

Enhancements from this track allow you to peer into the infinite, spying on other souls or marking certain targets for doom.

EYES BEYOND TIME

The scythe gains 4 charges and regains all of its expended charges at dusk each night. You may spend charges to use the following abilities. No material components are needed besides the scythe.

- 1 Charge: *alarm*
- 2 Charges: *arcane eye, dream, scrying*

MARKED FOR THE GRAVE

Prerequisites: Eyes Beyond Time

Choose one creature that you have dealt soul damage to in the past 24 hours. As a bonus action, by spending 2 charges, you mark that creature for the grave. The creature has vulnerability against all damage dealt by the next damaging spell or attack it suffers within 24 hours.

MARKED FOR THE GRAVE II

Prerequisites: Level 13, Marked for the Grave

Marked for the Grave now costs only 1 charge.

ETERNAL WATCHER

Prerequisites: Eyes Beyond Time

The scythe's maximum number of charges increases by 8, to a total of 12 charges.

SECRETS OF THE ETERNAL

Prerequisites: Level 10, Eyes Beyond Time

The scythe's maximum number of charges increases by 4, to a total of 16 charges. You may spend charges to use the following abilities:

- 8 Charges: *astral projection, foresight*

WEIGHTED SCALES

This enhancement track lets you place your thumb on the scales of death, preventing the worst from befalling your allies.

SHROUD FROM FATE

You learn the *death ward* spell and may cast it twice without expending a spell slot, regaining expended uses at dusk each night.

SHROUD FROM FATE II

Prerequisites: Level 7, Shroud from Fate

You may cast *death ward* a number of times equal to your Constitution or Charisma modifier (your choice) without expending a spell slot.

UNDO FATE

Prerequisites: Level 13

You may cast the *immunity* and *resurrection* spells using the scythe and no other material components. After casting one of these spells, you cannot cast either one again until after thirty days have passed.



FLESH STITCHER MANUAL

Penned by the mad Doctor Frankenstein and his tutor, Professor Viktor Shelley, the Flesh Manual contains everything that a hopeful necromancer or golemancer would need in order to craft a creature of their own out of spare flesh. The book itself is as morbid as its topic matter and appears to be made out of human vellum and leather.

BASE STATISTICS

By spending time studying the flesh stitcher manual, you may create a flesh golem. This takes a minimum of four 8-hour sessions and a minimum of four corpses that are Medium, two that are Large, or one that is Large and two that are Medium.

The golem has the following stats. In its stat block, X equals the number of flesh stitcher enhancements you have taken. You may choose whether it is Medium or Large.

FLESH STITCHER GOLEM

Medium construct

Armor Class 12 + X

Hit Points 5 x your level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14+X	10+X	14+X	6 (-2)	8 (-1)	6 (-2)

Senses Passive Perception 9

Languages Common

Challenge -

Proficiency Bonus +X

FEATURES

Unusual Nature. The golem does not need to eat or drink, but does need to sleep and breathe.

ACTIONS

Multiattack. The golem may make two slam attacks.

Slam. *Melee Weapon Attack:* +Str+X to hit, reach 5 ft., one target. *Hit:* 1d6 + Str bludgeoning damage.

This golem is friendly to you and follows your spoken commands to the best of its ability. It acts on its own initiative, sees you and your allies as allies, and sees your enemies as its enemies.

Your golem dies immediately upon reaching 0 hit points. If your golem dies, you can repair it by spending 8 hours and expending at least one Medium or larger corpse. It does not retain memories from before it died when it is reanimated.

You can only have one golem at a time in this way. If you create a second one, the first one falls to pieces.

ENHANCEMENTS

Each time you gain an Enhancement for this artifact, choose from the list of Enhancements below. Note that some have prerequisites, such as being a certain character level or having another Enhancement feature already.

ANIMAL IMPROVEMENTS

This enhancement track allows you to give your golem certain abilities that beasts possess.

BESTIAL BODY

Repeatable

Choose a feature that a beast in appendix A of the *Monster Manual* has. You cannot choose a feature that is dependent upon a natural weapon or attack that your golem does not have. This also cannot be Pack Tactics.

Your golem gains that feature. To give it this benefit, you must have a corpse of the appropriate beast's type and spend 1 hour (which can be part of taking a short rest) integrating portions of that corpse into your golem.

BESTIAL BODY II

Prerequisites: Bestial Body

Repeatable

Choose a natural weapon that a beast in appendix A of the *Monster Manual* has. Your golem gains one of its natural weapons. To give it this benefit, you must have a corpse of the appropriate beast's type and spend 1 hour (which can be part of taking a short rest) integrating portions of that corpse into your golem.

BESTIAL BODY III

Prerequisites: Bestial Body II

Repeatable

Choose a Feature that a beast of CR 5 or lower in any chapter of the *Monster Manual* has. You cannot choose a feature that is dependent upon a natural weapon or attack that your golem does not have. This feature can be Pack Tactics.

These features cannot give the golem magic.

To give it this benefit, you must have a corpse of the appropriate beast's type and spend 1 hour (which can be part of taking a short rest) integrating portions of that corpse into your golem.

HUMANOID IMPROVEMENTS

This track allows you to equip your golem with abilities from the corpses of other humanoids that you come across.

SEMBLANCE OF HUMANITY

Repeatable

Choose a single race feature that does not grant any cantrips or spells, such as darkvision or relentless endurance. Your golem gains that feature.

To give it this benefit, you must have a corpse of the appropriate lineage and spend 1 hour (which can be part of taking a short rest) integrating portions of that corpse into your golem.

PROMETHEAN SPARK

Enhancements from this track enable your golem to charge itself up to greater power with lightning.

LIGHTNING AFFINITY

Your golem has resistance to lightning damage.

After your golem takes lightning damage, the next time it hits before the end of its next turn, it deals an additional 1d6 lightning damage.

LIGHTNING AFFINITY II

Prerequisites: Lightning Affinity

Your golem is immune to lightning damage. If it would take lightning damage, it still gains its Lightning Affinity bonus, and it gains temporary hit points equal to one half the lightning damage it would have taken.

SPARK OF WRATH

Prerequisites: Lightning Affinity II

When it gains temporary hit points from lightning damage, its speed also increases by 10 feet until the end of its next turn.

The golem gains a unique attack: Lightning Lash. It may make this attack instead of making any slam attacks.

Lightning Lash. *Ranged Spell Attack:* + Constitution modifier to hit, range 30/90 ft., one target. *Hit:* 1d8 lightning damage.

SPARK OF WRATH II

Prerequisites: Spark of Wrath

Lightning Lash now deals 2d8 lightning damage on a hit.

The golem can cast *lightning bolt* by expending one-fourth of its maximum hit points.

SPARK OF WRATH III

Prerequisites: Spark of Wrath II

Lightning lash can now be used in place of one or both of the golem's slam attacks as a part of the golem's multiattack action.

When the golem casts *lightning bolt*, it can include itself in the targets and automatically hit itself. It may use this ability one time, regaining the ability upon finishing a long rest.

SPARK OF LIFE

Prerequisites: Lightning Affinity II

Temporary hit points that the golem gains from lightning immediately convert to normal hit points. When the golem regains hit points in this way, you gain temporary hit points equal to that amount.

SPARK OF LIFE II

Prerequisites: Spark of Life

Whenever a creature hits the golem with a melee attack, the creature must make a saving throw against a DC of 8 + the golem's enhancement bonus + the golem's Constitution modifier. On a failure, the creature takes 1d6 lightning damage.

When taking a short rest, the golem may lose X hit points to restore X hit points to you or an ally.

SPARK OF LIFE III

Prerequisites: Spark of Life II

If your golem starts its turn with fewer than one half its maximum hit points, it regains 1d4 hit points.

The golem can use its Spark of Life II healing ability by touching a creature in place of one of its slam attacks. It may do so once, regaining the ability upon finishing a short or long rest.

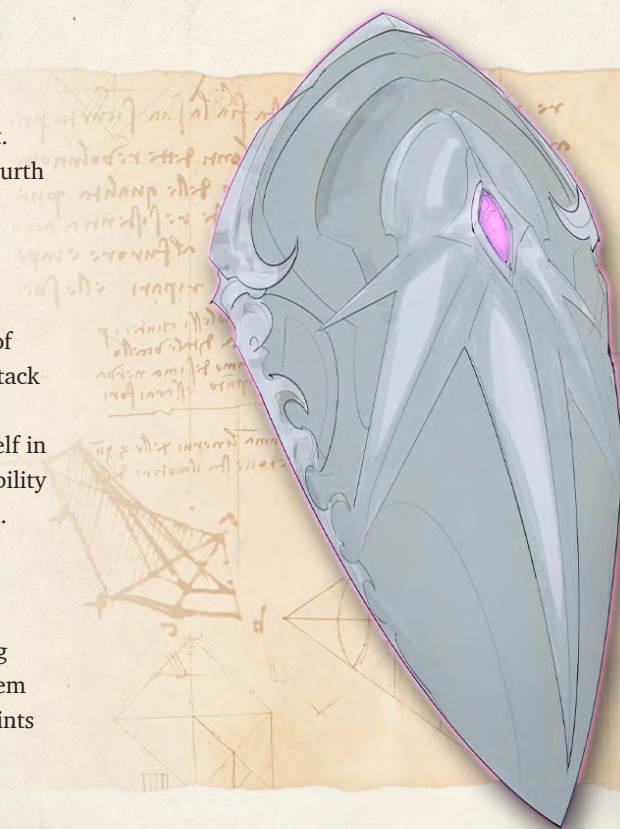
TALENTED GOLEM

The enhancement from this track allows your golem to learn certain feats.

FEAT OF SKILL

Repeatable

Your golem gains a feat.



HEIRLOOM SHIELD

This antique, teardrop-shaped shield has clearly been well-maintained. It shows no trace of rust despite its age, and the crest emblazoned on the front of the shield shines in the light, reflecting beams of sun even in the midst of battle.

Attunement to the Heirloom Shield allows its bearer to direct it with little more than a thought, and those who prove their heroism may even learn to command it to protect their friends or attack their foes.

BASE STATISTICS

The Heirloom Shield has the stats of a +1 shield.

The Heirloom Shield is psionically attuned to your Essence. When you are surprised, your shield automatically equips itself to you provided that you have at least one free hand.

ENHANCEMENTS

Each time you gain an enhancement for this artifact, choose one from the list below. Note that some have prerequisites, such as character level or possessing another enhancement feature.

SHIELD WALL

These enhancements allow you to create barriers in front of you and your allies.

DEFENSIVE SHELL

Prerequisites: 10th-level

As an action, you can cause a defensive barrier to emanate from the shield in a 15 foot radius until the end of your next turn. Creatures within the barrier have three-quarters cover against ranged attacks originating from outside of the barrier.

TAKE COVER

As an action, you can take a defensive position. Allies within a 15 foot cone originating from you gain half cover from all ranged attacks originating closer to you than to them until the end of your next turn.

LOYAL GUARDIAN

When an ally within 5 feet of you is targeted by an attack, you may spend your reaction to cause the shield to fly to them and intercept the attack. You lose any defensive benefits provided by the shield, and your ally gains the same benefits, though they cannot activate the shield's additional effects. At the start of your next turn, the shield returns to you and equips itself, and you regain the benefits of wielding it.

DEFLECT AND REFLECT

These enhancements allow the shield to absorb power from attacks.

RETALIATE

When an enemy misses you with a weapon attack while you have the shield equipped, you gain advantage on attack rolls against that enemy until the end of your next turn.

RETALIATE II

Prerequisites: Retaliate

When you have advantage against an enemy due to the Retaliate feature, you deal an extra 1d6 damage to that enemy whenever you hit them with an attack.

ELEMENTAL ABSORPTION

When you take acid, fire, cold, thunder, lightning, or poison damage, you may spend your reaction to absorb some of the elemental magic into the shield. The next time a creature hits you with an attack, they take 1d8 damage of the same type as the damage you initially took. You can use this ability twice, and regain expended uses when you complete a short or long rest.

TURN THE TIDES

Prerequisites: 13th-level

When you would take damage from an attack, you may spend your reaction to absorb the attack's force into the shield instead. You take no damage from the triggering attack. Instead, each creature in a 10 foot radius makes a Strength saving throw with a DC of 8 + your proficiency bonus + your Charisma or Constitution modifier as a shockwave emanates from the shield. On a failure, the creature is knocked prone. You can use this ability once, and regain it when you finish a long rest.

BOLD CHARGE

These enhancements sacrifice some of the shield's defensive capability to improve your offensive abilities.

AERODYNAMIC SHIELD

You may use the shield as a thrown weapon that you are proficient with. It is a one-handed simple weapon with the thrown (range 20/60) property. It deals 2d4 bludgeoning damage, and you may add your Strength modifier to the attack and damage rolls. When you use the shield as a thrown weapon, it returns to your hand at the start of your next turn. It is not considered equipped while it is not in your hand, and you do not gain its defensive benefits until it returns to you.

GOOD OFFENSE

The Heirloom Shield's AC bonus is reduced by 2. While the shield is equipped, you gain a +1 bonus to the attack and damage rolls of your weapon attacks.

SHINING BEACON

These enhancements taunt enemies and inspire your allies.

BATTLE CRY

Prerequisites: 13th-level

When you move at least half your movement speed and make an attack, you may use a bonus action to cause allies within 30 feet of you to gain advantage on attack rolls against the target of your attack. Each ally affected continues to gain advantage on attack rolls against the target until the target dies, the ally attacks another target, or the ally can no longer see the target. You can use this ability once, and regain it when you finish a long rest.

BRIGHT BULWARK

Prerequisites: 4th-level

As a bonus action, cause the Heirloom Shield to glow with bright light in a 40 foot radius for 1 minute. Hostile creatures with a Charisma lower than yours have disadvantage on attack rolls against creatures other than you while they are within the light. You may use this ability once, regaining the ability to use it upon finishing a short or long rest.

VENGEFUL TAUNT

When a creature would miss you with an attack, you may choose to use your reaction to give the attacker a +3 bonus to the attack. If the attack still misses, the attacker becomes frightened of you until the end of its next turn. If the attack hits, the creature is unable to target creatures other than you with attacks until the end of your next turn.

KALADBOLG

Forged from dark, occultic energies, Kaladbolg is suffused with a lingering darkness, its obsidian blade impractical at a glance, yet sharp as avadrium. Attuning to Kaladbolg allows its wielder to enhance their martial capability while casting spells, deal necrotic damage, and even consume souls.

BASE STATISTICS

Kaladbolg is a +1 greatsword. It is considered magical, silvered, and avadrium.

ENHANCEMENTS

Each time you gain an Enhancement for this artifact, choose from the list of Enhancements below. Note that some have prerequisites, such as being a certain character level or having another Enhancement feature already.

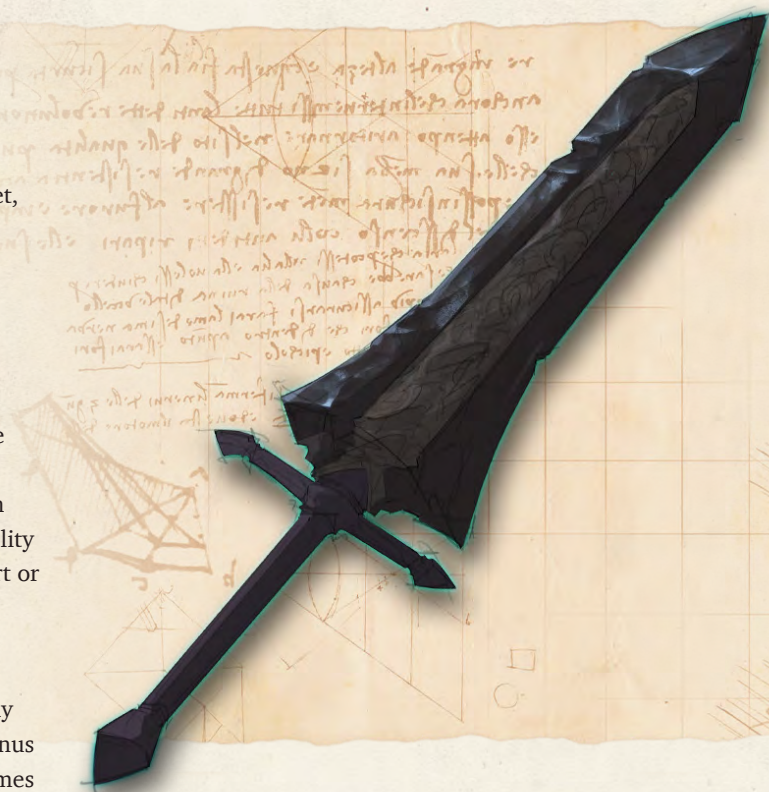
ASCENDANT CORRUPTION

Enhancements from this grouping improve your damage output.

ASCENSION I

Prerequisites: 7th-level

Kaladbolg becomes a +2 weapon.



ASCENSION II

Prerequisites: 13th-level, Ascension I

Kaladbolg becomes a +3 weapon.

OCCULT BLADE I

Prerequisites: 4th-level

Kaladbolg deals an extra 1d6 necrotic damage.

OCCULT BLADE II

Prerequisites: 7th-level, Occult Blade I

Kaladbolg's necrotic damage increases to 1d8 and its reach increases to 10 feet.

OCCULT BLADE III

Prerequisites: 10th-level, Ascension I, Occult Blade II

Kaladbolg's necrotic damage increases to 1d10. When you deal necrotic damage to a creature with Kaladbolg you may use your reaction to heal for one half of that damage.

SHILDBREAKER

When you score a critical hit against a creature wearing armor or wielding a shield, reduce the creature's AC by 1. Once its AC reaches 10, its armor breaks and loses all benefits.

SOULBREAKER

Prerequisites: Sheldbreaker, Capture Soul I

You may expend a captured soul to use Sheldbreaker against a target that you hit, even if you did not score a critical hit against them.

SPELLBLADE

Enhancements from this grouping meld your martial prowess while using Kaladbolg with magical ability.

MIRROR SOUL

Kaladbolg adapts to your magical ability. While holding Kaladbolg, it acts as a spellcasting focus, satisfying the need for somatic components. Additionally, when a creature dies within 10 feet of you, you may use your reaction to consume a portion of that creature's Essence, restoring a single expended spell slot of a spell level equal to or lower than your proficiency bonus. You may use this feature once, regaining it upon finishing a short or long rest.

BLADE I

Prerequisites: 5th-level, Mirror Soul

Kaladbolg now uses your spellcasting ability modifier for attacks and damage.

BLADE II

Prerequisites: 10th-level, Blade I

When you hit a creature with an attack using Kaladbolg, its next saving throw against a spell you cast within the next minute is rolled with disadvantage. This disadvantage lasts for 1 minute or until it triggers once.

SPELL STRIKE I

Prerequisites: 7th-level, Mirror Soul

When you cast a spell while wielding Kaladbolg, you can make one weapon attack as a bonus action. You may use this feature a number of times equal to your proficiency bonus, regaining all uses upon finishing a long rest.

SPELL STRIKE II

Prerequisites: 11th-level, Blade II

When a creature fails a saving throw from a spell you cast, you gain advantage on your next attack with Kaladbolg that targets that creature within the next minute.

BATTLEMAGE I

Prerequisites: 7th-level, Mirror Soul

When you make an attack with Kaladbolg you may cast a spell with a casting time of 1 action as a bonus action. You may use this feature twice, regaining all uses when you finish a long rest.

BATTLEMAGE II

Prerequisites: 11th-level, Battlemage I

When you score a critical hit with an attack from Kaladbolg, the next spell you cast is done so as if it was 1-level higher. For instance, a 3rd-level fireball would be cast as if it was used with a 4th-level spell slot.

SOULBLADE

Enhancements from this grouping tap into the occult nature of Kaladbolg, feasting on the Essence of slain creatures.

CAPTURE SOUL I

Prerequisites: Mirror Soul

When you reduce a creature to 0 hit points with Kaladbolg, or a creature dies within 10 feet of you, you may use your reaction to gather that creature's soul. Kaladbolg may store a number of captured souls equal to your proficiency bonus. You may expend a soul as a bonus action to create one of the following effects:

Regain hit points equal to $1d6 +$ your spellcasting modifier.

Increase the damage dealt from Kaladbolg by $+2$ for 1 minute per soul spent. You can use multiple souls when activating this ability, up to your maximum held.

CAPTURE SOUL II

Prerequisites: Capture Soul I, Ascension I

The range you may capture a soul at increases to 30 feet and you may use souls for new abilities, and when you expend one or more souls, you use one of the following new effects instead of those from Capture Soul I.

Regain hit points equal to $1d8 +$ your spellcasting modifier.

As a reaction, grant yourself resistance to a single instance of damage.

Bestow Kaladbolg with the Soulblade ability for 1 minute. This costs 3 souls.

Soulblade. Kaladbolg ignores any AC gained from physical or natural armor against a targeted creature. Treat such a creature's AC as 10.

SOVEREIGN'S ORB

You have come into the possession of a small golden orb, gem-encrusted and roughly the size of a human fist. A small golden cross is situated on top of the orb. Nobody quite knows the origin of this orb, but it is commonly accepted as a token of great religious and political importance. It is said that the physical remains of many saints and great monarchs from ages past are contained in a small chamber within this orb, and that the orb's wielder is able to commune with these sages.

BASE STATISTICS

You gain +1 to your Intelligence, Wisdom, Charisma, and Sanity saving throws while holding the orb in one hand.

You have 7 charges per day, regaining them at dawn (or the equivalent of dawn in a plane without a sun).

You may spend charges on the following abilities.

Burst of Life (1 charge). When you take a short rest, one creature of your choice who is also taking a short rest regains 1d6 hit points.

Cleanse (1-4 charges). You may spend your action to touch a creature and attempt to remove a negative condition affecting them. Make a Wisdom or Charisma ability check and add your proficiency bonus to the roll. The DC is determined by the DM. If the condition being cleansed was caused by an effect that required a saving throw, then the DC of this ability check is equal to the DC of the original saving throw.

The number of charges this costs is dependent upon the condition you are removing, as shown below:

- **1 Charge.** Blinded, charmed, deafened, frightened
- **2 Charges.** Poisoned, paralyzed
- **4 Charges.** Petrified

ENHANCEMENTS

Each time you gain an Enhancement for this artifact, choose from the list of Enhancements below. Note that some have prerequisites, such as being a certain character level or having another Enhancement feature already.

AUTHORITY

These enhancements increase the power of your mental and metaphysical modifiers.

FORCEFUL PERSONA

Your Charisma score increases by 1, and your Charisma score can now exceed 20, but not 22.

Learn 3 cleric cantrips of your choice. Charisma is your spellcasting modifier for these cantrips.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier



FORCEFUL PERSONA II

Prerequisites: 13th-level, Forceful Persona

The orb's maximum charges increase by 2.

You can spend 1 charge to increase your Charisma by +2 for the next 10 minutes. Your Charisma can exceed 22, but not 24, while using this ability.

LEVEL HEADED

Your Sanity score increases by 1, and your Sanity score can now exceed 20, but not 22.

Learn three 1st-level cleric spells of your choice. Charisma is your spellcasting modifier for these spells.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

You can only cast any 1st-level cleric spell you learn through the Sovereign's Orb by expending 2 charges. You must still provide any material components required by spells cast in this way.

LEVEL HEADED II

Prerequisites: Level Headed

Your Sanity score increases by 1, and your Sanity score can now exceed 22, but not 24.

Learn three additional 1st-level cleric spells of your choice, which can only be cast through the Sovereign's Orb, as per the spells learned through the Level Headed Enhancement.

DIVINE DIRECTORS

Prerequisites: 13th-level, at least 1 Authority Enhancement
You can reselect the cleric cantrips and cleric spells that you learned from the Sovereign's Orb. You may do this once, regaining the ability to do so again after 7 days have passed.

DOMINANCE

These enhancements allow you to cast magical abilities centered around blinding light.

FLASHBANG

You learn the *blindness/deafness* spell and can cast it using 4 charges. Your spell save DC is 8 + your proficiency bonus + your Charisma modifier.

Gain a special feature: Flashbang. As an action, force one creature within 60 feet of you to make a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier. On a failure, they take 1d10 radiant damage.

RADIANT BEACON

Prerequisites: Flashbang

Gain a special feature: Radiant Beacon. As an action, force all hostile creatures within 10 feet of you to make a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier. On a failed save, a creature takes 1d6 radiant damage.

RADIANT BEAM

Prerequisites: Flashbang

You may spend one of your orb's charges to enhance any Sovereign's Orb feature that deals radiant damage.

Radiant Beam (1 charge). When you deal radiant damage with a Sovereign's Orb spell or attack, the target creature also suffers -2 AC until the start of your next turn.

SEARING AURA

Prerequisites: 7th-level

You gain 1 charge. In addition, you gain the Searing Aura ability.

Searing Aura (2 charges). As an action you may activate an aura that lasts for 1 minute and emanates from you in a 10-foot radius. Enemies within the aura take an extra 2 damage whenever they take radiant damage and have a -2 penalty to their armor class.

Enemies in the aura take +2 damage whenever they take radiant damage. They also suffer a -2 penalty to their AC while in the radius.

RELIQUARY

These enhancements enable you to commune with the souls of the saints whose relics are stored within the orb.

SAGE ADVICE

You connect your Essence to the Essence of those who came before you. At the beginning of each day, you gain proficiency in one of the following skills (roll 1d6):

1. Religion
2. Arcana
3. History
4. Nature
5. Investigation
6. Medicine

You retain this proficiency until you use this ability again. If you would gain proficiency in a skill in which you are already proficient, gain expertise instead (doubling your proficiency bonus with that skill).

LUCK OF THE RELIQUARY

Prerequisites: 10th-level

Gain the Lucky feat.

SAGE ADVICE II

Prerequisites: Sage Advice

The orb's maximum number of charges increases by 1.

When rolling to determine which proficiency you gain from Sage Advice, roll 2d6 and choose which result.

Gain the Postcognition ability.

Postcognition (2 charges). When you take a short rest, you may receive a vision of what life was like 1d20 years ago where you are currently recouping. You may roll twice and choose which roll you wish to use when determining how many years ago the subject of your vision is.

COUNCIL OF WITNESS

Prerequisites: 10th-level

When a creature dies, you may preserve some of their Essence in the orb. This does not resurrect them, but allows a sliver of consciousness to endure. Permanently gain proficiency in one skill in which that creature was proficient.

WISDOM OF AGES

Prerequisites: 13th-level

Temporarily gain one ability from the 1st level of a class. This does not grant you the entire 1st level portfolio of the class; for example, you could gain Rage from the barbarian or gain Favored Enemy from the ranger. You cannot gain spellcasting in this way. You may use this ability once, regaining the ability to use it again after seven days have passed.

You retain this ability until you use this feature again.

STAKE OF THE TREE

A mystical stake capable of delivering devastating blows to vampires, the Stake of the Tree is carved of wood taken from the Tree of Life itself. Even though this stake has been cut and fashioned into a deadly weapon, it still sprouts with living flowers and can even grow additional stakes ready to use at a moment's notice. As the stake was taken from the Tree of Life itself, this weapon actively avoids harming living creatures, but holds no such compunctions about undead and makes exceptions for fiends.

BASE STATISTICS

The stake of the tree is a unique weapon which you are proficient with the following properties. It has a +1 bonus to attack and damage rolls and deals 1d8 piercing damage. It is considered silvered.

Use Strength, Dexterity, or Wisdom when determining your attack and damage modifier.

The stake can be thrown at a range of 20/60 ft. It is considered light and one-handed.

You may spend your bonus action on your turn to recall your stake to you if you are not holding it and it is within its thrown distance.

Stakes score critical hits against vampires on a roll of 18-20. When you score a critical hit with a stake, if the target creature is a fiend or undead, it takes an additional 1d10 radiant damage.

If you attack a creature that is not a fiend or undead using the stake, you are poisoned until the end of your current turn.

The stake also has the Stabilize ability.

Stabilize: Touch a willing or unconscious creature with the Stake. They regain 1 hit point. You may use this ability once, regaining the ability when you complete a short or long rest.

ENHANCEMENTS

Each time you gain an Enhancement for this artifact, choose from the list of Enhancements below. Note that some have prerequisites, such as being a certain character level or having another Enhancement feature already.

BRANCHES OF LIFE

Enhancements from this track enable the stake's budding flowers to produce magical food and herbs with healing properties.

BOUNTY OF THE TREE

Your stake gains 4 charges. You may spend these charges to cast the following magic, or other magic that you learn from this track. At dawn each day, roll a number of d4s equal to the number of enhancements the stake has. Regain charges equal to the total of that roll. You may spend these charges to cast the following spells.



- **1 Charge.** *bless, goodberry, purify food and drink*
- **2 Charges.** *counterspell (only spells of 3rd level or lower)*

COPIOUS ABUNDANCE

Prerequisites. *Bounty of the Tree*

The stake's maximum number of charges increases by 8.

FOREST GROWTH

Prerequisites. *Bounty of the Tree*

The stake's maximum number of charges increases by 2.

You gain access to the following magical abilities to spend charges on.

- **1 Charge.** *entangle*
- **2 Charges.** *spike growth*
- **4 Charges.** *tree stride*

JOY

Prerequisites. *Bounty of the Tree*

The stake's maximum number of charges increases by 2.

You gain access to the following magical abilities to spend charges on.

- **1 Charge.** *charm person, calm emotions*
- **2 Charges.** *remove curse*

ROOTS RUN DEEP

This track's enhancements allow you to plant your stake in the ground, temporarily growing a replica of the Tree of Life.

HOLY GROUND

When you start a long rest, you may plant your stake in the ground. It grows into a facsimile of the Tree of Life over the course of 10 minutes. Its flowering branches glow faintly with soft, radiant light, shedding dim light in a 30 foot radius.

Creatures that take a long rest in this light are considered in a Haven, gaining no Fear and not needing to resolve Fear in excess of their Fear Threshold. You may do this once, regaining the ability to do so again after 7 days have passed.

SHRINE TO THE TREE OF LIFE

When you start a long rest, you may plant your stake in the ground. It grows into a facsimile of the Tree of Life over the course of 10 minutes. Its flowering branches glow faintly with soft, radiant light, shedding dim light in a 30 foot radius. By expending 1 vial of holy water to water the tree, a hero may remove 3 Fear. A hero may only benefit from this once per taking a long rest, but any number of heroes may expend holy water to gain this benefit.

EVERBLOSSOM

Prerequisites: Level 13, Holy Ground

Holy Ground now recharges each time you take a long rest.

Creatures that take a long rest within the dim light radius of Holy Ground remove 1 Fear upon completing their long rest.

FLOWERING PROTECTION

Prerequisites: Holy Ground or Shrine to the Tree of Life

While the facsimile of the Tree of Life is active, undead and fiends take 1 radiant damage upon entering the dim light or starting their turn within it. Creatures that take this damage also burst into flames, taking 1d10 radiant damage at the start of each of their turns until they or another creature adjacent to them extinguish the flames using their action.

When you use this ability, you may designate any number of creatures by name to be immune to this effect for the duration.

TOVARE'S EMBRACE

Prerequisites: Shrine to the Tree of Life

A hero that benefits from Shrine to the Tree of Life may choose to remove one psyche talent without the soul scar tag rather than removing 3 Fear. When you use Shrine to the Tree of Life, you create 1 vial of holy water immediately.

SAPLING GROWTH

Enhancements from this track enable your stake to rapidly grow ready-made stakes that you can break off and allow your allies to wield.

BLOOM

When you finish a long rest, you may cause the flowering sprigs on the stake to produce garlic cloves. You produce 3d4 doses worth of garlic that can be applied to a creature's food or drink.

DEW

Over the course of 1 minute, you may cause the leaves on the stake to produce dew that you can collect as 3 doses of holy water. You may do this twice, regaining all uses when you finish a long rest.

SPLINTER

You may cause the living sprigs on the stake to rapidly grow into additional stakes that shoot out to impale your foes. Each fiend or undead in a 30-foot cone must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Wisdom modifier. They take 2d8 piercing damage on a failure, and half as much on a success.

VINE AND BRANCHES

Each time you finish a long rest, you may produce a number of stakes (using the stats of oak or pine stakes) equal to your Wisdom ability modifier. These stakes score a critical hit against fiends on a roll of 17-20, and against undead on an 18-20, but otherwise are completely mundane stakes.

TREE'S UNERRING MEMORY

This enhancement track enables your stake to deal additional damage against specific targets and improves your ability to track them.

HUNTER'S BLESSING

If you damaged a creature that survived combat against you, you may mark it. You score a critical hit on a roll of 19 or 20 against marked creatures.

You may have a number of marked creatures equal to your Wisdom modifier; if you would mark a creature in excess of this number, choose a previously marked creature to no longer be marked.

KINDLING

When you score a critical hit against a fiend or undead, it bursts into flames and takes 1d4 radiant damage at the start of each of its turns until it or another creature adjacent to it extinguish the flames using its action.

PIERCING STAKE

Prerequisites: Level 9

The stake becomes a +2 weapon. Your score critical hits against fiends and undead on a roll of 19 or 20.

PIERCING STAKE II

Prerequisites: Level 17, Piercing Stake

The stake becomes a +3 weapon.

STAKEOUT

Prerequisites: Hunter's Blessing

When making any Dexterity, Intelligence, or Wisdom checks to recall information about a marked creature, track it, spot it, or stealthily approach it, you may add a bonus to your d20 rolls equal to double the number of enhancements that the stake has. This includes initiative rolls.

When you use the stake to damage a marked creature that has not yet acted in combat, it is considered a critical hit.

STAKE THROWER

A large, exquisitely crafted crossbow, the stake thrower is specially outfitted to shoot thick wooden stakes rather than typical crossbow bolts. It also has a secondary chamber into which potions and bombs can be loaded. The original prototype for the stake thrower was drawn up by Joana Harker, and the weapon itself was crafted by Herb Richard in the town of Broken Shield.

BASE STATISTICS

The stake thrower has the stats of a +1 heavy crossbow in which you are proficient without the loading property. You may use Dexterity or Intelligence as your attack and damage modifier with this weapon. This crossbow can fire normal bolts, but is specially outfitted to fire stakes as well.

When firing a stake, it deals 1d10 piercing damage. Stakes score critical hits against vampires on a roll of 18-20. When you score a critical hit with a stake, if the target creature is a fiend or undead, it takes an additional 1d10 radiant damage. Stakes fired from the stake thrower break immediately upon being fired.

Each time you take a long rest, you may craft a number of stakes equal to 5 x your Intelligence modifier and a number of normal bolts equal to 20 x your Intelligence modifier. These stakes and bolts can only be used with the stake thrower and they become feeble and unusable 24 hours later.

You also have 2 Projectile Slots. You have the following specialty ammunition.

- **Smoke Bomb.** Cast the *fog cloud* spell innately.
- **Holy Water Vial.** Each creature in a 5 foot radius must make a Dexterity saving throw, but may choose to fail voluntarily. On a failure, a creature gains 1d4 temporary hit points, unless it is a fiend or undead, in which case it takes 1d10 radiant damage.

Firing a projectile takes your action and consumes a Projectile Slot. It allows you to deploy the relevant effect anywhere within your stake thrower's typical range without disadvantage.

Weapon Save DC. Several of this weapon's abilities involve other creatures making a saving throw. The DC for these saving throws is 8 + your proficiency bonus + your Dexterity or Intelligence modifier (your choice).



ENHANCEMENTS

Each time you gain an Enhancement for this artifact, choose from the list of Enhancements below. Note that some have Prerequisites, such as being a certain character level or having another Enhancement feature already.

BOLT SPRAYER

In addition to equipping your crossbow to shoot a rapid flurry of small bolts, Enhancements from this track also boost your weapon's damage output and range.

BOLT SPRAY

You produce 20 additional bolts each time you take a long rest.

By expending 20 bolts and spending your action, you may force each creature in a 30 foot cone originating from you to make a Dexterity saving throw. A creature takes 3d10 piercing damage on a failure, and half as much on a successful one.

DISTANT SHOT

Your stake thrower's range becomes 400/800 feet.

HAIL OF BOLTS

You produce 20 additional bolts each time you take a long rest.

By expending 10 bolts and spending your action, you may choose a point within your crossbow's range without disadvantage. Each creature within a 10 foot radius of that point must make a Dexterity saving throw. A creature takes 3d10 piercing damage on a failure, and half as much on a successful one.

LINE OF FIRE

You produce 20 additional bolts each time you take a long rest.

By expending 20 bolts and spending your action, you may force each creature in a 60 foot line originating from you to make a Dexterity saving throw. A creature takes 3d10 piercing damage on a failed save, and half as much on a successful one.

PIERCING AMMUNITION

Prerequisites: Level 7

The stake thrower becomes a +2 weapon.

PIERCING AMMUNITION II

Prerequisites: Level 13, Piercing Ammunition

The stake thrower becomes a +3 weapon.

SUPPRESSING FIRE

You may use your reaction to expend 5 bolts and make a creature within your stake thrower's range without disadvantage have a speed of 0 feet until the end of their current turn.

GRENADIER

This enhancement track offers you more options for the kinds of bombs, potions, and other secondary projectiles you can fire from the stake thrower.

ANTIVIRAL GAS

Gain 1 additional Projectile Slot. You also gain a new type of specialty ammunition.

Antiviral Gas. Creatures within 20 feet of a point within range become immune to poisons and disease until the start of your next turn. This includes poison damage and the poisoned condition. Creatures that were already poisoned or diseased do not gain this ability. Creatures then have advantage on saving throws against poison and disease for the next 1 minute.

BOLAS

Gain 1 additional Projectile Slot. You also gain a new type of specialty ammunition.

Bolas. You may spend your action to make an attack against a Large or smaller creature within range. On a hit, it falls prone and is restrained. On a miss, it falls prone.

FIREBOMB

Gain 1 additional Projectile Slot. By expending 2 Projectile Slots at once, you may use the following specialty ammunition.

Firebomb. Cast the *fireball* spell on a point within range.

FLAMETHROWER

When you expend a projectile slot, if you use a projectile that would typically affect an area as opposed to a single target, you may change the area to a 30 foot cone originating from a point adjacent to you.

FLASHBANG

Gain 1 additional Projectile Slot. You also gain a new type of specialty ammunition.

Flashbang. Choose a point within range. Each creature within a 20 foot radius of that point must make a Wisdom saving throw. On a failure, a creature is blinded and deafened until the end of its next turn. On a successful one, a creature is deafened until the end of its next turn.

GREATER CAPACITY

Gain 4 additional Projectile Slots. When you take a short rest, you regain 2 expended Projectile Slots.

UTILITY ARSENAL

Enhancements from this track grant you access to a wide variety of utility equipment and abilities to aid you in exploration.

BOLT CRAFTER

You may use Wisdom or Intelligence when determining the number of stakes and bolts that you can craft upon taking a long rest. The number of stakes you craft is now 15 x your modifier, and the number of bolts is now 30 x your modifier.

GRAPPLING HOOK

When you take a long rest, you may combine five of your stakes to create a clawed grappling hook. Provided that you have rope, you may affix the rope to the hook. You may choose to load the grappling hook onto the bolt thrower, firing it as an action at a point within range. Provided that there is a reasonable edge, bar, hook, or the like on which the grappling hook can affix itself, it does so. Each time you use the grappling hook, roll 1d20. On a roll of 7 or lower, the grappling hook breaks after use and cannot be used again until you take a long rest and make a new one.

LUMINOUS FORMULA

When you take a long rest, you may produce a slow-burning formula of combustible powder contained in a small vial. This formula can be activated as a bonus action, casting the *light* cantrip. You may activate this formula 2 times, regaining all expended uses when you take a long rest.

STAKE PITONS

You produce 10 more stakes than you otherwise would each time you finish a long rest. You may use your stakes as though they were pitons to aid in climbing. Each time you do, roll a d20. On a roll of 4 or lower, the stake breaks after being used in this way.

UTILITY COMPARTMENTS

Each time you take a long rest, your stake thrower magically provides you with some gear that you can utilize on your next day's adventure. This can be 50 feet of nonmagical rope or any survival equipment besides a map or a spyglass that costs fewer than 15 sc. This gear functions for 24 hours, then deteriorates.

THROWING CRUCIFIX

The Throwing Crucifix is a sturdy vampire-hunting weapon made by Joana Harker's own father. Constructed from a careful carpenter's composite of pine, oak, and hickory, the throwing crucifix is essentially four stakes that have been bolted together, gilded in silver caps, and joined at the crux with silver and gold ornamentation reminiscent of a sunburst. Carvings resembling the tree of life decorate the shafts of each of the stakes, as well as carvings depicting the four seasons. Given its elaborate religious connotations, the throwing crucifix is an excellent tool for hunting or defending oneself from an array of vampires and fiends.

BASE STATISTICS

The throwing crucifix is a unique weapon which you are proficient with the following properties. It is a +1 magical weapon, adding this bonus to its attack and damage rolls. It deals 1d6 piercing damage.

You may use your Strength or Charisma modifier for attack and damage rolls with this weapon.

It has a thrown range of 20/60 feet and is one-handed.

When you throw the crucifix, it returns to your hand at the start of your next turn, regardless of whether it hit the target creature or not.

While it is in your hand, the crucifix grants +1 to saving throws.

The crucifix is both a silvered weapon and a stake. Stakes score critical hits against vampires on a roll of 18-20. When you score a critical hit with a stake, if the target creature is a fiend or undead, it takes an additional 1d10 radiant damage.

If any of your enhancements call for a creature to make a saving throw, the DC is 8 + your proficiency bonus + your Strength or Charisma modifier (your choice).

ENHANCEMENTS

Each time you gain an Enhancement for this artifact, choose from the list of Enhancements below. Note that some have prerequisites, such as being a certain character level or having another Enhancement feature already.

BLINDING RADIANCE

This track allows you to take enhancements that increase your damage output, especially against fiends and undead.

CRITICAL SMITE

Prerequisites: Level 7

You score critical hits with your crucifix on a roll of 19 or 20.

CRITICAL SMITE II

Prerequisites: Level 13, Critical Smite

You score a critical hit with the crucifix on a roll of 17-20 against fiends and undead.

RADIANT STRIKE

When you score a critical hit with the crucifix, you deal an additional 1d10 radiant damage.

SOUL-RENDING STRIKE

Prerequisites: Level 4

When you score a critical hit with the crucifix, if the creature is a fiend or undead, it bursts into flames and takes 1d4 radiant damage at the start of each of its turns until it or another creature adjacent to it extinguish the flames using its action.

HOLY ICONOGRAPHY

The holy symbols on this crucifix hold latent power that you can access to cast certain divine spells using this enhancement track.

CRUCIFORM SPELLCASTING

Your Crucifix gains 4 charges. You may spend these charges to cast the following spells, or other spells that you learn from this track. At dawn each day, roll a number of d4s equal to the number of enhancements the crucifix has. Regain charges equal to the total of that roll. You may spend these charges to cast the following spells.



- **1 Charge.** *heroism, calm emotions*
- **2 Charges.** *counterspell* (3rd-level or lower spells only)

Your Crucifix's spell attack modifier and save DC can be calculated using your Strength or Charisma.

Attack modifier = your proficiency bonus + Strength or Charisma.

Save DC = 8 + your proficiency bonus + Strength or Charisma.

BLAZE OF GLORY

Prerequisites. Cruciform Spellcasting

The crucifix's maximum number of charges increases by 4.

You gain access to the following additional spells.

- **1 Charge.** *burning hands, guiding bolt*
- **4 Charges.** *flame strike*

CROSS-EXAMINATION

Prerequisites. Cruciform Spellcasting

The crucifix's maximum number of charges increases by 4.

You gain access to the following additional spells.

- **1 Charge.** *command, compelled duel*
- **2 Charges.** *zone of truth*

HALO OF POWER

Prerequisites. Cruciform Spellcasting

The crucifix's maximum number of charges increases by 4.

You gain access to the following additional spells.

- **1 Charge.** *shield of faith*
- **2 Charges.** *aid*
- **4 Charges.** *magic circle*

RADIANT RETURN

Enhancements from this track allow you to throw your crucifix faster, farther, and at more targets.

CRUCIFORM SMITE

Prerequisites: Level 4

Your crucifix becomes a +2 weapon.

CRUCIFORM SMITE II

Prerequisites: Level 10, Cruciform Smite

Your crucifix becomes a +3 weapon.

DISTANT STRIKES

Your crucifix now has a thrown range of 40/120 feet.

DISTANT STRIKES II

Prerequisites: Distant Strikes

Your crucifix now has a thrown range of 100/300 feet.

LINE OF FIRE

As an action, you may hurl your crucifix in a 40 foot line. You may position this line with yourself at any point along the line; if you are in the center, for example, the crucifix flies in a 20 foot line in one direction, then a 20 foot line in the opposite direction. Each creature in the line must make a Dexterity saving throw, taking 2d6 damage on a failure and taking no damage but falling prone on a successful one. You may use this ability twice, regaining expended uses when you finish a short or long rest.

RAPID RECALL

The crucifix returns to your hand after a ranged attack, rather than at the start of your next turn.

SMITE CIRCLE

As an action, you may attack up to four targets in a 30 foot cone. Roll separate attacks against each one, but roll damage once. On a hit, the target takes damage as normal; on a miss, the creature falls prone. You may use this ability twice, regaining expended uses when you finish a short or long rest.

WARDING CRUCIFIX

Enhancements from this track embrace the protective nature of the holy symbols on the crucifix, helping you ward off evil.

CRUCIFIX'S REBUKE

When a creature within the crucifix's normal range deals damage to you and to no other target, you may spend your reaction to make an attack against that creature. On a hit, you deal 1d10 additional radiant damage.

PROTECT THE AFFLICTED

When a creature hits an ally within the crucifix's thrown range, you may spend your reaction to throw the crucifix. Make an attack roll against a DC equal to the attacking creature's successful attack roll. If your attack roll is higher, then you deflect the blow and the creature cannot make additional attacks against that ally this turn.

PROTECT THE AFFLICTED II

Prerequisites: Level 9, Protect the Afflicted

If you exceed the target creature's attack roll and also exceed their AC, roll damage as though you hit them directly. Critical hits count as regular hits for this attack.

WARD UNHOLY

While holding the crucifix, you gain an additional +1 to your saving throws and +1 to your AC.

TOVARE'S HALO

A small pendant bestowed upon a worthy soul by Tovare herself, this pendant can be activated to cause a silvery-gold halo to emit from its bearer. This not only shields the bearer from harm, but protects their nearby allies, as well.

Tovare is the goddess often portrayed as being in charge of the Celestial Council. She professes the need to cultivate the world around you, always leaving it better than you found it. She typically takes the hard road of offering redemption to those that have wronged her, rather than becoming vengeful.

BASE STATISTICS

Gain proficiency in a saving throw of your choice: Intelligence, Wisdom, or Charisma.

You may spend your bonus action to activate your halo. While activated, it emits a faint light in a 10 foot radius, which overcomes magical darkness. Your halo remains activated for up to 10 minutes, whereupon it ends. You may also end the effect early by spending another bonus action. You may use this ability a number of times equal to your Charisma modifier, regaining all expended uses upon finishing a long rest.

ENHANCEMENTS

Each time you gain an Enhancement for this artifact, choose from the list of Enhancements below. Note that some have prerequisites, such as being a certain character level or having another Enhancement feature already.

LIGHT OF DEFENSE

These Enhancements aid your defense in combat.

UNSEEN SHIELD

While your halo is active, your AC increases by 2 against weapon attacks.

UNSEEN SHIELD II

Prerequisites: Unseen Shield

While your halo is active, your AC increases by 2 against spell attacks.

HOLY REFLECTION

Prerequisites: 7th-level

While your halo is active, when you would be hit by an attack from a creature within the radius of the halo, you may reflect the attack back at the creature as a reaction. You take half damage, and the creature that attacked you also takes half damage. You may use this ability a number of times equal to your Charisma modifier, regaining all expended uses upon finishing a long rest.



DIVINE BULWARK

Prerequisites: 13th-level

While your halo is active, when you take damage, you may negate up to 40 of that damage. You may use this ability one time, regaining all expended uses upon finishing a long rest.

RING OF PREVENTION

These Enhancements help prevent death and undead.

KISS OF LIFE

If you are reduced to 0 hit points while your halo is active, you can use a reaction to regain 1 hit point. You may use this feature a number of times equal to your Sanity modifier, regaining all uses upon finishing a long rest.

REAPER'S FOE

Prerequisites: 10th-level

If you make a death saving throw while your halo is active, you may make a Charisma saving throw instead. If your success would cause you to become stabilized, you instead regain 1 hit point and return to consciousness. You may use this feature a number of times equal to your Constitution modifier, regaining all uses when you finish a long rest.

DIVINE RESURRECTION

Prerequisites: 13th-level

If you die while your halo is active, it brings you back to life at the start of your next turn. You regain all of your hit points, but do not regain any other expended abilities.

After you use this ability, roll 2d4 + 1. You may use this ability again after that many 30-day increments have passed.

WARDING AURA

These Enhancements help you improve your halo activations and extend your benefits to your allies.

BASTION OF PROTECTION

When your halo is active, your allies gain the benefits of the Unseen Shield enhancement and its subsequent enhancements, and the Unshaken enhancement and its subsequent enhancements. You must know these enhancements in order to share their benefits.

BASTION OF PROTECTION II

Prerequisites: Bastion of Protection, Kiss of Life

When your halo is active, you may expend a use of your Kiss of Life ability on one of your allies within the halo's radius.

DURABLE HALO

When you activate your halo, it now remains activated for 1 hour or until you end it early.

EXTENDED HALO

When active, your halo's radius is now 20 feet.

EXTENDED HALO II

Prerequisites: Extended Halo

When active, your halo's radius is now 30 feet.

RESTORATIVE HALO

When you activate your halo, you and allies in the radius of the halo's light gain 1d6 temporary hit points.

TOVARE'S GIFT

When you take a short rest and have no remaining uses of your halo activation, regain 1 use.

VENATOR WHIP

The handle of this silver whip resembles the hilt of a sword, and is embellished with small rubies embedded in the pommel and in the center of the crossguard. The tip of the whip shifts in form and function at the merest thought from the wielder, and though it often appears as a spiked morningstar, it may also commonly manifest as a large hook, a heavy chain, or a ball of holy fire.



Attunement to the Venator Whip allows its bearer to easily maneuver the unwieldy weapon, and, with practice, to control the finer motions of the whip as if it were one of their own limbs.

BASE STATISTICS

Requires Attunement.

The Venator Whip is a one-handed finesse weapon. It has a 15 foot reach and deals 1d8 slashing damage on a hit. It is considered magical and silvered. When attacking a fiend or an undead, the Venator Whip scores a critical hit on attack rolls of 19 or 20.

Once per turn, when you hit with the Venator Whip, you may force the target to make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, if the target is Large or smaller, it falls prone.

Proficiency with a whip allows you to add your proficiency bonus to your attack rolls with the Venator Whip.

ENHANCEMENTS

Each time you gain an enhancement for this artifact, choose one from the list below. Note that some have prerequisites, such as character level or possessing another enhancement feature.

BARBED WHIP

These enhancements increase your damage and range when using the Venator Whip.

STINGING STRIKE

The Venator Whip becomes a +1 weapon.

STINGING STRIKE II

Prerequisites: 10th-level, Stinging Strike
The Venator Whip becomes a +2 weapon.

STINGING STRIKE III

Prerequisites: 16th-level, Stinging Strike II
The Venator Whip becomes a +3 weapon.

DISTANT STRIKE

Prerequisites: 10th-level
The Venator Whip's reach increases to 20 feet.

CONTROL THE FIELD

These enhancements allow you to use the Venator Whip to move yourself, your allies, and nearby objects.

PRECISE DIRECTION

While wielding the Venator Whip, as a bonus action you may use the whip to move an object. Choose a medium or smaller object within the Venator Whip's reach that is not secured to another object or being worn or carried by a creature. You may use the Venator Whip to move that object up to 15 feet to an unoccupied space within the whip's reach.

GRAPPLING HOOK

While wielding the Venator Whip, as a bonus action you may use the whip as a grappling hook. Choose a point within the Venator Whip's reach. If there is a sturdy target, such as a wall, a boulder, a stone pillar, a tree, the roof of a cave, or any other surface or object that could support your weight, you may strike the surface with the Venator Whip and pull yourself towards that space. If there are no obstacles in the direct line between you and the target, you may pull yourself to the target space. Otherwise, you stop in the space before the first obstacle in your path.

DRAWING IN

When making an attack with the Venator Whip, you may instead choose to target an ally within the whip's reach. If the target is willing, you gain a +5 bonus to your attack roll. On a hit, you deal no damage, but you may pull the target to an unoccupied space within 5 feet of you.

PEERLESS HUNTER

These enhancements allow you to use the Venator Whip in complex maneuvers, providing enhanced control over the battlefield.

DEFENSIVE STRIKE

You may spend your reaction to make an attack with the Venator Whip when a hostile creature enters your reach. You may do this a number of times equal to your proficiency bonus, regaining expended uses when you complete a short or long rest.

MANEUVERING STRIKE

When you deal damage to a creature with the Venator Whip, you may force the target to make a Dexterity save with a DC of 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, you may pull the target 5ft towards you.

WHIRLING STRIKE

Prerequisites: 4th-level
When you take the Attack action with the Venator Whip, you may choose to make an attack with the whip against up to three targets within your reach. This attack deals 1d4 + Strength or Dexterity slashing damage on a hit, and you cannot attempt to knock the targets prone. You may do this once, regaining the ability upon finishing a short or long rest.

ENTANGLING STRIKE

When you hit with the Venator Whip, you may spend a bonus action to force the target to make a Dexterity save with a DC of 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, the target is restrained until you make another attack with the Venator Whip. On the creature's turn, it may use an action to make a Strength (Athletics) or Dexterity (Acrobatics) check with the same DC to escape the restraints.

SLAYER'S BLESSING

These enhancements increase the Venator Whip's effectiveness against fiends and undead.

HOLY FLAME WHIP

Prerequisites: 10th-level
When you hit a fiend or undead with the Venator Whip, it deals an additional 1d6 radiant damage.

HOLY FLAME WHIP II

Prerequisites: Holy Flame Whip
When you score a critical hit against a fiend or undead with the Venator Whip, all other fiends and undead within 10 feet of the target take 1d6 radiant damage.

SENSE PREY

Prerequisites: 4th-level
The Venator Whip glows with holy fire when within 500 feet of a fiend or undead. Additionally, you may use a bonus action to mark a fiend or undead within 30 feet of you as your target. While they are marked, you gain a +1 bonus to your attack rolls against them. This effect lasts until you are more than 30 feet away from the target, the target dies, or you make an attack against another creature.

CHAPTER 6: FEATS

As you venture forth into a life of grim and gory adventure, you may specialize in highly unique skills, fighting styles, or other abilities that lend key assets to your party. You may take any of the following feats in addition to those presented in the *Player's Handbook*.

ARTERIAL PRECISION

You can target a creature's body with ruthless efficiency, causing it to bleed out. You gain the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- When making a weapon attack using Dexterity, you may choose to suffer a -5 penalty to the attack roll. If you hit, the creature also begins bleeding out. They take 1d6 piercing damage at the start of each of their turns. This ends when the creature or another creature within 5 feet of it succeeds on a Wisdom (Medicine) check. The DC is 8 + your proficiency bonus + your Intelligence. This effect does not work on undead that do not possess blood, or constructs.

AUTOPSY

By studying a corpse, you may glean information about the cause of death. You gain the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- Gain proficiency in Wisdom (Medicine) checks. If you are already proficient, gain expertise instead, doubling your proficiency bonus with Wisdom (Medicine) checks.
- When you analyze a corpse, you may make a DC 20 Wisdom (Medicine) check. If you succeed, you learn whether the corpse was killed as a result of a creature, and if so, what type. If you roll initiative against a creature of that type before the next time you finish a long rest, you roll initiative with advantage.

BETTER TOGETHER

You are at your best when in the fray of combat alongside your fellow companions. You gain the following benefit:

You and adjacent allies of your choice gain a bonus to AC equal to the number of allies affected by this feat, to a maximum bonus of +3.

CONCEALED WEAPON

You have perfected the art of hiding a weapon on your person. You gain the following benefits:

- Increase your Intelligence or Wisdom by 1, to a maximum of 20.
- Choose one type of weapon, such as shortswords or javelins, that does not have the two-handed property. You may conceal one weapon of the chosen type on your person. For a creature to spot it, it must succeed on a Wisdom (Perception) check against a DC of 8 + your proficiency bonus + your Intelligence or Wisdom modifier (your choice).

COURTESAN'S KNIFE

You know that sometimes, a subtle approach and a cutting word is all that you need. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You can make a subtle verbal jab at a creature. After speaking with the creature for 30 seconds, the creature must make a Charisma saving throw against a DC of 8 + your proficiency bonus + your Intelligence or Charisma modifier. On a failure, the creature cannot impose the charmed condition on any other creature for the next 24 hours. On a success, the creature cannot impose the charmed condition on any other creature for the next 10 minutes. Either way, for the duration, other creatures are predisposed to think less of the creature. You may use this ability once, regaining the ability after you complete a short or long rest.

CRYPTIDOLOGY

You are an experienced study of the strange and unusual in the natural world. You gain the following benefits.

- Increase your Intelligence by 1, to a maximum of 20.
- Gain proficiency in Wisdom (Animal Handling) and Intelligence (Nature) checks.
- As a free action on your turn, you may choose a creature that you can see and learn whether it has the beast tag, monstrosity tag, or neither. If it has the beast or monstrosity tag, you may use a bonus action to predict its behavior, gaining advantage on your first attack roll against that creature before the end of your turn.

DEATH DROP

You are skilled at literally getting the drop on your enemies.

When you would take falling damage and would land within 5 feet of another creature, you may use a bonus action or reaction to attempt to fall directly on that creature. The creature must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Dexterity modifier. If the creature was unaware of you, it has disadvantage on the saving throw. On a failed save, then you only take half your falling damage, and the target creature takes the other half. If you make one or more additional attacks against that creature on the same turn, you have advantage on those attack rolls.

DEMONOLOGY

You have plunged into the occult studies of demonology, allowing you an edge when fighting such creatures.

You gain the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- Gain proficiency in Intelligence (Arcana) and Intelligence (Religion) checks.
- As a free action on your turn, you may choose a creature that you can see and learn whether it has the fiend tag, undead tag, or neither. If it has the fiend or undead tag, you may spend your bonus action learning two of the following points of your choice:
 - Its Strength, Dexterity, and Constitution
 - Its Intelligence, Wisdom, and Charisma
 - Its AC
 - Its resistances
 - Its immunities

GUTTER FIGHTER

You are at your most deadly when your back is against a wall, your weapons are broken, and you have no hope of reinforcements. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- When you have fewer than 10 hit points, your unarmed strikes and weapon attacks score a critical hit on a roll of 19 or 20.
- When you make an opportunity attack using your unarmed strike, if you hit, knock the creature prone if it is Large or smaller.

HAUNTING MELODY

Prerequisite: Proficiency with an instrument

A soft, haunting melody allows you to inure yourself to the horrors of the night. You gain the following benefits:

- Increase your Charisma by 1, to a maximum of 20.
- When you take a long rest, you may make a skill check with an instrument that you have proficiency with. The DC is 10. If you succeed, you do not have to resolve your fear before you take a long rest. If you beat the DC by 5 or more, you also remove 1 Fear.
- You may extend this benefit to a number of creatures you choose within 30 feet of you equal to or less than your Charisma modifier.

HEARTY ANTIBODIES

You have a strong immune system and shrug off all but the most egregious of diseases. You gain the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- Whenever you make a saving throw to avoid poison or a disease, roll with advantage.

HOLY WATER

Prerequisite: Proficiency in Religion

By bestowing your holy energy into a contained amount of water not exceeding 1 gallon, you can create holy water.

The process of blessing this water takes 10 minutes and can be done while you are taking a short or long rest.

You can split the water into up to four separate containers. Any creature in possession of a container can douse itself or another creature as though administering a potion.

A creature doused in holy water gains 1d4 temporary hit points that expire after 1 minute. Undead and fiends have disadvantage when attacking creatures that have been doused within the past minute.

LOGIC PREVAILS

You may use your Intelligence modifier to calculate your Fear Threshold, instead of your Sanity modifier.

MIND-KILLER

You know to steel your mind against the terrors of the night, for fear unchecked might bring total obliteration.

When your Fear is in excess of your Fear Threshold, you cannot be charmed or frightened.

MIND OVER MATTER

You may use your Charisma modifier to calculate your Fear Threshold, instead of your Sanity modifier.

PERFECT STRIKE

With a surge of adrenaline-fueled precision, you lay your enemy low. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You may make a melee weapon attack against a DC of 8 + the Dexterity or Constitution modifier of a creature within 5 feet of you (the creature chooses which ability score to use). If you hit, deal damage as though you scored a critical hit against the creature. You may use this ability twice, regaining the ability to do so after finishing a long rest.

PERFECT TECHNIQUE

Prerequisite: Perfect Strike

You have improved your capacity to deal perfectly placed, devastating blows. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Choose one: finesse, reach, or versatile. You may use your Perfect Strike ability with weapons of this type once, regaining the ability to do so when you finish a short rest. Track this separately from your overall uses of Perfect Strike.

REASSURING PRESENCE

Your stalwart presence helps your allies face down great horrors.

When you use an ability that causes you to ignore the frightened condition to instead cancel Fear, if the ability would allow you to extend the benefit to one or more allies normally, you may cancel the Fear they would gain from the same source.

Furthermore, you may use an ability that would allow you to ignore the frightened condition to instead ignore Fear once, regaining the ability to do so when you take a short or long rest.

SCRAP FIGHTER

Prerequisite: Tavern Brawler

You have improved your capacity to turn anything into a weapon. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- Your unarmed strike uses a d6 for damage.
- You may treat any melee weapon as though it is an improvised weapon that deals 1d6 bludgeoning damage.

STAKE CRAFTER

By crafting stakes, you may arm yourself with weapons specifically designed to take down vampires.

When you complete a long rest, you may spend part of your time awake crafting stakes. These deal 1d4 damage, have the finesse property, and have the thrown property with a range of 20/60 feet. If you roll a natural 1 on an attack roll with a stake, it breaks. You can craft a number of stakes equal to 1 + your Intelligence modifier.

If a stake crafted in this way hits a vampire, it deals damage as though it were a critical hit.

TRICK TECHNIQUE

Sometimes a subtle flick of the wrist is all it takes to deliver a devastating blow. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You may use your Intelligence score when calculating your attack and damage modifiers with finesse weapons.

UNFLAPPABLE PSYCHE

Add your proficiency bonus to your Fear Threshold.

VENTRILOQUISM

You can convincingly cast your voice as though it is coming from elsewhere. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make a sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.
- You may convincingly cast your voice as though it is coming from up to 30 feet away from you.

CHAPTER 7: SPELLS

Dracula's machinations have left the world a dark and twisted place full of cruel and unusual magics. The spellcasting classes each have expanded magic lists in this chapter, reflecting the dark and sinister nature of many casters in the region of Dracula's dominion.

Note that one spellcasting class is not included in the table due to Wizards of the Coast's licensing policies.

Level	Spell	School	Conc.	Ritual	Class
0	Brimstone Blast	Evocation	No	No	Cleric, Sorcerer, Warlock, Wizard
0	Nick	Necromancy	No	No	Cleric, Druid, Sorcerer, Warlock, Wizard
0	Numb	Enchantment	No	No	Bard, Cleric, Druid, Sorcerer, Warlock, Wizard
0	Stink	Evocation	No	No	Bard, Druid, Sorcerer, Warlock, Wizard
0	Ulcerate	Necromancy	No	No	Bard, Druid, Warlock, Wizard
1st	Abuse Essence	Necromancy	No	No	Bard, Druid, Sorcerer, Warlock, Wizard
1st	Antiessence Shades	Conjuration	Yes	No	Bard, Cleric, Druid, Warlock, Wizard
1st	Bloat	Conjuration	Yes	No	Bard, Druid, Sorcerer, Warlock, Wizard
1st	Bonemelt	Transmutation	Yes	No	Druid, Sorcerer, Wizard
1st	Disembowel	Necromancy	No	No	Druid, Ranger, Warlock, Wizard
1st	Facetheft	Illusion	No	Yes	Bard, Druid, Ranger, Warlock, Wizard
1st	Ice Stairs	Conjuration	Yes	No	Druid, Ranger, Sorcerer, Warlock, Wizard
1st	Jagged Bones	Transmutation	No	No	Druid, Ranger, Warlock
1st	Psyche Leech	Enchantment	No	No	Bard, Cleric, Wizard
1st	Rootwither	Necromancy	No	No	Druid, Ranger, Sorcerer, Warlock, Wizard
1st	Spectral Weapon	Conjuration	Yes	No	Bard, Paladin, Wizard
1st	Spinal Discord	Spinal Discord	No	Yes	Druid, Sorcerer, Warlock, Wizard
1st	Thousand Cuts	Evocation	No	No	Bard, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard
2nd	Blood Pool	Conjuration	No	Yes	Druid, Paladin, Ranger, Warlock, Wizard
2nd	Boilblood	Enchantment	Yes	No	Bard, Druid, Paladin, Ranger, Warlock

Level	Spell	School	Conc.	Ritual	Class
2nd	Damnation	Enchantment	No	No	Cleric, Paladin
2nd	Fade	Illusion	No	No	Bard, Druid, Ranger, Warlock, Wizard
2nd	Flesh Wings	Transmutation	No	No	Druid, Paladin, Warlock, Wizard
2nd	Glory	Illusion	Yes	No	Cleric, Paladin
2nd	Holy Tempering	Transmutation	No	Yes	Cleric, Paladin
2nd	Innocence Slaughtered	Abjuration	No	Yes	Cleric, Warlock
2nd	Shadow Veil	Illusion	Yes	Yes	Bard, Druid, Ranger, Sorcerer, Warlock, Wizard
2nd	Shatterblade	Transmutation	No	No	Bard, Wizard
2nd	Shroud	Abjuration	No	Yes	Bard, Druid, Ranger, Warlock, Wizard
2nd	Vampiric Rejuvenation	Necromancy	No	Yes	Bard, Cleric, Ranger, Sorcerer, Warlock, Wizard
2nd	Wings Like Eagles	Transmutation	No	No	Cleric, Druid, Paladin, Ranger, Sorcerer, Wizard
3rd	Burial	Transmutation	No	No	Cleric, Ranger, Sorcerer, Warlock, Wizard
3rd	Channel Spirit	Divination	No	Yes	Bard, Cleric, Druid, Warlock
3rd	Defecate	Enchantment	No	No	Bard, Druid, Sorcerer, Wizard
3rd	Exorcism	Abjuration	No	Yes	Bard, Cleric, Druid, Paladin, Warlock
3rd	Exoskeleton	Abjuration	No	No	Druid, Warlock
3rd	Medusification	Conjuration	Yes	No	Bard, Druid, Warlock, Wizard
3rd	Panic	Enchantment	Yes	No	Bard, Druid, Ranger, Sorcerer, Wizard
4th	Altar	Necromancy	Yes	No	Bard, Cleric, Druid
4th	Blood Blade	Transmutation	Yes	No	Bard, Cleric, Druid, Paladin, Warlock, Wizard
4th	Bonesaw	Necromancy	No	No	Ranger, Warlock
4th	Bone Spear	Transmutation	No	No	Druid, Ranger, Sorcerer, Warlock, Wizard
4th	Brimstone Shockwave	Evocation	No	No	Cleric, Paladin, Sorcerer, Warlock, Wizard
4th	Dessicate	Necromancy	No	No	Bard, Cleric, Druid, Ranger, Warlock, Wizard
4th	Emesis	Enchantment	Yes	No	Bard, Druid, Warlock, Wizard
4th	Fleshweave	Conjuration	No	Yes	Druid, Warlock, Wizard
4th	Graft	Transmutation	No	Yes	Druid, Warlock, Wizard
4th	Larva Expulsion	Necromancy	No	Yes	Druid, Sorcerer, Warlock, Wizard
4th	Lunar Circle	Abjuration	No	Yes	Druid, Ranger, Wizard
4th	Sanctum	Abjuration	No	Yes	Bard, Cleric, Paladin, Ranger
4th	Sanguine Snare	Necromancy	Yes	No	Cleric, Druid, Sorcerer, Warlock, Wizard
4th	Shrine to the Dark Lords	Abjuration	No	No	Cleric, Paladin, Warlock
4th	Skeleton Key	Transmutation	No	Yes	Bard, Ranger, Warlock, Wizard
4th	Soulsteal	Necromancy	No	Yes	Bard, Druid, Paladin, Ranger, Wizard
4th	Talisman of Ralzire	Enchantment	No	Yes	Cleric, Wizard
4th	Talisman of Rasheen	Enchantment	No	Yes	Cleric, Wizard
4th	Tovare's Tears	Evocation	Yes	Yes	Cleric, Druid, Paladin

Level	Spell	School	Conc.	Ritual	Class
5th	Brimstone Boulder	Conjuration	No	No	Cleric, Paladin, Sorcerer, Warlock, Wizard
5th	Eight Eyes of Sight	Divination	No	No	Bard, Druid, Sorcerer, Warlock, Wizard
5th	Herneate	Necromancy	No	No	Bard, Druid, Wizard
6th	Summon Eyesquito	Conjuration	No	No	Bard, Druid, Warlock, Wizard
6th	Talisman of Mikhael	Enchantment	No	Yes	Cleric, Wizard
7th	Lobotomize	Enchantment	No	No	Bard, Warlock, Wizard
8th	Shelley's Prize Experiment	Necromancy	No	No	Bard, Warlock, Wizard
9th	Brimstone Rupture	Transmutation	No	No	Cleric, Sorcerer, Warlock, Wizard
9th	Brimstone Tremor	Transmutation	No	No	Cleric, Druid, Sorcerer, Warlock, Wizard

ABUSE ESSENCE

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Touch a creature that has made a death saving throw within the past hour but is now conscious. The creature you touch must be capable of casting spells. It gains two 1st level spell slots, which it can use until the next time it takes a short or long rest.

When you use this spell, make a skill check using your spellcasting ability modifier against a DC of 5 + your character level. On a failure, the creature that benefits from the spell also gains 2 Fear as it glimpses the fiend lords of Inferno.

ALTAR

4th-level necromancy (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (one fattened mammalian livestock such as a cow or pig, or three fattened avian livestock such as hens (or the equivalent value of relevant sacrificial materials specific to your deity/pantheon))

Duration: Concentration, up to 1 minute

By slaughtering the material components of this spell and immolating them, you entreat divine favors from your god or gods.

Upon completing the ritual, choose one creature that you touch. For the next 24 hours, that creature gains the benefits of the Lucky feat. If they already had the Lucky feat, they gain 1 additional Luck Point.

ANTI-ESSENCE SHADES

1st-level conjuration

Casting Time: 1 minute

Range: 40 ft

Components: V, S, M (a drop of blood and a pinch of iron filings)

Duration: Concentration, up to 10 minutes

Summon a **shadow**. It appears in an unoccupied space within range. It makes a Constitution saving throw; on a failure, it obeys your mental commands for the duration and then dissipates. On a success, it is hostile to you instead and is no longer bound to this spell, remaining even if the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, summon one additional **shadow**.

BLOAT

1st-level conjuration

Casting Time: 1 action

Range: 60 ft

Components: S

Duration: Concentration, up to 1 minute

One creature of CR 2 or lower that you can see within range must make a Constitution saving throw. On a failure, roll 3d12 and add this number to the creature's Bloat Value. While the target creature has any Bloat Value, it is considered restrained.

For the duration of the spell, it must repeat the saving throw at the start of each of its turns. On a failure, roll 3d12 and add this number to the creature's Bloat Value.

Once the target creature's Bloat Value equals or exceeds its current hit points, it explodes unless it has the Immutable or Legendary Resistance feature. Each creature within a 20 foot radius of the exploded creature must make a Dexterity saving throw, taking 4d8 acid damage on a failed save and half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum CR of the creature you may target increases by 1 per spell level above 1st.

BLOOD BLADE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Make a melee spell attack against a target creature within range that has less than half its maximum hit points. On a miss, the effect only lasts until the end of your next turn. On a hit, the effect lasts for the duration.

You draw out the target creature's blood, magically augmenting the iron within and turning their blood into a violent weapon. Choose out of the following options: Longsword, Rapier, Spear, or Glaive.

The blood that you draw from the target creature becomes this weapon for you. This weapon deals an extra 1d8 acid damage on all hits and you score critical hits with it on rolls of 19 or 20.

While you wield the weapon, the original target creature takes 1d8 piercing damage at the start of each of its turns as its open wound bleeds.

The spell ends if the creature dies or falls unconscious before the full duration. When the spell ends, your blood weapon melts into normal blood again.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the maximum duration increases by 1 minute per spell level above 4th.

BLOOD POOL

2nd-level conjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Up to 8 hours

Touch a willing creature, which can be yourself. The first time that creature is reduced to fewer than one half its maximum hit points during the duration, its blood magically increases in volume and force, spraying about and creating a pool in a 15 foot radius around it. This pool is difficult terrain for the next 10 minutes, whereupon the spell ends. Whenever a creature moves 5 feet in this difficult terrain, the creature takes 2d4 acid damage. You and the creature that you touched when you cast this spell ignore this difficult terrain and take no damage from it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the radius of the blood pool by 5 feet per spell level above 2nd.

BOILBLOOD

2nd-level enchantment

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You magically irritate a target creature to the point that its blood literally boils. One creature within range must make a Charisma saving throw. On a success, there is no effect and you do not spend your spell slot. On a failure, when the creature makes an attack roll against a single target, it has disadvantage unless it is targeting you.

For the duration, at the start of each of its turns, the creature takes 2d6 necrotic damage as its anger causes its body to degenerate.

BONEMELT

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You temporarily dissolve your bones. For the duration, you are considered to have 2 levels of Exhaustion (unless you already have more), and you cannot hold items. You can move through spaces as narrow as 1 inch. You also have resistance to bludgeoning damage for the duration.

If the spell ends while you are in a space too narrow to support your body, you are immediately expelled to the nearest space that can accommodate your typical size and you take 4d12 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum duration of the spell increases by 1 minute per spell level above 1st.

BONESAW

4th-level necromancy

Casting Time: 1 hour

Range: 5 miles

Components: S, M (a sharp instrument and a blunt instrument)

Duration: Instantaneous

Make a ranged spell attack against a creature within range. Your attack gains a modifier based on how familiar you are with the creature:

- Have never met it: -20
- Have met it more than 30 days ago: -15
- Have met it in the past 30 days: -10
- Have met it in the past 7 days: -5
- Have met it in the last 24 hours: -2
- Are currently in its presence: +0

Your magic attack also gains a modifier based on whether you have any of the creature's personal effects:

- None: -5
- Personal effect like clothing or a trinket: -0

- Physical part of the creature, such as hair, teeth, or a finger: +5
- You have the willing or incapacitated creature itself: +10

As part of casting this spell, you must break one of your own bones. You take 3d6 piercing damage and suffer a broken rib. If you hit the creature, it breaks a leg, an arm, and a rib (see Chapter 8). If you miss the creature, it breaks a rib. Regardless, it takes 5d6 piercing damage.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, you do not break a rib or suffer piercing damage as part of casting this spell.

BONE SPEAR

4th-level transmutation

Casting Time: 1 action

Range: 120 ft

Components: V, S

Duration: 1 Round

Choose a creature within range to make a Constitution saving throw. On a failure, one of that creature's bones immediately grows to tremendous size, punching out of its skin and possibly impaling another creature. Provided that the creature failed its Constitution saving throw, another creature within 10 feet of the first creature must make a Dexterity saving throw. On a failure, that creature is impaled by the first creature's bone.

Any creature that fails its save takes 8d8 piercing damage, and their speed becomes 0 feet until the end of your next turn, as they are rooted in place by the jagged bones.

If the initial target succeeds on its Constitution saving throw, it takes half damage and you do not target a secondary creature.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, if the initial target fails its Constitution saving throw, you may also break one of the target's limbs of your choice. If you cast this spell using a 9th level spell slot, you may break one of the target's limbs of your choice even if it succeeds on the saving throw.

BRIMSTONE BLAST

Evocation cantrip

Casting Time: 1 action

Range: Self (30 foot line)

Components: V, S

Duration: Instantaneous

Each creature in the line must make a Dexterity saving throw, taking 1d6 fire damage on a failed save.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

BRIMSTONE BOULDER

5th-level conjuration

Casting Time: 1 action

Range: 5 ft

Components: V, S

Duration: 1 minute

You conjure a burning sphere of sulfurous brimstone.

This sphere has a 10 foot radius. When you cast this spell and at the start of each of your turns for the duration of the spell, the boulder rolls 20 feet away from where you were standing when you cast the spell. It travels along the ground.

When the boulder ends its movement within 5 feet of a creature or traveled through a space occupied by a creature, that creature must make a Dexterity saving throw. On a failed save, the creature takes 2d10 fire damage, 2d10 poison damage, and 2d10 bludgeoning damage. On a success, the creature takes half the damage. It automatically hits structures.

The boulder leaves a trail of smoldering rubble in its wake. The 20 foot wide line left behind by the boulder is difficult terrain. For each 5 feet that a creature moves in this difficult terrain, that creature takes 1d4 fire and 1d4 poison damage. The damaging effect ends 1 hour later, but the difficult terrain remains indefinitely.

BRIMSTONE RUPTURE

9th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

By striking the ground, you create a yawning rift full of sulfuric lava that splits the earth. Create a 200 foot long and 10 foot wide line. This line does not have to be straight. Each creature within 5 feet of the line must make a Dexterity saving throw. On a failure, the creature takes 12d6 bludgeoning damage and falls prone in the rift. On a success, the creature takes half damage and falls prone outside the rift. This attack automatically hits structures and deals double damage to them.

The rift is difficult terrain, and for every 5 feet that a creature moves through this difficult terrain, it takes 20d6 fire and 20d6 poison damage. Climbing out of the rift requires a Strength check against your spellcasting DC, unless a creature has a climb speed.

Noxious smoke billows out from the rift, spreading 20 feet beyond the rift in all directions. This smoke breaks line of sight. A creature that starts its turn within the smoke must make a Constitution saving throw or become poisoned until the start of its next turn.

Upon being cast, this rift becomes a nonmagical phenomenon that remains in place indefinitely.

BRIMSTONE SHOCKWAVE

4th-level evocation

Casting Time: 1 action

Range: Self (30 foot cone)

Components: V, S

Duration: 1 minute

Each creature in the cone must make a Constitution saving throw. A creature takes 3d10 bludgeoning damage and 3d10 fire damage on a failure, and half as much on a success. Creatures also fall prone on a failure. This deals double damage to inanimate objects and structures and ignores their damage thresholds. The area becomes difficult terrain indefinitely.

For the duration, you may spend your bonus action to force any one creature in the area to make a Dexterity saving throw, taking 1d10 fire damage on a failed save.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning and fire damage both increase by 1d10 for each slot level above 4th.

BRIMSTONE TREMOR

9th-level transmutation

Casting Time: 1 hour

Range: Self (1,000 foot line)

Components: V, S, M (100 sc worth of brimstone or sulfur, which the spell consumes)

Duration: Instantaneous

Create a rift in the ground 1,000 feet long by 10 feet wide. The rift consists of twenty 50 foot long by 10 foot wide segments joined from end to end.

Creatures in the line must make a Constitution saving throw, taking 12d6 bludgeoning damage on a failure and half as much on a success. Creatures in the line must also make a Dexterity saving throw. On a failure, a creature falls into the rift, which contains molten lava. Creatures that fall into the rift take 40d6 fire damage. Creatures that start their turn in the lava or move through it also take this damage.

The rift remains indefinitely and produces noxious fumes and thick smoke. The area within a 1-mile radius of the rift becomes dim light when it would otherwise be bright light. On an hourly basis, there is a 5% chance that noxious gasses with the effects of the *stinking cloud* spell emerge from the center of each 50 foot segment.

BURIAL

3rd-level transmutation

Casting Time: 1 action

Range: 90 ft

Components: V, S

Duration: 10 minutes

One creature that you can see within range that is on the ground must make a Wisdom saving throw. On a failure, the ground swallows the creature, burying it alive. The creature has total cover while buried in this way.

At the end of each of its turns, it may make a Strength saving throw. On a success, it claws its way back partially above the ground. It no longer has total cover and is now considered restrained by you instead. If it escapes being restrained, then it is no longer partially buried and is instead prone.

CHANNEL SPIRIT

3rd-level divination (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (666 sc worth of incense and/or gemstones, which the ritual consumes)

Duration: Up to 1 hour

You may ignore the material cost of this spell if you have one of the personal effects of the spirit whom you intend to channel.

When you finish casting this spell, select one spirit that you will attempt to channel into the body of yourself or a willing target creature that you touch. Roll an ability check using your spellcasting ability score against a DC chosen by the DM using the following guidelines. You are proficient in this check.

Example	Suggested DC
Sleeping humanoid on a different plane of existence	8-12
Wakeful humanoid on a different plane of existence	22-26
Sleeping humanoid on the same plane of existence	13-16
Wakeful humanoid on the same plane of existence	27-30
Recently deceased humanoid	10-14
Long deceased humanoid	27-30
Planar entity on a different plane of existence	8-14
Planar entity on the same plane of existence	14-18

If you succeed, then the spirit inhabits the target creature's body for the duration. The target creature loses their consciousness during this time and may act and answer questions as the spirit would. When the duration ends, the target creature regains consciousness with no memory of what transpired.

If you targeted a humanoid that was not asleep to channel their spirit, they also fall unconscious for the duration as their spirit inhabits the creature that you touched.

When another creature's spirit inhabits the body of the target creature, the inhabiting spirit makes a Charisma saving throw. On a success, the duration of this spell becomes indefinite and the inhabiting spirit may choose when to end the spell.

DAMNATION

2nd-level enchantment

Casting Time: 1 action

Range: 120 ft

Components: V

Duration: Indefinite

One target creature that you can see within range must make a Charisma saving throw. On a failed save, they are eternally damned and when they die their soul goes to the demiplane of Hell. *greater restoration* and similar magic can end this effect.

Alternatively, if you cast this spell on a creature while you and the target are both in Hell or Inferno, then on a hit the creature is banished to a harmless demiplane for 1 minute. At the end of the duration, it reappears in an unoccupied space as close as possible to the space where it previously was.

DEFECATE

3rd-level enchantment

Casting Time: 1 action

Range: 40 ft

Components: V

Duration: Instantaneous

One creature that you can see within range must make a Constitution saving throw. On a failed save, it becomes infected with dysentery.

DESSICATE

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

A creature you touch must make a Constitution saving throw. On a failed save, you draw out their body's moisture, causing them to shrivel and grow frail. The target creature's speed is halved and it has disadvantage on attack rolls and ability checks indefinitely. It may repeat the saving throw by spending its action on its turn, ending the effects on a success.

DISEMBOWEL

1st-level necromancy

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

As part of casting this spell, touch a corpse that has not been dead for more than 10 minutes. Doing so reduces it to its component parts, shredding the skin and stretching the intestines, veins, nerves, ligaments, and various organs into a fleshy net. Hurl the net at a creature within range. The creature must make a Dexterity saving throw. On a success, they are restrained until the end of their next turn, and then the spell ends. On a failure, they are stunned on their next turn and are restrained; then, at the end of each of the creature's turns, it may make a Strength saving throw, ending spell on a success. When the spell ends, the corpse's viscera slough to the ground and are no longer magical in any way.

A creature that is restrained for the entire duration of the spell has a 15% chance of gaining a disease of the DM's choice.

EIGHT EYES OF SIGHT

5th-level divination

Casting Time: 30 minutes

Range: Touch

Components: V, S, M (dead spider or reptile's eyeball)

Duration: 4 hours

You or one creature that you touch sprouts additional eyes until the creature has eight eyes. For the duration, gain the following benefits:

- You cannot be surprised
- Gain expertise in Perception, doubling your proficiency bonus with Perception checks
- Any Darkvision you have extends by 60 feet and you can see in magical darkness

EMESIS

4th-level enchantment

Casting Time: 1 action

Range: 80 ft

Components: V, S

Duration: Concentration, up to 1 minute

Drawing forth the nauseating influence of Phlegmereth, you cause a creature to violently project caustic vomit.

One creature within range must make a Constitution saving throw. On a failure, the creature begins to violently vomit. It is Poisoned for the duration, and at the start of each of its turns, each creature within a 15 foot cone of the target creature must make a Dexterity saving throw. A creature takes 2d12 acid damage on a failure, and half damage on a success.

If the initial target succeeds on its saving throw, then it is poisoned for the duration, but it does not make the secondary cone attack. It may end the duration early by spending its entire turn to vomit, allowing you to make the secondary attack as described above one time before the spell ends.

If the initial target creature rolls a 20 on the die on its Constitution saving throw, the spell affects you instead.

EXORCISM

3rd-level abjuration (ritual)

Casting Time: 20 minutes

Range: Touch

Components: V, S, M (20 sc worth of incense or gems, which the spell consumes)

Duration: Instantaneous

You may attempt to heal a creature that you touch that is suffering from a curse or is possessed. If the creature is cursed, you may remove one curse from it immediately.

If you want to remove additional curses, you must roll on the Exorcism Side Effect table below for each additional curse that you remove.

If you want to end a possession, the possessing creature must make a Charisma saving throw. It has advantage on this roll.

If it fails, the possession ends and the possessing creature is banished to its original plane of existence. If it succeeds, or if it fails but you are on the creature's original plane of existence, then the possession ends and the possessing creature enters an unoccupied space next to the formerly possessed creature and is hostile towards you and your allies.

Either way, roll twice on the Exorcism Side Effect table when trying to end a possession.

Alternatively, you may force the possessing creature to make its Charisma saving throw at disadvantage, but to do so you must roll four times on the Exorcism Side Effect table.

d10 Exorcism Effect

- 1 For 1 hour, if you take any damage, you immediately drop to 0 hit points.
- 2 Gain one death saving throw failure. This does not affect your current hit points, but may result in you dying more quickly the next time you have to make death saving throws. You may remove this death failure the next time you take a long rest.
- 3 You become Poisoned for 24 hours.
- 4 You suffer a -1 to d20 rolls for 24 hours.
- 5 You take necrotic damage equal to one quarter your maximum hit points.
- 6 For 1 hour, if the target of your spell takes any damage, they immediately drop to 0 hit points.
- 7 The target of your spell gains one death saving throw failure. This does not affect their current Hit Points, but may result in them dying more quickly the next time they have to make death saving throws. They may remove this death failure the next time they take a long rest.
- 8 The target of your ritual becomes Poisoned for 24 hours.
- 9 The target of your ritual suffers a -1 to d20 rolls for 24 hours.
- 10 The target of your ritual takes necrotic damage equal to one-fourth their maximum hit points.

EXOSKELETON

3rd-level abjuration

Casting Time: 10 minutes

Range: Self

Components: V

Duration: 4 hours

You transform your skin into a calcified, bonelike exterior. Your AC cannot be lower than 14 and you have advantage on Constitution saving throws for the duration.



FACETHEFT

1st-level illusion (ritual)

Casting Time: 30 minutes

Range: Touch

Components: V, S, M (20 sc worth of cocaine and a black pearl worth at least 40 sc, which the spell consumes)

Duration: 8 hours

You or a willing creature that you touch takes 1d12 psychic damage as the target creature's face and figure morph to resemble another creature. Choose a creature with whom you are familiar. For the purposes of this spell, you must have spent at least 5 minutes in conversation with this creature or have observed them speaking in a public setting for at least 30 minutes.

The target of this spell morphs to become a perfect replication of the second creature to the best of your knowledge. This magic does not recreate features of the second creature if you are unaware of them, such as a birthmark on a spot you have not seen.

The target of this spell loses any of its racial features that require activations, but retains any passive benefits such as skill proficiencies that it knows as a result of its lineage.

FADE

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

A creature that you touch must make a Charisma saving throw. It may choose to fail, allowing the effect to take hold automatically.

If the creature fails, then it can no longer be observed through secondary means for the duration. Secondary means include reflections such as mirrors; written information such as receipts or ledgers; and verbal communication such as gossip. Written information regarding the target's identity appears smudged and illegible, although a clever reader may use the context of the legible text to make an inference as to the target creature's identity. Creatures may freely discuss the target of the spell in roundabout means that do not directly involve the target of the spell. If the target of the spell partakes in a conversation, it becomes a primary interaction and any creature may refer to the target directly.

FLESHWEAVE

4th-level conjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (1 sc worth of the biological matter of a target creature, such as fingernail clippings, a lock of hair, a vial of blood, or a tooth, which the spell consumes)

Duration: Instantaneous

You create a **fleshwoven** that is bonded to the target creature.

FLESH WINGS

2nd-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (20 sc worth of morphine and the inner lining of a mammal's intestines, which the spell consumes)

Duration: 4 hours

Choose a willing humanoid creature besides yourself.

You sedate the target creature, numbing it to the pain of the ritual. By surgically cutting into the target's back and snapping its ribs off from its spine, you can fan its ribs and skin out to create unholy wings.

For the duration, the creature gains the following modifications:

- Fly speed equal to double its walking speed
- Proficiency and advantage when making Charisma (Intimidation) checks
- Disadvantage when making Charisma (Persuasion) checks
- **Frightful Visage.** By using your action, you may force all hostile creatures within 20 feet of you to make a Charisma saving throw. On a failed save, the creature is frightened until the start of your next turn.

When the duration ends, the target creature's back magically stitches itself back together, but it is still injured. The creature suffers from a broken rib until it takes a long rest.

GLORY

2nd-level illusion

Casting Time: 1 action

Range: Self (40 foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You explode in glorious light, searing the gaze of a specific creature type. Choose one creature type besides humanoid when you cast this spell. Creatures of that type that look directly at you see a blindingly bright light. When a creature of this type starts its turn within a 40 foot radius of you, it may choose not to look at you, rendering you invisible to that creature. If it looks at you, it must make a Constitution saving throw. On a failure, the creature is blinded until the start of its next turn.

GRAFT

4th-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: S, M (a severed limb from a beast or monstrosity).

Duration: Instantaneous

The target willing creature (which can be you) takes 2d8 slashing damage and loses one arm or leg of your choice. You then graft the limb of another creature that you possess onto the stump limb. The target creature gains one of the following benefits as is most appropriate given the nature of the new limb.

Note that this spell does not increase the number of total limbs that you already had. You may not cast this spell to gain an additional limb, but you may cast it to remove a previously grafted limb in favor of a new limb.

Claws (Arm). Gain a Claws natural weapon. It is versatile, considered light, and deals 1d4 slashing damage.

Hooves (Leg). Your walking speed and jump speed each increase by 5 feet.

Prehensile Foot (Leg). You gain a foot as capable of manipulating its digits as your hands. Gain a climb speed equal to your walking speed while not wearing shoes.

Stinger (Arm). When you make an unarmed or natural weapon attack, you may force the target creature to make a Constitution saving throw against a DC of 8 + your proficiency bonus + your Constitution. On a failed save, the creature's speed is reduced by 10 feet until the end of its next turn.

Tentacle (Arm or Leg). You gain a tentacle. You gain +4 to grappling checks.

HERNEATE

5th-level necromancy

Casting Time: 1 action

Range: 120 ft

Components: V, S

Duration: Instantaneous

One creature in range that you can see must make a Constitution saving throw. On a failed save, they experience a hernia as their internal organs protrude from a hole that opens in their body. The creature suffers the effects of the Internal Bleeding lingering injury (see Chapter 8).

A creature may end this injury early if treated with a successful Wisdom (Medicine) check. The DC is your spell save DC.

For each day that a creature does not receive successful treatment, they have a culminating 5% chance of gaining a disease.

HOLY TEMPERING

2nd-level transmutation (ritual)

Casting Time: 30 minutes

Range: Touch

Components: V, S, M (a melee or reach weapon and a flask of holy water)

Duration: 4 hours

For the duration, your weapon is blessed with holy power, giving you the following benefits:

Whenever a fiend comes within 1,000 feet of you, the weapon glows faintly, shedding dim light for 5 feet.

You may use a bonus action on your turn to cause your weapon to erupt in radiant flames. Until the end of your current turn, your attacks with the weapon deal an extra 1d6 radiant damage.

The color of the dim light and of the flames should reflect your deity. If you cast divine magic but do not follow any specific deity, it glows a vibrant light blue.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the extra damage increases by 1d6 for every two slot levels above 2nd.

ICE STAIRS

1st-level conjuration

Casting Time: 1 bonus action

Range: 5 feet (20 foot line)

Components: S

Duration: Concentration, up to 1 minute

When you cast this spell, and as a bonus action on each of your turns while you maintain concentration, you may create a 20 foot line of icy disks that float in the air before you. They are large enough to use as stepping stones and bear up to 1,000 lbs of weight. These disks last until the end of your next turn, whereupon they melt if the temperature is above freezing, or fall to the ground if the temperature is below freezing.

These steps allow you to ignore difficult or hazardous terrain, and you can angle them to ascend at a rate of 5 feet vertically for every 10 feet you move horizontally.

At Higher Levels. When you cast this spell using a spell slot of 2nd or 3rd level, you can maintain concentration for up to 10 minutes. When you cast this spell using a spell slot of 4th or 5th level, you can maintain concentration for up to 30 minutes. When you cast this spell using a spell slot of 6th level or higher, you can maintain concentration for up to 1 hour.

INNOCENCE SLAUGHTERED

2nd-level abjuration (ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (2 gallons of blood from an innocent person, which is defined as someone who has never willingly caused physical or emotional harm to another person in word or deed, through acts of commission or omission)

Duration: 8 hours

After washing your hands and face with the blood required for this spell and allowing it to dry on your person, you gain the following benefits for the duration.

- +2 to your AC.
- Proficiency on all saving throws, including death saving throws.
- When you take any damage, reduce it by 5 (min 1).
- When you cast a 1st or 2nd level spell, you may roll 1d20. On a roll of 17-20, you do not expend your spell slot.

JAGGED BONES

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Up to 10 minutes

While this spell is active, you take 1d4 piercing damage at the end of each of your turns.

Terrifying claws made from your own bones protrude from your knuckles. You gain a natural weapon attack, Jagged Bones. This is a light finesse weapon that deals 1d4 damage. You may use a bonus action on each of your turns to make two attacks with Jagged Bones.

You may end this spell early by using a bonus action.

At Higher Levels. When you cast this spell using a spell slot above 1st level, you deal +1d4 damage for each level spell slot above 1st.

LARVA EXPULSION

4th-level necromancy (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (5 sc worth of molasses, which the spell consumes)

Duration: Up to 24 hours

One creature that you touch for the duration of the spell must make a Constitution saving throw. On a success, roll 2d12; that is the number of hours before the effect triggers. On a failure, you may choose any specific time, to the half hour, up to 24 hours from now; that is the amount of time from now when the effect triggers.

The effect does not trigger if you die or if you choose to dismiss the ritual by spending 10 minutes touching the creature.

When the effect triggers, larvae hatch from within the creature's skin, eating it from the inside out.

This summons a **swarm of insects** that is hostile to the target creature.

The creature takes 12d6 necrotic damage and begins bleeding out, taking 4d4 piercing damage at the start of each of its turns until the bleeding is stanching. Stanching the bleeding requires a Wisdom (Medicine) check that equals or exceeds your spell save DC. A successful Wisdom (Medicine) check reduces the bleeding amount by 1d4, so a creature must receive four successful checks to end the bleeding. If it survives, a creature gains all five Zoophobia psyche talents and is frightened of invertebrates.

LOBOTOMIZE

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature that you touch must make an Intelligence saving throw. On a failure, they take 16d8 psychic damage and must roll for changes to their personality and memories as shown on the following tables. On a success, they take half damage and suffer no additional effects.

If you hit, you may choose not to deal damage to the target creature.

Each time you cast this spell, gain 1 Fear.

1d100 Changes to Creature's Personality

1-25	Significant changes to core beliefs and tenets; Significant changes to personal flaws and shortcomings; Notable changes to personality, quirks, and presentation
26-50	Minor changes to core beliefs and tenets; Significant changes to personal flaws and shortcomings; Notable changes to personality, quirks, and presentation
51-70	Significant changes to personal flaws and shortcomings; Notable changes to personality, quirks, and presentation
71-84	Minor changes to personal flaws and shortcomings; Notable changes to personality, quirks, and presentation
85-94	Notable changes to personality, quirks, and presentation
95-99	Minor changes to personality, quirks, and presentation
100	No changes

1d100 Changes to Creature's Memory

1-25	Total amnesia
26-50	All memories are from another creature's lifetime
51-70	Some consequential memories are from another creature's lifetime
71-84	Amnesia around some consequential memories
85-99	Amnesia around inconsequential memories
100	No changes

LUNAR CIRCLE

4th-level abjuration (ritual)

Casting Time: 1 hour

Range: 60 foot radius

Components: V, S, M (100 sc worth of silver dust)

Duration: 24 hours

When you finish casting this spell, you create a 60-foot radius circle with an invisible circumference. Whenever a creature enters this circle, it reverts to its original form if it was not in its original form. Creatures that revert to their original form in this way take 2d8 radiant damage. Invisible creatures that enter the circle are faintly outlined in silver and do not gain the benefits of being invisible.

MEDUSIFICATION

3rd-level conjuration

Casting Time: 1 action

Range: 120 ft

Components: V, S, M (a small stone and snakeskin)

Duration: Concentration, up to 1 minute

One creature that you can see within range must make a Wisdom saving throw. On a failed save, 2d4 **poisonous snakes** sprout from their head, remaining physically attached to the creature's head as they are an extension of the creature. These snakes are hostile to the target creature and take their turn in initiative immediately after you. These snakes remain until dead or until you lose concentration.

On a successful save, the spell only lasts until the end of the creature's next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, add an additional **poisonous snake** for each level above 3rd.

NICK

Necromancy cantrip

Casting Time: 1 action

Range: 120 ft

Components: V, S

Duration: 1 round

Make a ranged spell attack against a creature within range. On a hit, when the creature starts its turn during the duration, it takes 1d4 piercing damage.

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

NUMB

Enchantment cantrip

Casting Time: 1 action

Range: 30 ft

Components: V, S

Duration: 1 round

Make a ranged spell attack against a creature within range. The target creature may choose to allow you to hit automatically.

On a hit, the target ignores any effects, abilities, benefits, and/or penalties that trigger upon the creature having some, all, or none of its hit points.

PANIC

3rd-level enchantment

Casting Time: 1 action

Range: 150 ft

Components: V, S, M (crushed seashell)

Duration: Concentration, up to 1 minute

Choose one point within range. Each creature in a 20 foot radius of the chosen point must make an Intelligence saving throw. On a failed save, you pick Fight, Flight, or Freeze and the creature suffers the corresponding penalty. It may repeat the saving throw at the end of each of its turns, ending the effects on a success.

On a successful initial save, randomly determine Fight, Flight, or Freeze; the creature suffers the corresponding penalty until the end of their next turn.

Fight. Creature deals +1 damage with all attacks and takes an extra 4 damage when hit by an attack.

Flight. Creature is frightened of you.

Freeze. Creature's speed is halved.

PSYCHE LEECH

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Make a spell attack against a creature that you touch that does not have all of its hit points. On a hit, deal 1d4 necrotic damage to it. You remove 1 Fear, or 2 Fear if you dealt this damage to an allied creature.

ROOTWITHER

1st-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

Touch a healthy inanimate plant that is Large or smaller for the duration of casting the spell. The plant dies and turns into an **awakened shrub** that is hostile to you and all other creatures.

SANCTUM

4th-level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (30 sc worth of incense, which the spell consumes)

Duration: 8 hours

Designate an area no larger than 60 feet to a side emanating from where you touch. The designated area and all creatures within it cannot be affected by spells or magical effects of the divination school for the duration of this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell's duration increases by 2 hours for each slot level above 4th.

SANGUINE SNARE

4th-level necromancy

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a drop of your blood)

Duration: 1 minute

Make a ranged spell attack against a target within range that has taken damage on its most recent turn, or that has less than one half its maximum hit points.

On a hit, the creature's running blood hardens into chains that bind it into the ground. The creature becomes restrained for the duration. While restrained in this way, the creature takes 4d4 piercing damage at the start of each of its turns. The creature may make a Strength saving throw on the end of each of its turns, ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d4 for each slot level above 4th.

SHADOW VEIL

2nd-level illusion (ritual)

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

When you cast this spell, choose a creature type besides humanoid. You emit a psionic numbing resonance that causes you to be invisible to creatures of that type.

This overrides a creature's ability to see invisibility, but does not override truesight.

SHATTERBLADE

2nd-level transmutation

Casting Time: 1 action

Range: Self (30 foot cone)

Components: S

Duration: Instantaneous

One nonmagical weapon that you are holding and that no other creature is holding when you cast this spell bursts into a thousand pieces, sending fragments of steel and shrapnel out in a deadly spray. Each creature in the cone must make a Dexterity saving throw, taking 4d8 piercing damage on a failed save and one half as much on a successful one.

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

SHELLEY'S PRIZE EXPERIMENT

8th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (at least three humanoid corpses and a spool of copper wire)

Duration: 2 days

You create a **flesh golem**. This golem follows your verbal commands to the best of its ability for the duration.

This golem follows your verbal commands to the best of its ability for the duration.

At the end of the duration, the golem gains autonomy and will leave you. Roll 1d20. On a roll of 5 or lower, it will return 2d6 days later and attack you, if you are still on the same plane of existence. On a roll of 6-19, you will never see it again. On a roll of 20, it will return 2d6 days later and serve as your ally indefinitely.

Creating a creature in this fashion is very difficult, and you may only do so one time every 6 months.

SHRINE TO THE DARK LORDS

4th-level abjuration

Casting Time: 8 hours

Range: Touch

Components: V, S, M (300 sc worth of gems; 2 lbs of humanoid bones; 4 gallons of blood; a humanoid heart)

Duration: 1 week

You create a shrine to the dark lords. When a creature takes a short rest within 30 feet of this shrine, they may attempt to remove 1 or 2 Fear. A creature attempting this must make a Sanity check. Consult the following table to determine the effect based on the result of your roll, and whether you were attempting to remove 1 or 2 Fear:

1 Fear	2 Fear	Effect
8 or less	12 or less	Do not remove Fear. You are indebted to a fiend lord.
9-13	13-16	Remove Fear. You are indebted to a fiend lord.
14-17	17-21	Remove Fear. Summon a fiend.
18+	22+	Remove Fear.

Consult the effects below as relevant.

Indebted to a Fiend Lord: You garner a debt to a lord from Inferno or Hell. Roll on the table below to determine how to repay your debt.

d6	Debt
1	Abandon. The next time one of your allies is making death saving throws, you may not make any Wisdom (Medicine) checks to heal them or use any abilities that would restore hit points.
2	Betray. The next time you roll initiative, you must attack one of your allies on your first turn.
3	Deceive. The next time you make a deal with any entity that is unaware of your bargain with the fiend lord, you must not hold up your end of the bargain.
4	Reckless. The next time you gain a Psyche talent, it must be Reckless unless you already have it.
5	Sadistic. The next time you gain a Psyche talent, it must be Sadistic unless you already have it.
6	Soul Sacrifice. You can never be resurrected. When you die, your soul is claimed by the fiend lord.

Summon a Fiend: You summon a fiend that treats you with suspicion but is not outright hostile. If it is left alone, it will wander off to harry random commoners or beasts. Roll 1d12 to determine the type of fiend.

d10	Fiend
1-4	Imp
5-7	Spineclot
8-9	Bearded Devil
10	Incubus/Succubus
11	Cambion
12	Chain Devil

If a creature takes a long rest within 30 feet of the shrine, they may remove 1 Psyche Talent of their choice, but doing so automatically makes them indebted to a fiend lord.

SHROUD

2nd-level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a bit of cotton)

Duration: 4 hours

One willing creature that you touch becomes immune to being targeted by divination magic for the duration.

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

SKELETON KEY

4th-level transmutation (ritual)

Casting Time: 10 minutes

Range: Self

Components: S

Duration: 30 minutes

Take 1d10 slashing damage as bony protrusions sprout from your hands. For the duration, the protrusions from your hands are considered a magic item called the Skeleton Key. The Skeleton Key has 4 charges. You may expend 1 charge to break a nonmagical lock, making a loud noise when doing so; 2 charges to break a nonmagical lock silently; or 4 charges to break a magical lock, making a loud noise when you do so.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the Skeleton Key has 1 additional charge for each slot level above 4th.

SOULSTEAL

4th-level necromancy

Casting Time: 10 minutes

Range: Touch

Components: S, M (a corpse that died within the past hour)

Duration: Instantaneous

By touching a corpse that died within the past minute, you draw its blood and Essence into yourself, boosting your resolve. You gain 4d10 hit points. You may then immediately lose any number of these hit points, regaining one 1st-level spell slot for every 5 hit points you lose in this way. You may choose to stack these hit points to regain a higher level spell slot. For example, losing 10 hit points would allow you to regain two 1st-level spell slots or one 2nd-level spell slot. Once hit points have been converted to spell slots, they are expended and cannot stack onto new hit points lost. Any hit points lost outside of the initially gained hit points can not be converted.

This desecrates the corpse and makes it impossible for the corpse to ever be resurrected, as you literally steal its Essence.

SPECTRAL WEAPON

1st-level conjuration

Casting Time: 1 bonus action

Range: 5 ft

Components: S

Duration: Concentration, up to 10 minutes

A spectral duplicate of a one-handed weapon that you are holding bursts into existence, floating around you.

The original weapon cannot be magical. For the duration, when you make an attack with the weapon you are holding, you may use a bonus action to make the spectral weapon attack the same target or another target within your weapon's reach. The spectral weapon's game statistics are otherwise identical to the weapon being replicated.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may choose to duplicate a weapon with the versatile property. When you cast this spell using a spell slot of 3rd level or higher, you may choose to duplicate a weapon with the two-handed or reach property.

SPINAL DISCORD

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

By touching the corpse of a humanoid that has died within the past 30 minutes, you may rip out its spine and augment it. The spinal cord lengthens and the vertebrae sharpen into spikes.

For the duration, this becomes a whip for you. This whip has a reach of 30 feet. On a hit, you may spend your bonus action force the creature you hit to make a Dexterity saving throw. If it fails, it falls prone if it is Large or smaller.

For the duration, you may use a bonus action to force the whip to latch onto a stationary target within its reach, such as a castle's parapet. When scaling a wall using the spine, any creature has advantage on skill checks pertaining to climbing if they are deemed necessary.

At Higher Levels. The whip's reach increases by +5 feet per level spell slot used above 1st level.

STINK

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

Make a melee spell attack. The target creature may choose to allow you to hit automatically.

On a hit, for the duration, creatures that begin their turn within a 5 foot radius of the target creature are poisoned as terrible body odor wafts from the sweating pores of the target creature.

This spell's range increases to 30 feet when you reach 5th level, the radius increases to 10 feet when you reach 11th level, and the duration increases to 5 rounds when you reach 17th level.

SUMMON EYESQUITO

6th-level conjuration

Casting Time: 1 action

Range: 200 ft

Components: S

Duration: Instantaneous

A target creature in range must make a Wisdom saving throw. On a success, the creature is blinded for 1 minute but suffers no other effects. It may repeat this saving throw at the end of each of its turns, ending this condition early if it succeeds.

On a failure, one of the creature's eyes bulges and bursts forth, having turned into an Eyesquito. The creature suffers from the Lose an Eye lingering injury (see Chapter 8). The Eyesquito takes its initiative immediately after you and follows your mental commands for 5 minutes. After 5 minutes, the Eyesquito becomes autonomous and flies away.

TALISMAN OF MIKHAEL

6th-level enchantment (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a pendant, brooch, bracelet, or similar item worth at least 10 sc)

Duration: Indefinite

The material component that you used in this spell turns into a talisman with a vestige of Mikhael's power. A creature may attune to the talisman as if to a magic item. A creature attuned to the talisman gains the following benefits:

- +2 Charisma score (its Charisma may exceed 20 for the duration)
- +1 to saving throws
- Can cast the following spells innately, Charisma as a spellcasting modifier:
 - At Will: command
 - 3/Rest: darkness, shield of faith
 - 1/Rest: banishment, flame strike

Once you cast this spell again, talismans you have previously made with this spell lose all power and become mundane again, though they aesthetically have signs that they once held great and terrible power.

Each time a creature casts a spell using this talisman, it must make a Charisma saving throw against a DC of 13 +1 for every expendable spell it has cast in this way since the last time it finished a long rest. On a failed save, Mikhael becomes aware of the creature using his power. If this occurs, then Mikhael sends a **chain devil** to threaten the hero and coerce it into making a deal with Mikhael.

TALISMAN OF RALZIRE

4th-level enchantment (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a pendant, brooch, bracelet, or similar item worth at least 10 sc)

Duration: Indefinite

The material component that you used in this spell turns into a talisman with a vestige of Ralzire's power. A creature may attune to the talisman as if to a magic item. A creature attuned to the talisman gains the following benefits:

- +2 Constitution (its Constitution may exceed 20 for the duration)
- Proficiency in Intelligence and Charisma saving throws
- Can cast the following magic innately, using Charisma as a spellcasting modifier:
 - At Will: fire bolt
 - 3/Rest: fly
 - 1/Rest: fireball, dimension door

Once you cast this spell again, talismans you have previously made with this spell lose all power and become mundane again, though they aesthetically have signs that they once held great and terrible power.

Each time a creature casts a spell using this talisman, it must make a Constitution saving throw against a DC of 13 +1 for every expendable spell it has cast in this way since the last time it finished a long rest. On a failed save, Ralzire becomes aware of the creature using his power. If this occurs, then Ralzire sends a **sanguine flame** to threaten the hero and coerce it into making a deal with Ralzire.

TALISMAN OF RASHEEN

4th-level enchantment (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a pendant, brooch, bracelet, or similar item worth at least 10 sc)

Duration: Indefinite

The material component that you used in this spell turns into a talisman with a vestige of Rasheen's power. A creature may attune to the talisman as if to a magic item. A creature attuned to the talisman gains the following benefits:

- +2 Wisdom (its Wisdom may exceed 20 for the duration)
- +2 to damage rolls from weapon attacks and innate magic
- Can cast the following divine magic innately, using Charisma as a spellcasting modifier:
 - At Will: light, spare the dying
 - 3/Rest: cure wounds, guiding bolt
 - 1/Rest: guardian of faith

Once you cast this spell again, talismans you have previously made with this spell lose all power and become mundane again, though they aesthetically have signs that they once held great and corrupt power.

Each time a creature casts a spell using this talisman, it must make an Intelligence saving throw against a DC of 13 +1 for every expendable spell it has cast in this way since the last time it finished a long rest. On a failed save, Rasheen becomes aware that the creature is using her power. The spell immediately ends and the creature takes 4d10 radiant damage.

THOUSAND CUTS

1st-level evocation

Casting Time: 1 action

Range: Special

Components: S

Duration: Instantaneous

Move up to half your speed, then pick a creature within reach of your natural weapon or weapon that you are holding. Make a melee spell attack roll.

On a hit, deal 2d4 piercing damage to the creature, and it takes 2d4 piercing damage at the start of each of its turns for the next 1 minute or until it is successfully treated with a Wisdom (Medicine) check. Making such a check requires a creature's action, and the DC is your spellcasting DC.

On a miss, deal the initial damage, but the creature does not take any additional damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage and ongoing damage both increase by 1d4 for each slot level above 1st.

TOVARE'S TEARS

4th-level evocation (ritual)

Casting Time: 1 action

Range: 300 ft

Components: V, S

Duration: Concentration, up to 1 minute

Choose a point within range. A 30 foot radius circular disk that is 1 inch thick manifests centered on that point. The disk is incorporeal. It sheds faint silvery light in a cone between it and the ground, turning darkness into dim light and dim light into bright light.

Rain drizzles on the ground underneath the disk, sparkling in the silvery light like diamond drops. This rain is harmless to all creatures except for fiends and vampires. When a fiend or vampire starts its turn within the area, it takes 6d10 radiant damage.

The rain also extinguishes nonmagical fires within the area, and plant life in the area blooms visibly brighter for 1 week.



ULCERATE

Necromancy cantrip

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: 1 round

A creature within range that you can see must make a Constitution saving throw. On a failed save, the creature takes 1d4 necrotic damage and cannot take bonus actions on its next turn.

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

UNERRING SPHERE

2nd-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Indefinite

You create a crystalline sphere that weighs about 8 pounds and has a circumference comparable to that of a dinner plate. By speaking a command word, the sphere begins recording an audio conversation, its visual environment, or both. You determine which when you speak the command word. It can record no more than 1 hour's worth of content, at which point it stops.

You may play back the recording by speaking a second command word, and may choose to erase the recording by speaking a third command word.

You may replay the recording taken by your own unerring sphere indefinitely.

If you cast this spell on another caster's unerring sphere, then you gain access to a recording that their sphere has taken, and you know absolutely that the unerring sphere was created with the unerring sphere spell. If any other spells are affecting the unerring sphere, you become aware of what spell is affecting it.

You can only have one unerring sphere at a time. If you create a new one, your previous one disintegrates.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the maximum duration of your sphere's recording increases by 30 minutes per slot level above 2nd.

VAMPIRIC REJUVENATION

2nd-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: S

Duration: 1 hour

By drinking the blood of a willing target for the duration, you gain a vestige of their power. The target creature takes 1d4 piercing damage. Then choose one benefit:

- **Skill Proficiencies.** You gain up to three skill proficiencies that the creature has.
- **Rejuvenation.** You gain 2d8 temporary hit points.
- **Racial Quirk.** You gain one of the target creature's racial abilities.

At the end of the duration, you lose all benefits gained in this way.

WINGS LIKE EAGLES

2nd-level transmutation

Casting Time: 1 bonus action or reaction

Range: Self

Components: V

Duration: Instantaneous

Spectral wings, like those of an eagle, briefly flash around you, though they are insufficient to provide lighting. As the wings flap, you may leap vertically a number of feet equal to or less than your level x 20. You may angle your leap to move horizontally a number of feet equal to or less than your level x 10.

After you cast this spell, until you reach the ground again, you do not take falling damage unless the damage would exceed 20d6, in which case you take half damage.

If you are carrying another creature that is Small or larger, your jump distance is halved. The creature takes falling damage as normal.

CHAPTER 8: DISEASES AND INJURIES

Pestilence is a scorned lover in Norspina. Take precautions and pack plenty of medicine kits, for dungeons and city alleyways alike are breeding grounds for the plague.

MEDICAL TERMINOLOGY

A quick note for epidemiology nerds and other smart people: The term “disease” is used here despite its inaccuracy as an umbrella term for any infection. Furthermore, some of these diseases have been highly fictionalized and have had fantastical elements added to them. This is not intended to be used for any real world medical information and should not be used in such a fashion.

TABLE COMFORT

This chapter utilizes the names of real-world diseases, bacterial infections, and viral infections. As the plague doctors in Ancerra make breakthrough discoveries in medicinal practice, they name these diseases accordingly. However, this may not suit every table’s play style. If your table prefers to use fantastical disease names for any reason, feel free to use the suggested fictionalized names below or to make up your own names.

Real Name	Fictional name
Anthrax	Graze Razer
Bubonic plague	Black Death
Chicken Pox	Tickle Pox
Common Cold	Sniffles
Dysentery	Gutdrop
Gangrene	Limb Rot
Influenza	Bone Ache
Leprosy	Skin Sluff
Malaria	Deadgas
Pneumonia	Wet Lung
Polio	Leglock
Rabies	Fleshling Ravage
Scarlet Fever	Eye Blight
Shingles	Scour Pox
Tetanus	Lockjaw
Tuberculosis	White Death
Typhoid	Rotwater

ANTHRAX

When a creature breathes for 1 minute within 10 feet of an infected creature or infected meat, they must make a DC 16 Constitution saving throw. If the creature is an ungulate (such as a sheep or cow) or a humanoid with ungulate features (such as a satyr or minotaur), then they have disadvantage on this saving throw. On a failed save, the creature contracts anthrax.

A creature that eats infected meat is automatically infected without a saving throw.

If one or more creatures in an urban area have anthrax and are not quarantined, then 2d8 additional creatures in that area gain anthrax.

A creature gains progressively worse symptoms the longer that they are infected. Once a creature is infected, they become infectious and can spread the disease 1d8 hours later. Once the creature is infectious, then it gains the following symptoms at the start of each of the following days. These effects are cumulative.



- **Day 1:** +1 level of exhaustion.
- **Day 2:** +1 level of exhaustion.
- **Day 3:** +1 level of exhaustion.
- **Day 4:** +2 levels of exhaustion.
- **Day 5:** +3 levels of exhaustion.
- **Day 6:** +4 levels of exhaustion.

Ungulates and humanoids with ungulate features progress through these symptoms at double the rate other targets do.

Treating anthrax requires intensive treatment. If a creature remains bedridden for 24 hours and receives a successful DC 20 Wisdom (Medicine) check, then their symptoms revert by 1 day and do not progress on the next day. If this removes Day 1's symptoms, then the creature is cured.

BOIL PLAGUE

Boil Plague spreads through physical contact. Creatures that suffer Boil Plague break out in running sores whose oils carry infection.

A creature gains progressively worse symptoms the longer that they are infected. Once a creature is infected, they become infectious and can spread the disease 1d3 hours later. Once the creature is infectious, it gains the listed symptoms at the start of each of the following days. These effects are cumulative.

- **Day 1:** -2 penalty to all ability checks, attacks, and saving throws.
- **Day 2:** Poisoned condition.
- **Day 3:** One level of exhaustion that cannot be removed while infected.
- **Day 4:** No new symptom.
- **Day 5:** Remove the poisoned condition.
- **Day 6:** Remove the -2 penalty.
- **Day 7:** Creature fully recovers.

Creatures that suffer Boil Plague and recover have nasty pockmarks that rarely fade completely, but fade to being barely noticeable after 2d12 months.

A creature that starts its turn within 5 feet of an infectious creature must make a DC 15 Constitution saving throw or become infected. If the creature making the save has physically touched the infected creature, such as by grappling them or making a Wisdom (Medicine) check to treat them, they make this save with disadvantage.

Treating a creature with the Boil Plague requires a DC 15 Wisdom (Medicine) check. If you succeed, then the creature's symptoms rapidly progress. Over the next hour, that creature's symptoms advance by 1d3 days. A creature can benefit from this treatment only once while infected with Boil Plague.

BUBONIC PLAGUE

An infected creature suffers from Sewer Plague, as described in the *Dungeon Master's Guide*.

CAKLE FEVER

An infected creature suffers from Cackle Fever, as described in the *Dungeon Master's Guide*.

CHICKEN POX

While in the grips of this disease, victims break out in red hives. Symptoms manifest 1d4 hours after infection include a terribly itchy rash.

The infected creature has disadvantage on Constitution saving throws for the duration of the infection, and can no longer make attacks by using its bonus action.

Any humanoid creature that starts its turn within 5 feet of an infected creature must succeed a DC 10 Constitution saving throw or also become infected with the disease. Once a creature succeeds this save, it becomes immune to Chicken Pox for the next 30 days.

At the end of each long rest, an infected creature can make a DC 10 Constitution saving throw. On a success, the DC for this save drops by 1d6. When the save DC drops to 0, the creature recovers from the disease and is immune to Chicken Pox for the next 30 days.

COMMON COLD

The symptoms of a Common Cold vary widely, but include a runny nose, stuffed sinuses, sore throat, violent sneezing, and headaches and stomach aches. Symptoms manifest 1d2 days after becoming exposed to the disease.

An infected creature suffers 1 level of exhaustion, and cannot remove this exhaustion until the disease is cured.

Any humanoid creature that starts its turn within 10 feet of an infected creature that has manifested symptoms must succeed a DC 14 Constitution saving throw or also become infected with the disease.

The disease lasts for 1d4+1 days after symptoms manifest. One time while infected, a creature may make a DC 15 Wisdom (Medicine) check or have another creature administer medicine to them and make this check on their behalf. On a success, reduce the duration of the disease by 1 day.

DANSE MACABRE

After a night of drinking, feasting and partying, a small town woke up to one of their old men laughing, singing, and dancing uncontrollably in the streets. It was thought to be an extended drunken action until more followed his lead shortly after. Days later, half the town had danced themselves to death. The other half had evacuated, convinced dark magics were involved. Over time, more incidents like these have been recorded, usually affecting a few people at the same time. People still do not understand the cause, but the disease has been given a name: Danse Macabre.

Getting infected with this disease is simply a stroke of bad luck. The cause lies with the consumption of meat that contains prions, such as meat of an animal that has a prion disease (whether known or not) or meat from another person with this disease. Once consumed, it can take years for the disease to manifest itself. Some people carry their death with them without ever realizing it.

This disease is not contagious from person to person unless the infected person's meat is consumed by another creature. When there is an outbreak, it is typically due to multiple people eating the same infected animal, herd, or flock.

A creature exposed to Dance Macabre becomes symptomatic 2d8 × 30 days after contracting the disease. A creature gains progressively worse symptoms the longer that they are infected. Once the creature is infected, then it gains the following symptoms at the start of each of the following days. These effects are cumulative.

- **Day 1:** The creature gets uncontrollable laughing fits. They have a -1 penalty to all d20 rolls during these fits, which last for 5 minutes when they occur. A laughing fit occurs whenever a creature rolls a 1 or 2 on any d20.
- **Day 2:** When laughing, the creature also starts singing at random and is considered poisoned.
- **Day 3:** When laughing, the creature starts dancing uncontrollably and has their speed halved.
- **Day 4:** The creature gains 2 levels of exhaustion.
- **Day 5:** The creature continues to dance and is considered incapacitated, doing nothing but dancing.
- **Day 6:** The creature dies.

The mundane cure to this disease has not yet been discovered. Greater restoration and similar magic completely cures this disease.

DYSENTERY

A creature risks contracting dysentery if they eat food that has spoiled or if they explore an extremely unsanitary environment, such as an open sewer. When such an event occurs, a creature must make a DC 11 Constitution saving throw. On a failure, they are infected and symptoms manifest 2d12 hours later.

An infected creature suffers a new randomly determined symptom at the start of every hour for the extent of the infection. The infection lasts for 2d8 hours. Each time the creature suffers a new symptom, symptoms from the previous hour end.

Roll 2d4 to determine the symptom.

- 2: The creature is stunned.
- 3: The creature is incapacitated.
- 4: The creature can only take one action, bonus action, or move on each of its turns - it cannot do all three - and it cannot take reactions.
- 5: The creature's speed becomes 0 feet as it defecates once every 1d12 minutes. Roll for a secondary effect; if you roll a 5 again, there is no additional effect.
- 6: The creature suffers a -2 to all d20 rolls.

- 7: The creature is poisoned.
- 8: The creature gains 1 level of exhaustion.

A creature that is given 5 sc worth of purified water cannot gain more than 4 levels of exhaustion from dysentery. Otherwise, the infection must run its course naturally.

GANGRENE

An infected wound, frostbite, and similar causes of tissue death may result in gangrene. If such circumstances arise, a creature must make a DC 13 Constitution saving throw. On a failure, they gain gangrene. Gangrene is noninfectious, but aside from magical healing it can only be cured via amputation if treated after Day 4.

A creature gains progressively worse symptoms the longer that they are infected. A creature gains the following symptoms at the start of each of the following days. These effects are cumulative.

- **Day 1:** +1 level of exhaustion.
- **Day 2:** +1 level of exhaustion.
- **Days 3+:** +2 levels of exhaustion.

If treated before Day 4, a DC 14 Wisdom (Medicine) check prevents the disease from advancing, and a DC 24 Wisdom (Medicine) check cures the disease. A creature that uses a scalpel and herbal salves worth at least 10 sc as part of this treatment gains a +6 to the roll. A creature that receives herbal salves as part of the treatment gains 1 level of exhaustion.

If treated on or after Day 4, the treatment process is the same, although the DCs both increase by +4. Furthermore, the creature must have its infected limb amputated in order for the check to be successful. If the creature's infected limb was not specified, roll 1d4 to randomly determine which limb is infected and therefore must be amputated.

INFLUENZA

The symptoms of Influenza vary but are typically similar to a common cold, although much more severe. A bloody and snotty running nose, aching sinuses, raw throat, uncontrollable sneezing, chest pain, nausea, and severe headaches and stomach aches are all common symptoms. Symptoms manifest 1d2 days after becoming exposed to the disease.

Infected creature suffers the following symptoms each day until their disease ends.

- **Day 1:** +1 exhaustion.
- **Day 2:** +1 exhaustion.
- **Day 3:** +1 exhaustion.
- **Day 4:** +2 exhaustion.
- **Day 5:** Poisoned condition.
- **Day 6:** +1 exhaustion.
- **Day 7:** +1 exhaustion.
- **Day 8:** +2 exhaustion.
- **Day 9:** +2 exhaustion.
- **Day 10:** +2 exhaustion.

Any humanoid creature that starts its turn within 10 feet of an infected creature that has manifested symptoms must succeed a DC 16 Constitution saving throw or also become infected with the disease.

The disease lasts for 2d4+2 days after symptoms manifest. Once the disease ends, you recover from exhaustion normally and are no longer poisoned.

One time while infected, a creature may make a DC 15 Wisdom (Medicine) check or have another creature administer medicine to them and make this check on their behalf. On a success, reduce the duration of the disease by 2 days, and reduce the exhaustion that the disease imposes by 1 level.

LEPROSY

A creature infected with Leprosy first develops warts and boils on their skin, and then if untreated, their skin and muscle begin to degenerate and sluff off of their body in sheets.

The infection takes 2d4 days before symptoms begin. If another creature touches a symptomatic creature, they must make a DC 12 Constitution saving throw. On a failure, they are infected with Leprosy.

A symptomatic creature gains one Leprosy Point each day. When they take a long rest, they may make a DC 12 Constitution saving throw. If they are successful, they may remove 1 Leprosy Point. Once a creature's Leprosy Points equal their Constitution score, they die.

A creature may attempt to treat another creature suffering from Leprosy by making a DC 25 Wisdom (Medicine) check. On a success, the Leprosy clears up over the course of 1d4 days. Regardless of whether the creature is successful or not, they must make a DC 12 Constitution saving throw at disadvantage, gaining Leprosy themselves on a failed save.

LYCANTHROPY

Lycanthropy is a unique curse tied to a specific moon. When a creature becomes infected with lycanthropy, note which moon they are linked to.

A creature that is hit by a werecreature's bite attack may become infected with lycanthropy. Once infected, they become infectious 1d4 days later, or on the full moon if that is sooner. If they make any unarmed attacks or bite attacks, then on a hit, the target creature must make a Constitution saving throw against a DC of 8 + the creature's proficiency bonus + the creature's Constitution modifier. On a failed save, the creature also becomes infected.

A creature becomes symptomatic 1d4 days after becoming infectious, or on the full moon if that is sooner. When a creature becomes symptomatic, they have a -1 to saving throws, but deal +2 damage on melee attacks until the next full moon. Then, they lose 1 level and gain 1 level in the Werecreature class.

If a creature becomes infected on a full moon, they immediately become both symptomatic and infectious, but do not turn into a werecreature until the following full moon.

A symptomatic creature may be treated over the course of two consecutive days. Treating a creature requires the application of medicinal salves using wolfsbane and other assorted herbs totaling a value of at least 40 sc. A creature may make a Wisdom (Medicine) check against a DC of 16. If this check is successful and the 40 sc worth of goods are consumed two days in a row, then the disease is cured.

Once a creature has gained a level in the Werecreature class, they may only be cured by greater restoration magic or similarly powerful magic. Doing so causes them to lose all werecreature levels and gain a number of levels equal to the number of werecreature levels that they lost.

MALARIA

Malaria - literally "bad air" - infects a creature that inhales the diseased air. Malaria tends to linger in swamps with still water or in caves or dungeons that have some degree of moisture and decomposing animal matter. When a creature spends more than 1 minute in an area infested with malaria and breathes, it must make a DC 12 Constitution saving throw. On a failure, the creature contracts malaria and becomes symptomatic 1 day later.

Malaria only spreads when a creature inhales the bad air, so the only way for this disease to spread is for a creature to progress to the end of its symptoms and expel new Malaria as it dies.

A symptomatic creature suffers the following effects at the start of each day. These symptoms are cumulative.

- **Day 1:** Suffers a -1 penalty to AC and to saving throws.
- **Day 2:** No new symptom.
- **Day 3:** Can only take a bonus action or action on each of its turns, not both.
- **Day 4:** No new symptom.
- **Day 5:** +2 levels of exhaustion.
- **Day 6:** +2 levels of exhaustion.
- **Day 7:** Poisoned.
- **Day 8:** Incapacitated.
- **Day 9:** No new symptom.
- **Day 10:** Death; when the creature dies, it expels malaria from its body, creating a cloud of infectious Malaria in a 30 feet radius. This malaria lingers so long as there is moisture in the atmosphere, but can be cleared out by a strong breeze or burned to impotence by fire.

A creature may receive a Wisdom (Medicine) check to halt or reverse the symptoms of Malaria. A DC of 12 or higher prevents the disease from progressing on the next day. A DC of 22 or higher reverses the disease by 1 day. If a creature's disease would be reversed to day 0, it is cured. Having a creature smoke or inhale fumes of healing herbs worth at least 15 sc adds a +4 bonus to the Wisdom (Medicine) check.

PNEUMONIA

An infectious cough that leads to fluid in the lungs, more common in colder climates and colder months but often seen in every crowded city. Many infections are long lasting, but clear up without ill effects given rest and proper treatment. Untreated cases risk the infected character succumbing to a systemic infection or inability to breathe if the infected character has a weak constitution.

A creature with an infectious cough from pneumonia will infect 2d10 people when in a crowd.

After infection, the infection has a latent period lasting 2d4 days. At this point, the infected creature develops a deep chest cough. The creature makes a daily Constitution saving throw to determine whether their symptoms persist, worsen, or improve.

DC	Result
8 or less	High fever, difficulty breathing, chest pain, cough with phlegm. Gain 1 level of exhaustion. -2 to Constitution saving throws for symptoms.
9-11	Nausea, hacking cough, moderate fever. Gain 1 level of exhaustion. -1 to Constitution saving throws for symptoms.
12-13	Mild fever, shortness of breath, hacking cough. You are poisoned.
14-17	Sore throat, runny nose, hacking cough, general malaise. Your speed is reduced by 5 feet.
18-19	Intermittent cough, headache, irritated throat. You have a -1 penalty to your AC. +1 to Constitution saving throws for symptoms.
20 or higher	Asymptomatic. +2 to Constitution saving throws for symptoms.

Every day, the symptoms from the table replace the previous day's symptoms with the exception of the Constitution saving throw bonus. Any bonuses or penalties to Constitution saving throws for pneumonia symptoms are cumulative. The creature will add or subtract the total of all bonuses or penalties accrued from all days whenever they make their daily Constitution saving throw.

If a Constitution saving throw has a result of -10 due to penalties, the creature will die of complications from the infection. If the creature is asymptomatic for 5 days in a row, the infection is cured.

A character can diagnose pneumonia with a DC 10 Wisdom (Medicine) check. Regular treatment for pneumonia requires fluids and bed rest. A person may also receive magical or medical treatment once per day, one potion per day, and arcane aids to assist with breathing.

The following provide bonuses to the patient's daily Constitution saving throw for symptoms. These bonuses are not cumulative. They apply only to the day on which they occur:

- +2 for 16 hours rest and at least half a gallon of water consumed.
- +2 for a Wisdom (Medicine) treatment check of DC 10. For every 5 by which this check exceeds 10, the bonus is an additional +1.
- +2 for one herbal potion or healing vial.
- +4 for one healing potion or magical healing that would restore 10-20 hit points.
- +8 for one healing elixir or magical healing that would restore 21-40 hit points.
- +16 for one greater healing elixir or magical healing worth up to 41+ hit points.

All doctors treating pneumonia will recommend using an air bauble if one is available, which allows the patient to breathe normally while wearing the item no matter their condition. This will not itself provide any bonuses to the patient's daily Constitution saving throw for symptoms, but a patient using an air bauble will not accrue any penalties listed on the symptom chart, and will not die no matter how their condition degrades. Using an air bauble negates penalties already incurred.

Most cities will have a shop that sells air baubles attached to either bracelets or necklaces for 500 sc. The spell, once activated, remains in effect for up to two weeks.

POLIO

For many generations, it was a commonly held belief that being infected by a disease of sorts goes hand in hand with noticeable symptoms. Recently, however, a young and ambitious medical student upended this perception when she discovered polio, and with it, discovered the existence of long-term asymptomatic illness. She found that in general, Polio largely goes undetected. About a quarter of people will experience minor symptoms, and a very small unlucky group will go through potentially life-altering symptoms.

A humanoid might get infected if they ingest something that has come in contact with fecal bacteria of another infected person, or exchange saliva with an infected person, such as through a kiss.

Polio typically spreads from one person to another even if an infected creature is asymptomatic. Because Polio often goes undetected, it is difficult to know if a person is infected, allowing it to continue to spread.

A creature exposed to polio becomes symptomatic 1d4 + 2 days after contracting the sickness. A creature gains progressively worse symptoms the longer that they are infected. Once the creature is infected, then it gains the following symptoms at the start of each of the following days. These effects are cumulative.

- **Day 1:** 1 level of exhaustion.
- **Day 2:** 2 additional levels of exhaustion.

- **Day 3:** Roll a d20. On a 5 or lower, the creature becomes paralyzed. Repeat this roll every day. For every failure, increase the DC by 2. The effect ends on a success.
- **Days 4-5:** No new symptoms.
- **Day 6:** If not paralyzed, the creature fully recovers. If paralyzed, the creature recovers when their paralysis ends.

Polio is uniquely responsive to psionic magic. The creature may be targeted by the aid, haste, or telekinesis spells. If any of these spells are cast on the infected creature for three consecutive days, then the creature is cured, removing the paralyzed condition if it was afflicted.

RABIES

Given the complexity and multitudinous symptoms of Rabies, Infection, Symptoms, and Treatment are each covered in detailed subsections below.

Rabies is contracted from the saliva of an infectious M'l'ykkri or from any other creature that has contracted rabies. While Nalatheshi experimentation has created many breakthroughs in neutralizing dangers from M'l'ykkri attacks, surviving pathogens are more severe and more resistant to treatment. Animals known to be susceptible to rabies include dogs, wolves, bats, and bears, but be wary of any mammal, alive or undead, that can bite, scratch, or otherwise break your skin.

The odds of contracting rabies vary depending on the creature that bites the target. Roll the following dice based on the nature of the attack if any creature takes a biting attack, or a scratching attack in the case of animals with claws.

M'l'ykkri: 1d4 per attack. Contract rabies on 1.

Animal: 1d12 per attacking creature. Animal has and transmits rabies on 1.

Humanoid: 2d100 per biting humanoid. Humanoid has and transmits rabies on 2.

This information is for the DM. Creatures should be aware that it is possible to contract rabies from attacks of these kinds, but they should not learn during the attack whether a specific creature has rabies unless the attacking creature is visibly rabid.

Following initial infection, the disease remains dormant for 3d20 + 30 days. The carrier is infectious during this time, and may spread rabies to other creatures or creatures by biting them. Because prolonged infection ultimately restructures victim nerve and brain tissue into new M'l'ykkri Flesh Worms, rabies becomes more difficult to cure as it progresses and is universally deadly.

When the disease becomes active, there is a rapid onset of symptoms. Begin at Symptom 1, below. After 24 hours, review instructions to "Advance" next to the symptoms. Roll the appropriate die, if instructed, and move forward on the list of symptoms according to the die roll.

Symptoms are cumulative. The creature will retain the previous symptoms and add all new symptoms, up to and including the result of the roll. After another 24 hours, advance again.

1. Mild fever, headache. No mechanical effect. Advance 1d4.
2. Gain 1 level of exhaustion. Advance 1d4.
3. Pain in the bite or scratch location. Suffer a -1 penalty to attack rolls. Advance 1d4.
4. Sore throat. No mechanical effect. Advance 1d6.
5. Nausea. No mechanical effect. Advance 1d6.
6. Vomiting. Gain the poisoned condition. Advance 1d6.
7. Increasing fever, muscle aches. You can take one bonus action or one reaction each round, but not both. Advance 1d8.
8. Severe headache, aggression. No mechanical effect. Advance 1d8.
9. Excess saliva production, confusion. No mechanical effect. Advance 1d6.
10. Severe insomnia, agitation. All benefits from taking a long rest are halved. Advance 1d6.
11. Difficulty swallowing. Appearance of "foaming at the mouth." No mechanical effect. Advance 1d4.
12. Hydrophobia, aerophobia. Approaching water, being asked to drink liquids, and drafts on the face trigger muscle spasms and the frightened condition. Advance 1d4.
13. Hallucinations, rapid heartbeat. You can either move or take an action on your turn, but not both. Advance 1d4.
14. Uncontrolled limb movements, hyper-aggression. No mechanical effect. Advance 1d4.
15. Encompassing aggressive delirium. No mechanical effect. Advance 1.
16. Seizures. Your speed is 0 feet. Advance 1.
17. Coma. Gain the unconscious condition. Skin begins to necrotize and peel. Advance 1.
18. Death. Victim becomes a M'l'ykkri Fleshling infected with rabies. All Status effects removed. 2d4 M'l'ykkri Flesh Worms infected with rabies emerge from the corpse.

To prevent death from rabies, treat the infection as soon as possible after receiving a bite or scratch, before visible symptoms of rabies present. Required treatment includes wound care, medical treatment, and four doses of specially prepared elixir.

Wound Care: The wounded creature or any assisting creature may make a Wisdom (Medicine) check of DC 10 to wash the wound and perform basic first aid. Treating the wound with an herbal poultice to prevent infection requires herbs worth at least 30 sc and a Wisdom (Medicine) check of DC 16. Creatures treating the wound with an herbal poultice receive a +2 bonus to later treatment checks. creatures with no successful first aid for the wound receive a -2 penalty to later treatment checks.

Research: (Optional) If the heroes are able to capture the creature responsible for the attack or retain a mostly intact corpse, they may ask someone with the Medicine skill to identify whether the attacking creature has rabies. This requires a Wisdom (Medicine) check of DC 20. The creature assessing the attacking creature may only make this check once. If the check is unsuccessful, the heroes must decide whether to proceed with treatment without knowing if the patient has been exposed to rabies or not.

Medical Treatment: Beginning with the day the creature is bitten, they may receive medical treatment once per 8 hours. Medical treatment may come from a creature making a Wisdom (Medicine) check, or from any creature able to cast healing magic of sufficient strength. Add all healing attempts for the day together to determine whether they meet the required target.

- Medicine DC on the day of the bite is 16.
- Each day after the bite is +1 to the DC.
- Magical healing must restore 10 hit points or more to be effective.
- When a hero receives this treatment but is still infected, their symptoms do not progress on the day that they received treatment.

Elixir: An alchemist must prepare four doses of a concentrated tincture made from ginger, skullcap, brownwort, distillment of woad, algae extract, a few alchemical secrets, and one variable ingredient. The base ingredients are available from any market in the necessary amounts for a total of 400 sc per dose, but the elixir's three potential final ingredients are more difficult to acquire.

- A plague doctor may use the blood of the attacking creature. DC 20.
- Any alchemist may use one quarter of a piece of wall chicken or one piece of floor chicken to make one dose of elixir. All four doses require a whole piece of wall chicken or four pieces of floor chicken. DC 24.
- If neither of these is possible, a talented alchemist may be able to use a Lingzhi Mushroom, a rare ingredient valued at 2,000 sc. While specialty markets or herbalists may stock them, or noted alchemists may keep a few around, the heroes may also need to place a special order. This has the intoxication effect of a grand healing elixir. DC 26.
- For each untreated day after the bite, the elixir must be more potent. +1 to DC.
- When a hero receives this treatment but is still infected, their symptoms do not progress on the day that they received treatment.

Treatment Summary: The creature must receive 15 total days of healing, and must receive four doses of elixir within those 15 days. The creature must wait two days and take a long rest between doses of elixir. If the patient will not drink the elixir, creatures may administer it with a syringe or as a powder dissolved on an open wound and bandaged in place.

Healing causes symptoms to stop advancing if they have begun. Each day of healing in this way causes symptoms to regress by two levels until the patient is asymptomatic.

One day without healing will raise treatment DC. Further days without healing will also cause symptoms to advance.

Once cured, the creature is immune to rabies for 3 years. Patients that survive despite reaching coma symptoms will live with life-long pitted scarring from loss of necrotized tissue.

SCARLET FEVER

An infected creature suffers from Sight Rot, as described in the *Dungeon Master's Guide*.

SMALLPOX

Smallpox spreads through close proximity contact. An infected creature's boils and pustules will frequently burst, making treatment a messy process. These burst oils spread rapidly and infect other creatures that come into contact with them.

Any humanoid creature that starts its turn within 10 feet of an infected creature that has manifested symptoms must succeed a DC 18 Constitution saving throw or also become infected with the disease.

A creature gains progressively worse symptoms the longer that they are infected. Roll 1d3. A creature that is exposed to the disease takes that many days to incubate. Once they have incubated, the disease is potent and can spread to other creatures. Additionally, once the creature has incubated, then it gains the following symptoms at the start of each of the following days. These effects are cumulative.

- **Day 1:** -2 penalty to all ability checks, attacks, and saving throws
- **Day 2:** Poisoned condition
- **Day 3:** One level of exhaustion that cannot be removed while infected
- **Days 4-14:** During this period, infected creatures have blotches of blackened or otherwise discolored skin, and the fluid in their pustules turns a sickly pink or yellow.
- **Days 11-14:** If a creature is not cured by day 10 or later, it must lose a randomly determined limb in order for the treatment to be successful.

Creatures that suffer Smallpox and recover often have terrible scars for the rest of their lives, including divots in their skin where their necrosis was carved off of their body.

Treating a creature with Smallpox requires a DC 22 Wisdom (Medicine) check. If you succeed, then the creature's symptoms do not progress for the day. If you treat the same creature two days in a row and are successful both times, then the creature is cured and is immune to Smallpox for 1 year.

SHINGLES

A creature can only contract shingles if they have already had chicken pox at some point in their life.

A creature that would contract chicken pox a second time instead contracts shingles. Shingles causes itchy, red rashes to spread over a person's body. Coming into physical contact with these rashes allows the infection to spread to other creatures.

When another creature touches a creature with shingles, the creature must make a DC 14 Constitution saving throw. On a failed save, the creature gains chicken pox or shingles if it has already had chicken pox.

A creature infected with shingles gains excruciatingly painful symptoms while suffering from shingles. It gains the following symptoms at the start of each of the following days. These effects are cumulative.

- **Day 1:** -1 penalty to AC and saving throws.
- **Day 2:** 1 level of exhaustion.
- **Day 3:** 2 levels of exhaustion.
- **Day 4:** 2 levels of exhaustion.
- **Day 5:** No new effect.
- **Day 6:** No new effect.
- **Day 7:** The -1 penalty to AC and saving throws remains permanently until cured.

Treating a creature with shingles requires a DC 18 Wisdom (Medicine) check. On a success, over the next hour, the creature's symptoms advance by 1d4 days. A creature can benefit from this treatment only once while infected with shingles, but if a creature receives two successful DC 18 Wisdom (Medicine) checks on subsequent days, it suffers a -1 penalty to AC and saving throws on the 8th day (or one day later if it has already been 8 or more days).

TETANUS

Since the dawn of civilization, people have recognized the link between wounds and illness, and while there have not always been names for these diseases, it is considered common knowledge to try and keep wounds as clean as possible. It was not until about a century ago that a specific set of symptoms was studied and was given the name Tetanus, nicknamed Lockjaw because of the way one's jaw spasms and locks when they contract this disease.

Ever since, many claims have been made about how to best prevent and treat it, ranging from drinking only fruit juice for a week straight to eating the heart of a suffocated rat. Regardless of what remedy might be true, Lockjaw is deeply unpleasant to contend with, and it has caused some people to be extremely cautious when they get wounded.

A creature might get infected if an open wound is not cleaned properly or comes into contact with metallic equipment exposed to rust or offal matter.

Tetanus is typically not contagious, though if a creature's open wounds were to come into contact with the saliva or blood of someone with Tetanus, then they must make a DC 14 Constitution saving throw, and they gain Tetanus on a failure.

A creature exposed to Tetanus becomes symptomatic 1d8+2 days after contracting the sickness. Once incubated, they experience muscle spasms that influence their ability to function, giving them the following symptoms at the start of each day after taking a long rest, if they were able to.

- **Day 1:** Poisoned.
- **Day 2:** Gain 1 level of exhaustion.
- **Day 3:** Gain 1 level of exhaustion.
- **Day 4:** Gain 2 levels of exhaustion.
- **Day 5:** Gain 1 level of exhaustion.
- **Day 6:** Gain 2 levels of exhaustion.
- **Day 7:** Gain 1 level of exhaustion.
- **Day 8:** Gain 2 levels of exhaustion.
- **Day 9:** Gain 1 level of exhaustion.
- **Day 10:** The infection has run its course. The creature recovers from exhaustion at a normal rate and is then cured.

Tetanus is a bacteria that causes a thin layer of rust to settle onto the nerves and bones, making it harder to move and to function in general. This can be treated with special applications of medicinal herbs and magic. A creature capable of casting the *cure wounds* spell may cast it to draw the rust out of a creature's body. This causes the creature to take damage equal to the number of hit points they would otherwise regain. For each level above 1st at which this spell was cast, the creature's symptoms advance by 1 day.

TUBERCULOSIS

Tuberculosis has long periods of latency, where symptoms are not readily apparent even though a creature is still infected.

This slow wasting disease, also called "white death," spreads through coughing, sneezing, spitting, or sometimes only speaking. The tendency to pass between people living in close proximity often leads to whole families contracting tuberculosis, slowly growing weak and ill after one member of the family suddenly dies coughing up blood. Due to these strings of illnesses, rumors of vampirism often follow in the footsteps of the illness. The fact that garlic is effective in treatments has only added to confusion. This can lead to people hiding symptoms, or failure to receive proper treatment, which allows the disease to spread further.

1d4 people near a creature with early or active tuberculosis contract the early form of the disease unless they already have tuberculosis.

The disease has a long-lasting latent period and is endemic across most continents. Approximately one in ten people have a latent tuberculosis infection without realizing it.

Tuberculosis has three stages of progression. Some people experience no symptoms until the third, lethal stage of infection, called "active tuberculosis."

EARLY TUBERCULOSIS

When the creature is first exposed to the disease, the creature must make a DC 24 Constitution check. On success, the creature has no symptoms during the early stage and cannot transmit the disease. On failure, Day 1 of symptoms occurs 2d20 + 20 days after exposure. The patient can transmit the disease while coughing persists. The following effects are cumulative.

- **Day 1-3:** Persistent cough. Gain 1 level of exhaustion. You cannot have fewer than 1 levels of exhaustion until cured or in the latent stage.
- **Day 4-8:** Sore throat, low fever. Suffer a -1 penalty to saving throws.
- **Day 9-14:** Headache, shortness of breath. Gain the poisoned condition.
- **Day 15-19:** Creature must rest to begin recovery on Day 20. Otherwise, symptoms will persist until the creature has five consecutive days of rest.
- **Day 20:** Remove the poisoned condition, headache, and shortness of breath.
- **Day 21-22:** Remove the -1 penalty to saving throws, sore throat, and fever.
- **Day 24:** Remove 1 level of exhaustion and you may now have 0 levels of exhaustion.

Condition Bonuses and Penalties: Following early tuberculosis, the creature enters an asymptomatic period called “latent” tuberculosis, and over time may succumb to deadly, “active” tuberculosis. This progression may take months, or even years. Throughout both these periods, certain factors will negatively impact creature condition or treatment, and certain factors will positively impact them.

The following are positive factors:

- Sunlight.
- Warm, dry air.
- Taking a long rest.
- Sufficient food.
- Clean, airy living space.

The following are negative factors:

- A paralyzed or poisoned condition not from the disease.
- Failed death saving throws.
- Cold or damp environments.
- Inadequate food.
- Confined or crowded living spaces.

LATENT AND ACTIVE TUBERCULOSIS

In advanced tuberculosis infections, creatures have their maximum hit points, spell slots, and ability to use magic items reduced, as well as contracting mundane symptoms. Symptoms are cumulative.

When the creature’s maximum hit points reaches 0, they die over the course of 14 days with no further possibility for mundane treatment. *Greater restoration* and similar magic can restore their hit point maximum to 10, allowing for the possibility of mundane treatment.

- **Stage 0:** Latent Tuberculosis. No symptoms. The creature cannot transmit the disease.
- **Stage 1:** Active Tuberculosis. Persistent cough, mild fever. The creature can transmit the disease. On each round of combat, the creature may take a bonus action or reaction, but not both. The creature’s maximum hit points are reduced by 1d6, and you lose one 1st-level spell slot.
- **Stage 2:** Coughing up blood spots, chest pain while coughing. The creature gains 1 level of exhaustion. The creature cannot remove this exhaustion until the creature reverts to stage 1. The creature’s maximum hit points are reduced by 1d6.
- **Stage 3:** Appetite loss, weight loss. The creature gains the Poisoned condition. The creature’s maximum hit points are reduced by 1d6, and the creature loses one 2nd-level spell slot.
- **Stage 4:** Constant chest and throat pain. The creature’s speed is halved. The creature’s maximum hit points are reduced by 2d6. The creature loses one magic item attunement slot.
- **Stage 5:** High fever, coughing up mouthfuls of blood. Intense pain in one randomly determined part of the body other than the chest. Whenever the creature takes damage in combat, the creature is reduced to 1 hit point, or to 0 hit points if it was at 1 hit point. The creature’s maximum hit points are reduced by 2d6. The creature loses one 3rd-level spell slot.
- **Stage 6:** Emaciated, difficulty standing, fits of confusion. When the creature rolls initiative, it begins suffocating. The creature ends its suffocating when it spends at least 1 minute recovering. Per failed status roll (see “Advancing Stages”): The creature’s maximum hit points are reduced by 3d6.

ADVANCING STAGES

Every 14 days, make a DC 24 Constitution saving throw to determine whether the creature will remain at their current stage of tuberculosis or progress to the next stage. The creature receives the following bonuses and penalties:

- Add their current stage of tuberculosis to the DC.
- Add a bonus of +1 to the player’s roll for each positive factor present in the last day.
- Include a penalty of -1 to the player’s roll for each negative factor present in the last day.
- Creatures in Stage 6 Active Tuberculosis cannot progress to a more advanced stage. When they fail the Constitution save, they lose 3d6 maximum hit points, and the DC for future status rolls goes up by +1.

TREATMENT

Tuberculosis requires significant time and application of medication to treat, with the requirements increasing depending on how advanced the infection has become. It remains treatable until the creature reaches maximum hit points of 0.

TREATMENT BONUSES AND PENALTIES

Refer to the list of positive and negative factors under “Symptoms.” As with status rolls, these provide bonuses and penalties to treatment checks.

- Each positive factor present is -1 to DC.
- Each negative factor present is +1 to DC.

GENERAL REQUIREMENTS

The doctor treating the patient must make a Wisdom (Medicine) check once per day using the treatment base DC in the Treatment Details table and any applicable bonuses or penalties. If a treatment check fails, the doctor may retry treatment one time per day with a DC penalty of +2.

The creature with tuberculosis must also take a specially prepared medical potion made with abundant quantities of fresh herbs and fresh garlic, purchased for the materials cost in the Treatment Details table. The person making the medication must pass a Wisdom (Medicine) check of a DC

as shown in the Treatment Details table. Provided a doctor leaves instructions for preparing the medication, another creature may substitute a Intelligence (Arcana or Nature) check of the same DC. Antibiotics from a Plague Doctor may substitute for this. Penicillin from a plague doctor will half the times mentioned in the Treatment Details table.

The creature with tuberculosis must receive successful treatment and the indicated number of successfully prepared doses of medication each day for the full number of days listed under “Days to Treat.” Failure to treat tuberculosis, either through not succeeding at the appropriate treatment checks, not seeing a doctor, or not taking required medication, will cause a relapse. See details under “Relapses.”

Doctors may wear plague masks, have caretakers without previous exposure wear plague masks, or recommend that patients with active symptoms wear them while in company to prevent transmission of the disease.

Stage	Treatment Base DC	Medication Base DC	Material Cost	Medication Dosage	Days to Treat	Progress To
Early Tuberculosis	18	14	20 sc	1/day	30 days	Cured
Latent Tuberculosis (Stage 0)	19	15	25 sc	2/day	60 days	Cured
Stage 1	20	16	30 sc	2/day	30 days	Stage 0
Stage 2	22	16	35 sc	2/day	45 days	Stage 1
Stage 3	23	17	40 sc	3/day	60 days	Stage 2
Stage 4	24	18	45 sc	3/day	75 days	Stage 3
Stage 5	26	19	50 sc	3/day	90 days	Stage 4
Stage 6	28	20	50 sc	4/day	120 days	Stage 5



EARLY TUBERCULOSIS

Every successful day of treatment for early tuberculosis will advance the symptom timeline by 3 days. creatures should be asymptomatic within 8 days, but should continue treatment. If the patient completes the required 30-day treatment, they are cured, and do not contract latent or active tuberculosis. For creatures who do not complete treatment, see “Relapses.”

LATENT AND ACTIVE TUBERCULOSIS

Each stage of tuberculosis requires a progressively higher standard of care. As the creature recovers by following the treatment schedule in the Treatment Details table, they will continue through the milder stages of the illness. Recovery from advanced tuberculosis can be a long, arduous, and expensive process. The creature will only reach the “Cured” condition after completing treatment through Stage 0, or Latent Tuberculosis.

Following one day of successful treatment, the creature may stop making status rolls to move to a more advanced stage of tuberculosis. For failure to complete treatment, see “Relapses.”

CURED CREATURES

The creature has immunity to tuberculosis for the rest of their life. Creatures may suffer permanent disabilities depending on disease severity. Stat penalties below are based on the creature’s original stats, and effects are cumulative. *Greater restoration* and similar magic can completely eliminate these chronic symptoms.

Stage 4: Permanent shortness of breath and chest pain while breathing. Maximum hit points reduced by 1d6.

Stage 5: Permanent pain and impaired function in one randomly determined body part other than the chest. Maximum hit points reduced by 2d6.

Stage 6: Requires a mobility device such as a Maximum hit points reduced by 2d6, and lose one 1st-level spell slot.

RELAPSES

Failure to fully treat tuberculosis results in a relapse. Keep track of the number of days when treatment has been successful. Each failed or missed day of treatment will subtract days from the creature’s recovery progress.

EARLY TUBERCULOSIS

During early tuberculosis, a creature must reach 30 days of treatment. For each failed or missed day, subtract 1d4 days from the total of successful treatment days.

If the number of successful treatment days falls to 0 and the creature misses an additional day, the creature progresses to latent tuberculosis and must restart treatment for the disease at this stage.

LATENT AND ACTIVE TUBERCULOSIS

See the table of Treatment Details for the target number of treatment days at each stage. For each failed or missed day, subtract 1d8 days from the total of successful treatment days.

If the number of successful treatment days falls to 0 and the creature misses an additional day, status rolls to progress to a more serious stage of the disease resume. One status roll occurs immediately, after which status rolls continue as described under “Advancing Stages” until treatment resumes.

TYPHOID

The struggle to keep water clean enough to drink is one that has been present since the dawn of civilization. Over time, various symptoms of illness related to dirty drinking water were linked and classified as a disease in its own right:

Typhoid. While not very lethal, it can linger if left untreated, with symptoms such as fever, headaches, nose bleeds, abdominal pain, and respiratory problems. It is miserable enough to turn most skeptics into believers when it comes to the importance of clean water.

A humanoid might get infected if they drink unclean water, such as stagnant water or water from a contaminated source. Typhoid is only contagious if the fecal matter of an infected creature is ingested. This makes transmission quite low, but in the event of an infected creature relieving themselves near a source of water, the disease could propagate. Animals are not affected, but can be carriers. A common way for water to get contaminated is animals relieving themselves in it, and for a humanoid to then drink that water.

A creature exposed to Typhoid becomes symptomatic 1d10 + 5 days after contracting the sickness. A creature gains progressively worse symptoms the longer that they are infected. Once the creature is infected, then it gains the following symptoms at the start of each of the following days. These effects are cumulative.

- **Day 1:** -1 to all d20 rolls.
- **Day 2:** Poisoned.
- **Day 3:** Speed halved.
- **Day 4:** Cannot take reactions.
- **Day 5:** Speed returns to normal.
- **Day 6:** Remove poisoned condition.
- **Day 7:** Remove -1 to all d20 rolls.
- **Day 8:** Remove limit to reactions; creature fully recovers.

The symptoms of Typhoid can be mitigated through ingesting consumable medicine. A creature may feed an infected creature at least 10 sc worth of medicinal mushrooms and fungi and make a DC 14 Wisdom (Medicine) check. On a success, the creature suffers lesser symptoms as shown below.

Normal Symptom	Lesser Symptom
-1 to all d20 rolls	No symptom
Poisoned	-1 to all d20 rolls
Speed halved	Speed reduced by 5 ft
Cannot take reactions	Must choose either a bonus action or reaction each round

The creature may benefit from this treatment once each day until recovered.

VAMPIRISM

A creature bitten three times in the span of 24 hours by one or more Vampires becomes infected with Vampirism.

An infected creature gains 2 levels of exhaustion at the start of each day (after a long rest if it was able to take one). Upon dying, a creature becomes a Vampire sired to the vampire that fed on it most recently.

Once a PC becomes a vampire in this way, they lose 1 level and then gain 1 level in the Vampire class.

Holy magic that is at least as powerful as *greater restoration* can cure vampirism prior to turning a creature into a vampire. Once a vampire, a creature cannot be reverted to their prior state by any means.

LINGERING INJURIES

Sometimes, a hero will sustain a significant injury. A club from a trollkin berzerker might crack a rib, or an unfortunate encounter with a swarm of m'l'ykkri flesh worms might leave an adventurer with severe internal bleeding.

Giving a hero a lingering injury can be a meaningful way to remind the heroes that they are not immortal, and that sometimes they are not up to the task of defeating every monster they encounter. Note, however, that lingering injuries can seriously inhibit a hero's ability to function and should only be used sparingly. As a frame of reference, you might consider lingering injuries if:

- A major villain or boss monster crits.
- A hero takes damage equal to or greater than half their maximum hit points.
- The heroes confront a monster that they have been told is far too powerful for them to face.

This table provides example lingering injuries, along with Intelligence (Medicine) checks that might speed up an injury's recovery



Injury	Effect	Recovery Time	Treatment DC	Treated Recovery Time
Broken Arm	You cannot use two-handed or heavy items.	6 weeks	12	4 weeks
Broken Back	You are paralyzed.	6 months	24	4 months
Broken Leg	Your speed is halved and your high and long jump distance are each reduced to 1 foot. If you take the Dash action, make a DC 13 Dexterity (Acrobatics) check. If you fail, you fall prone.	3 months	14	2 months
Broken Rib	At the start of each of your turns in combat, make a DC 12 Constitution check. If you fail, you cannot take a bonus action this turn.	6 weeks	16	4 weeks
Disfiguring Scar	You have a +2 bonus to Charisma (Intimidation) checks, but a -4 penalty to all other Charisma checks.	Never	-	Never
Gouged Eye	You have a +2 bonus to Charisma (Intimidation) checks, but a -4 penalty to Wisdom (Perception) checks.	Never	-	Never
Infection (Mild)	Your AC suffers a -1 penalty.	2 weeks	8	1 week
Infection (Severe)	Your AC suffers a -1 penalty. Suffer a -1 penalty on all saving throws.	2 months	12	1 month
Internal Bleeding	At the start of each of your turns in combat, Make a DC 14 Constitution check. If you fail, you cannot move or take a bonus action this turn.	1 Month	20	2 weeks
Punctured Lung	At the start of each of your turns in combat, make a DC 14 Constitution check. If you fail, you are stunned this turn.	6 weeks	20	4 weeks
Severed Foot	Your speed is halved and your high and long jump distances are each reduced to 1 foot. If you take the Dash action, make a DC 15 Dexterity (Acrobatics) check. If you fail, you fall prone. If you train rigorously for 1 year, or get a prosthetic limb, you can overcome this penalty.	Never	-	Never
Severed Hand	You cannot use two-handed or heavy items. If you train rigorously for 1 year, or get a prosthetic limb, you can overcome this penalty.	Never	-	Never
Tinnitus	You have disadvantage on Dexterity (Acrobatics) and Wisdom (Perception) checks.	9 months	18	6 months
Vertigo	At the start of each of your turns in combat, make a DC 15 Wisdom check. If you fail, you have disadvantage on attack rolls this turn.	6 weeks	24	4 weeks
Wounded Arm	At the start of each of your turns in combat, make a DC 15 Strength check. If you fail you cannot use two-handed or heavy items this turn.	3 months	12	2 months
Wounded Leg	At the start of each of your turns in combat, make a DC 15 Strength check. If you fail, your speed is halved this turn.	3 months	12	2 months

CHAPTER 9: BESTIARY

When Dracula dragged Shadowcroft into the region of Norspina, an already vicious land took an even deadlier turn. Scores of fiends, monstrosities, and of course vampires scour the land, and werewolves pour forth from Shadowcroft to claim their new territory.

ABYSSAL LURKER

The hollow, rattling roar echoing through the waves sends a dread chill down the spine of treasure divers, clenching their nerves into knots. Abyssal lurkers are tremendous coldwater leviathans.

ABYSSAL LURKER

Gargantuan monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 231 (14d20 + 84)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	23 (+6)	5 (-3)	19 (+4)	16 (+3)

Senses darkvision 300 ft., passive Perception 14

Languages Common

Challenge 11 (7,200 XP)

Proficiency Bonus +4

FEATURES

Quaking Dread. While not in initiative, the Abyssal Lurker uses its Apex Roar once every 1d6 minutes. While not in initiative, the radius of the roar is 300 feet, but it does not deal psychic damage.

Infrared Vision. The Abyssal Lurker ignores the invisible condition on creatures within 300 feet of it.

Siege Monster. The Abyssal Lurker deals double damage against inanimate structures and vehicles with its Slam attack, and ignores their damage threshold when using this attack.

ACTIONS

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 58 (8d12+6) bludgeoning damage. If this attack deals damage to a structure or vehicle, all creatures on that structure must make a DC 18 Dexterity saving throw. On a failed save, creatures within 5 feet of the edge of the structure fall off.

Their bodies are serpentine, like those of eels, but their heads are wedge-shaped and resemble something akin to a hammerhead shark or flat-headed venomous snake. Abyssal lurkers are solitary and fiercely territorial, and their jagged-toothed maws are more than large enough to swallow a typical humanoid whole. They primarily dwell in waters near a coastline or around shipwrecks where they can snag the careless diver or large aquatic life. When driven to great hunger, however, abyssal lurkers will breach the surface and have been known to destroy galleons and warships. Just remember...if you can hear it, it can see you.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 71 (10d12+6) piercing damage and the creature is swallowed. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the abyssal lurker, and it takes 21 (6d6) acid damage at the start of each of the abyssal lurker's turns. If the abyssal lurker takes 30 damage or more on a single turn from a creature inside it, the abyssal lurker must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the abyssal lurker. If the abyssal lurker dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Menace. A creature within 60 feet of the abyssal lurker must make a DC 15 Wisdom saving throw, taking 20 (3d12) psychic damage and gaining 2 Fear on a failed save.

Apex Roar (Recharge 6). Each hostile creature within 120 feet of the abyssal lurker must choose Flee or Freeze, then make a DC 15 Intelligence saving throw. On a failed save, the creature does the opposite effect; on a successful save, it gains the effect that it chose. On a failed save, a creature also takes 20 (3d12) psychic damage and gains 2 (1d4) Fear.

Flee: The target is frightened for 1 minute. While frightened in this way, it must use its movement to move as far away from the abyssal lurker as it can by the most direct route possible.

Freeze: The target's speed becomes 0 feet for 1 minute. At the end of each of the creature's turns, it may repeat the saving throw, ending the effect on a success.

AVADRI BEAR

Vestiges of the ancient Avadri have been known to react with the natural world in strange ways. Some animals have become mutated by this technology, manifesting odd magical abilities and fearsome temperaments.



AVADRI BEAR

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 128 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	5 (-3)	18 (+4)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite or avadium

Condition Immunities exhaustion, frightened

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 7 (2,900 XP)

Proficiency Bonus +3

FEATURES

Regenerate. The Avadri Bear regains 5 hit points at the start of each of its turns unless it took fire damage since the start of its last turn.

Electric Skin. When a creature hits with a metal melee weapon attack, an unarmed attack, or a grapple, that creature takes 4 (1d8) lightning damage.

Keen Nose. The Avadri Bear has +4 to Perceiving checks relying on smell, and can smell food up to 20 miles away.

Twin Mutations. When the Avadri Bear is at or below one half its maximum hit points, whenever it uses its Rapid Mutation table, it rolls twice and uses both results (if it gets the same result, it only gets one mutation ability for the duration).

ACTIONS

Multiattack. The Avadri Bear makes three attacks: two with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage, and the creature falls prone if it is Large or smaller.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 23 (3d12+4) piercing damage.

Mutant Ability. The Avadri Bear uses one of its abilities it has gained from its rapid mutations.

Rapid Mutation. The Avadri Bear gains one of the following features from its Rapid Mutation table for 18 seconds.

The DM may pick or roll 1d6, rolling twice and rerolling duplicates on a result of 6.

1. Necrosis. Immune to necrotic. Add an extra 2 necrotic damage whenever the Avadri Bear deals damage.

2. Unstable Energy. Immune to lightning. Add an extra 2 lightning damage whenever the Avadri Bear deals damage.

3. Overdrive. The Avadri Bear may make one additional Bite attack on each of its turns. Its speed increases by 10 feet.

4. Arcane Travesty. The Avadri Bear gains the ability to cast *cone of cold* and *lightning bolt*. Its save DC is 15.

5. Shrapnel. Each creature in a 20 foot Radius must make a DC 15 Dexterity saving throw, taking 4d8 piercing damage on a failed save.

Anomaly. The Avadri Bear gains the ability to teleport up to double its speed in place of using its move action.

REACTIONS

Rapid Reaction. When a creature scores a critical hit against the Avadri Bear, it may immediately use its Rapid Mutation action.

CLOWN

For many ages, people have donned lively colors and decorated faces, striving to entertain crowds and put smiles on children's faces. Once beloved by the public, clowns are now predominantly the center of bedtime stories used to scare children into coming home before dusk.



CLOWN

Medium undead, chaotic evil

Armor Class 13 (hide armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	10 (+0)	10 (+0)	16 (+3)

Skills Intimidation +5, Performance +5

Damage Resistances fire

Damage Immunities necrotic

Damage Vulnerabilities radiant

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

FEATURES

Ensemble Performance. The Clown always tries to hit as many different creatures as possible. If the clown attacks one or more creatures during its turn, it may roll a Claws attack against one adjacent creature that it has not damaged this turn. After doing so, the clown's turn immediately ends.

ACTIONS

Multiattack. The Clown makes two Claw attacks.

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

HAPPY, SAD, OR ANGRY

Add one of the following templates to your clown stat block to reflect the kind of makeup and demeanor that the clown embodies.

HAPPY CLOWN

Condition Immunities charmed

In place of its Claw attack, the Happy Clown may use Charming Honk.

Charming Honk (Recharge 5-6). The Clown honks a horn, attempting to charm all creatures within range. Each creature in a 20 foot radius must make a DC 13 Charisma saving throw. On a failed save, a creature is Charmed until the end of their next turn and takes 5 (2d4) psychic damage plus 2 (1d4) thunder damage.

SAD CLOWN

Condition Immunities frightened

In place of its Claw attack, the Sad Clown may use Haunting Wail.

Haunting Wail (Recharge 5-6). The Clown emits a wail of despair, attempting to frighten all creatures within range. Each creature in a 20 foot radius must make a DC 13 Wisdom saving throw. On a failed save, a creature is Frightened until the end of their next turn and takes 5 (2d4) psychic damage plus 2 (1d4) thunder damage.

ANGRY CLOWN

Hit Points 75 (10d8 + 30)

STR 16 (+3), **CON** 16 (+3)

Condition Immunities charmed, frightened

Challenge 3 (700 XP)

Threatening Melody (Recharge 5-6). The Clown pulls out a music box, which plays a violent nursery rhyme about murder, targeting all creatures within range. Each creature in a 30 foot radius must make a DC 13 Intelligence saving throw. On a failed save, the creature is frightened until the end of their next turn and takes 8 (2d4+3) psychic damage plus 2 (1d4) thunder damage. While frightened in this way, a creature has a -2 penalty to its attack rolls.

CORPSE BLOSSOM

At first glance, a corpse flower might appear beautiful. Its red and violet petals take on violently bright hues that shine in stark contrast with its pale, fuzzy stems that sprout from a central, bushy root network. But a second look at a corpse flower will reveal the great horror that its distant beauty conceals: the largest blooming flower contains the face of a corpse flower's most recent victim, for corpse flowers draw their nutrients from draining carcasses.



DULLAHAN

The haunting Dullahan ride dark steeds through lonely stretches of forest trails in search of the damned. It is said that the Dullahan are Death's own hands and feet; allegedly, when the Dullahan utters a person's name, they simply drop dead. Rumor has it that merely looking at a Dullahan causes one to go blind. Even so, there are various accounts of a Dullahan's appearance: A headless horseback rider or carriage driver clad in black and armed with a long whip made of a human's spinal cord. The Dullahan's head usually rests under the crook of its arm, and Dullahan have been known to hurl their heads at their victims.

A Dullahan's steed is often a frightful creature in its own right. Dullahan typically ride **warhorses**, though some also ride **pegasuses** or **unicorns**. A Dullahan's steed is always pitch-black and has malicious red eyes.

It is not widely known, but Dullahan also hold a great aversion to gold and the metal severely weakens them.

CORPSE BLOSSOM

Large plant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	4 (-3)	15 (+1)	16 (+3)

Damage Vulnerabilities fire

Damage Immunities radiant

Condition Immunities charmed, exhaustion, frightened, paralyzed, poison, prone

Senses passive Perception 12

Languages -

Challenge 2 (450 XP)

Proficiency Bonus +2

FEATURES

Face of Fear. When a creature starts its turn within 30 feet of the Corpse Blossom, it may avert its eyes, treating the Corpse Blossom as invisible. If it does not, then the creature must make a DC 13 Charisma saving throw. On a fail, the creature is frightened until the end of its current turn. If the Corpse Flower's current face is of a creature that the target creature knew and was friendly with, then creature has disadvantage on the saving throw.

Photosynthesis. When the Corpse Blossom would take radiant damage, it instead regains 5 (1d10) hit points.

Mulch. When the Corpse Blossom starts its turn on top of a corpse, it regains 5 (1d10) hit points. After a corpse has given any Corpse Blossom this benefit 3 times, the corpse completely decomposes.

Leech. As a bonus action on its turn, the Corpse Blossom may force a creature it is grappling to make a DC 13 Constitution saving throw. The creature takes 6 (1d12) necrotic damage on a failed save, or half as much on a successful one. The Corpse Blossom regains hit points equal to the damage it dealt.

ACTIONS

Multiattack. The Corpse Blossom may make two Bite or Ensnare attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

Ensnare. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, and the creature is grappled.

DULLAHAN

Medium undead, chaotic evil

Armor Class 15 (half plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	10 (+0)	18 (+4)	16 (+3)

Saving Throws Con +5, Cha +6

Skills Perception +7, Survival +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with gilded weapons

Damage Immunities cold, necrotic

Condition Immunities blinded, charmed, frightened

Senses truesight 120 ft., passive Perception 17

Languages Common, Infernal

Challenge 8 (3,900 XP)

Proficiency Bonus +3

FEATURES

Regenerate. The Dullahan regains 5 hit points at the start of each of its turns unless it was exposed to gold or sunlight or has taken radiant damage since the start of its last turn.

Nightmare Steed. A mount that the Dullahan is riding adds 3 (1d6) fire damage to its attacks. Both the mount and the Dullahan are immune to fire damage while the Dullahan remains mounted.

Blinding Terror. When a creature starts its turn within 60 feet of the Dullahan, it may choose to avert its eyes, rendering the Dullahan Invisible to that creature. If it does not avert its eyes, the target must make a DC 13 Sanity saving throw. On a failure, the creature is blinded until the start of its next turn. On a roll of 1, the creature is Blinded until *lesser restoration*, *remove curse*, or similar magic restores its sight.

Harbinger of Doom. The Dullahan has +2 on attack rolls against creatures that have gained Fear from the Dullahan since the last time they took a long rest. The Dullahan supernaturally knows the distance and direction to such creatures.

Spirit Sight (1/Rest). The Dullahan can cast the *astral projection* spell.

Aversion to Gold. If a creature spends at least 1 bonus action exposing gold to the Dullahan, then the Dullahan is frightened. On its next turn, it cannot use Multiattack.

ACTIONS

Multiattack. The Dullahan can make four handaxe or spine whip attacks. It can replace one of these attacks with the throw head attack or one of its rechargeable attacks that it has available.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) slashing damage plus 7 (2d6) cold damage.

Spine Whip. *Melee Weapon Attack:* +5 to hit, reach 20 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage plus 4 (1d8) necrotic damage, and the target creature must make a DC 12 Dexterity saving throw, falling prone on a failed save.

Throw Head. *Ranged Weapon Attack:* +5 to hit, range 120/360 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage, the target falls prone, and the target gains 1 Fear.

Awash in Blood (Recharge 5). Each creature in a 30 foot cone must make a DC 13 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save and half as much on a successful one. A creature that fails its save is also blinded until the end of its next turn.

Blazing Charge (Recharge 6). The Dullahan causes its steed to move up to its speed. The path along which the steed moved bursts into flames. If a creature starts its turn in or moves through the area, it must make a DC 14 Constitution saving throw, taking 7 (2d6) fire damage on a failed save and half as much on a successful one. The fire remains for 10 minutes, then fades out.

Bloodthirsty Scream (Recharge 6). Each hostile creature in a 60 foot radius must make a DC 14 Charisma saving throw. On a failed save, a creature is frightened until the end of its next turn and must use its movement to move directly away from the Dullahan. On a successful save, a creature is frightened until the end of its next turn. While frightened in this way, a creature gains 1 Fear whenever they take damage.

Death-Rattle Whip (Recharge 5). *Melee Weapon Attack:* +5 to hit, reach 20 ft., one target. *Hit:* The creature fails a death saving throw. The next time it is reduced to 0 hit points, it dies if it fails two death saving throws, rather than three.

Dread Promise (Recharge 6). One target within 200 feet. of the Dullahan must make a DC 14 Charisma saving throw. On a failed save, the creature gains 2 Fear.

BONUS ACTIONS

Dutiful Steed. The Dullahan can command its mount to spend its reaction to move up to its speed or make an attack.

Revelation. All nonmagically closed doors, windows, drawers, chests, and other containers in a 30 foot cone from the Dullahan simultaneously open, regardless of whether they were locked. If a creature was hiding from the Dullahan behind such a door, that creature gains 6 Fear.

DULLAHAN CENTAUR

Large undead, chaotic evil

Armor Class 15 (half plate)

Hit Points 135 (18d8 + 54)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	10 (+0)	18 (+4)	16 (+3)

Saving Throws Con +7, Cha +7

Skills Perception +8, Survival +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with gilded weapons

Damage Immunities cold, necrotic

Condition Immunities binded, charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages Common, Infernal

Challenge 9 (5,000 XP)

Proficiency Bonus +4

FEATURES

Regenerate. The Dullahan regains 5 hit points at the start of each of its turns unless it was exposed to gold or sunlight or has taken radiant damage since the start of its last turn.

Blinding Terror. When a creature starts its turn within 60 feet of the Dullahan, a creature starts its turn within 60 feet of the Dullahan, it may choose to avert its eyes, rendering the Dullahan Invisible to that creature. If it does not avert its eyes, the target must make a DC 14 Sanity saving throw. On a failure, the creature is blinded until the start of its next turn. On a roll of 1, the creature is Blinded until *lesser restoration*, *remove curse*, or similar magic restores its sight.

Harbinger of Doom. The Dullahan has +2 on attack rolls against creatures that have gained Fear from the Dullahan since the last time they took a long rest. The Dullahan supernaturally knows the distance and direction to such creatures.

Spirit Sight (1/Rest). The Dullahan can cast the *astral projection* spell.

Aversion to Gold. If a creature spends at least 1 bonus action exposing gold to the Dullahan, then the Dullahan is frightened. On its next turn, it cannot use Multiattack.

ACTIONS

Multiattack. The Dullahan can make four handaxe or spine whip attacks. It can replace one of these attacks with the throw head attack or one of its rechargeable attacks that it has available.

Handaxe. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) slashing damage plus 7 (2d6) cold damage plus 3 (1d6) fire damage.

Spine Whip. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 6 (1d6+4) piercing damage plus 4 (1d8) necrotic damage plus 3 (1d6) fire damage., and the target creature must make a DC 12 Dexterity saving throw, falling prone on a failed save.

Throw Head. *Ranged Weapon Attack:* +8 to hit, range 120/360 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage, the target falls prone, and the target gains 1 Fear.

Awash in Blood (Recharge 5). Each creature in a 30 foot cone must make a DC 13 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save and half as much on a successful one. A creature that fails its save is also blinded until the end of its next turn.

Blazing Charge (Recharge 6). The Dullahan causes its steed to move up to its speed. The path along which the steed moved bursts into flames. If a creature starts its turn in or moves through the area, it must make a DC 14 Constitution saving throw, taking 7 (2d6) fire damage on a failed save and half as much on a successful one. The fire remains for 10 minutes, then fades out.

Bloodthirsty Scream (Recharge 6). Each hostile creature in a 60 foot radius must make a DC 14 Charisma saving throw. On a failed save, a creature is frightened until the end of its next turn and must use its movement to move directly away from the Dullahan. On a successful save, a creature is frightened until the end of its next turn. While frightened in this way, a creature gains 1 Fear whenever they take damage.

Psionic Bow (Recharge 5). *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8+4) psychic damage and the target gains 1 Fear.

BONUS ACTIONS

Revelation. All nonmagically closed doors, windows, drawers, chests, and other containers in a 30 foot cone from the Dullahan simultaneously open, regardless of whether they were locked. If a creature was hiding from the Dullahan behind such a door, that creature gains 6 Fear.

DULLAHAN SOULHUNTER

Medium undead, chaotic evil

Armor Class 18 (plate armor)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	10 (+0)	18 (+4)	16 (+3)

Saving Throws Con +7, Cha +7

Skills Perception +8, Survival +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with gilded weapons

Damage Immunities cold, necrotic

Condition Immunities blinded, charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages Common, Infernal

Challenge 12 (8,400 XP)

Proficiency Bonus +4

FEATURES

Regenerate. The Dullahan regains 10 hit points at the start of each of its turns unless it was exposed to gold or sunlight or has taken radiant damage since the start of its last turn.

Nightmare Steed. A mount that the Dullahan is riding adds 2 (7d6) fire damage to its attacks. Both the mount and the Dullahan are immune to fire damage.

Blinding Terror. When a creature starts its turn within 60 feet of the Dullahan, it may choose to avert its eyes, rendering the Dullahan Invisible to that creature. If it does not avert its eyes, the target must make a DC 15 Sanity saving throw. On a failure, the creature is blinded until the start of its next turn. On a roll of 1, the creature is Blinded until *lesser restoration*, *remove curse*, or similar magic restores its sight.

Harbinger of Doom. The Dullahan has advantage on attack rolls against creatures that have gained Fear since the last time they took a long rest. The Dullahan supernaturally knows the distance and direction to such creatures.

Spirit Sight (1/Rest). The Dullahan can cast the *astral projection* spell.

Aversion to Gold. If a creature spends at least 1 bonus action exposing gold to the Dullahan, then the Dullahan is frightened. On its next turn, it cannot use Multiattack.

ACTIONS

Multiattack. The Dullahan can make three handaxe or spine whip attacks. It can replace one of these attacks with the throw head attack or one of its rechargeable attacks that it has available.

Handaxe. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 14 (4d6) cold damage.

Spine Whip. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 13 (3d8) necrotic damage, and the target creature must make a DC 12 Dexterity saving throw, falling prone on a failed save.

Throw Head. *Ranged Weapon Attack:* +8 to hit, range 120/360 ft., one target. *Hit:* 26 (4d10 + 4) bludgeoning damage, the target falls prone, and the target gains 1 Fear.

Awash in Blood (Recharge 5). Each creature in a 30 foot cone must make a DC 15 Dexterity saving throw, taking 33 (6d10) acid damage on a failed save and half as much on a successful one. A creature that fails its save is also blinded until the end of its next turn.

Blazing Charge (Recharge 6). The Dullahan causes its steed to move up to its speed. The path along which the steed moved bursts into flames. If a creature starts its turn in or moves through the area, it must make a DC 15 Constitution saving throw, taking 10 (3d6) fire damage on a failed save and half as much on a successful one. The fire remains for 10 minutes, then fades out.

Bloodthirsty Scream (Recharge 6). Each hostile creature in a 60 foot radius must make a DC 15 Charisma saving throw. On a failed save, a creature is frightened until the end of its next turn and must use its movement to move directly away from the Dullahan. On a successful save, a creature is frightened until the end of its next turn. While frightened in this way, a creature gains 1 Fear whenever they take damage.

Death-Rattle Whip (Recharge 5). *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* The creature fails a death saving throw. The next time it is reduced to 0 hit points, it dies if it fails two death saving throws, rather than three.

Dread Promise (Recharge 6). One target within 200 ft. of the Dullahan must make a DC 15 Charisma saving throw. On a failed save, the creature gains 2 Fear.

BONUS ACTIONS

Revelation. All nonmagically closed doors, windows, drawers, chests, and other containers in a 30 foot cone from the Dullahan simultaneously open, regardless of whether they were locked. If a creature was hiding from the Dullahan behind such a door, that creature gains 6 Fear.

LEGENDARY ACTIONS

The Dullahan 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 Dullahan regains spent legendary actions at the start of its turn.

Whiplash. The Dullahan moves up to half its speed, or causes its steed to move up to half its speed, then makes a spine whip attack.

Endless Arsenal (Costs 3 Actions). The Dullahan chooses one of its rechargeable abilities and automatically recharges it.

ECHOING ECHELON

Echoing Echelons are mystical birds with dark purple feathers and razor sharp beaks. Their feathers are the main component of an array of magical items, and due to how simple the enchantments to create such items are, these mystical birds are fervently hunted by those willing to give those enchantments a try. These hunts have caused their numbers to dwindle over the past decades, and whereas they used to be relatively calm around humanoids, they are now wary of them and will not hesitate to attack if they feel threatened.



ECHOING ECHELON

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 63 (14d8)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	6 (-2)	13 (+1)	16 (+3)

Skills Perception +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 1 (200 XP)

Proficiency Bonus +2

FEATURES

Divebomb. If the Echoing Echelon moves at least 20 feet straight down before making a Beak attack, then on a hit with its Beak, the target also falls prone and the Echoing Echelon may make another Beak attack as a bonus action.

ACTIONS

Beak. *Melee Weapon Attack.* +4 to hit, Reach 5 ft, one target.

Hit: 7 (1d6+4) piercing damage.

Mind Pierce. *Ranged Weapon Attack.* +5 to hit, Range 30 ft, one target. *Hit:* 8 (2d4+3) psychic damage.

Death Glare. The Echoing Echelon stares menacingly at a target within 30 feet of it. The target must make a DC 13 Wisdom saving throw, becoming frightened on a failure until the end of their next turn.

Reactions

Deflect Charm (Recharge 4). When a creature attempts to charm the Echoing Echelon, it may use its reaction to instead send that charm to a different creature it can see within 30 feet. That creature must then make a DC 13 Charisma saving throw, suffering the effects of the charm on a failure.

ECLIPSE HAUNTER

When Shadowcroft experiences an eclipse, an Eclipse Hunter is born. This is a creature of darkness, approximately the size and shape of a large horse, with smoky, ethereal wings. It preys upon the fear and trembling of its victims. As frightening as this creature is, Shadowcroft's intersection with Ancerra dramatically worsened the problem, given that eclipses are far more common on Ancerra with its five moons.



ECLIPSE HAUNTER

Large fiend, chaotic evil

Armor Class 13

Hit Points 55 (10d10 + 10)

Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	4 (-3)	14 (+2)	15 (+2)

Damage Immunities necrotic

Damage Vulnerabilities radiant

Condition Immunities charmed, frightened

Senses darkvision 300 ft., passive Perception 12

Languages -

Challenge 3 (700 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The Eclipse Hunter makes two Trample attacks.

Trample. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

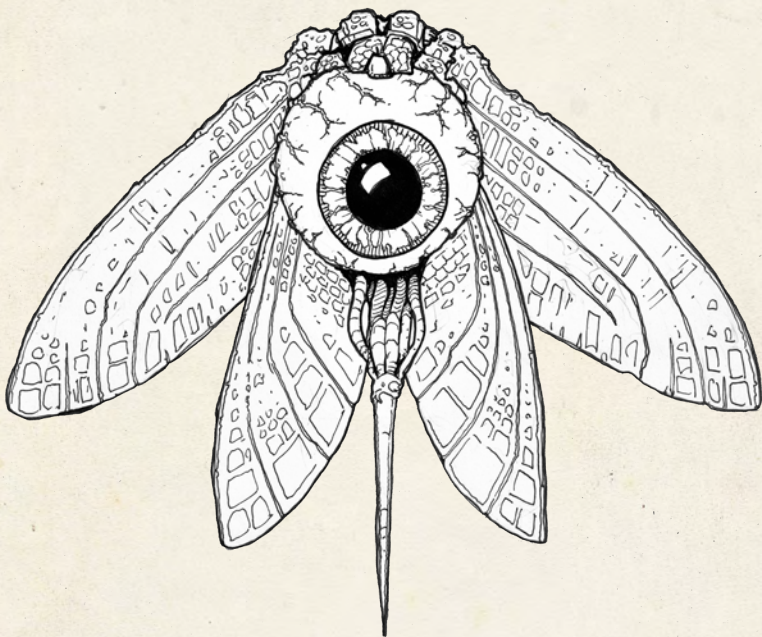
Haunting Scream (Recharge 5-6). Each creature in a 60 foot cone must make a DC 12 Wisdom saving throw. On a failed save, a creature gains 1 Fear and suffers a -1 penalty to AC and saving throws until the end of the Eclipse Hunter's next turn. On a successful save, a creature suffers the same penalty but does not gain Fear.

EYESQUITO

One might mistake an infant Eyesquito for a common mosquito with an oddly white body. Adult Eyesquitos, though, are unmistakable. Ranging in size from an apple to a melon, Eyesquitos look like disembodied floating eyeballs. At the base of what appears to be the optic nerve, large dragonfly wings hum a horrid melody. The membrane that resembles the optic nerve twists and curls to appear just beneath the eye, but it is tipped in a jagged proboscis that the Eyesquito uses to drink its victim dry... first of its eye jelly, then of its blood.

EYESQUITO PROGENITOR

Eyesquito Progenitors are unholy eyesquitos capable of reproducing not through the typical egg sacs standard to an Eyesquito life cycle, but by infecting a humanoid, turning the creature's own eyes into new Eyesquitos.



EYESQUITO

Tiny. Aberration

Armor Class 13

Hit Points 24 (7d4 + 6)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	13 (+1)	3 (-4)	16 (+3)	7 (-2)

Skills Perception +5

Condition Immunities blinded

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 1 (200 XP)

Proficiency Bonus +2

FEATURES

Piercing Gaze. When a creature starts its turn within 30 feet of the Eyesquito, it must decide whether or not to avert its eyes. If it does avert its eyes, the creature cannot see the Eyesquito. If it does not avert its eyes, the creature must make a DC 13 Constitution saving throw. On a failure, the creature is frightened until the start of its next turn.

Piercing Proboscis. The Eyesquito scores critical hits on a roll of 19 or 20.

ACTIONS

Proboscis. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) sharp damage and 5 (1d8) necrotic damage. On a crit, roll 1d4 to determine an additional effect:

1. The Eyesquito regains 10 hit points.
2. The creature is poisoned for 30 seconds.
3. The creature begins bleeding. It takes 1d6 piercing damage at the start of each of its turns until it or another creature uses its action to bind the wound, which requires a DC 12 Wisdom (Medicine) check.
4. The creature loses an eye.

Furthermore, the creature contracts Eyesore Disease.

REACTIONS

Panoramic Vision. When a creature makes a melee attack against the Eyesquito, the Eyesquito may immediately move 5 feet, causing the attack to miss.

EYESQUITO PROGENITOR

Tiny monstrosity, unaligned

Armor Class 12

Hit Points 40 (9d4 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	14 (+2)	3 (-4)	16 (+3)	7 (-2)

Skills Perception +7

Condition Immunities blinded

Senses darkvision 60 ft., passive Perception 17

Languages -

Challenge 3 (700 XP)

Proficiency Bonus +2

FEATURES

Piercing Gaze. When a creature starts its turn within 30 feet of the Eyesquito, it must decide whether or not to avert its eyes. If it does avert its eyes, the creature cannot see the Eyesquito. If it does not avert its eyes, the creature must make a DC 13 Constitution saving throw. On a failure, the creature is frightened until the start of its next turn.

Piercing Proboscis. The Eyesquito scores critical hits on a roll of 18-20.

ACTIONS

Proboscis. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8+2) sharp damage and 5 (1d8) necrotic damage. On a crit, roll 1d4 to determine an additional effect:

1. The Eyesquito regains 20 hit points.
 2. The creature is poisoned for 30 seconds.
 3. The creature begins bleeding. It takes 1d6 piercing damage at the start of each of its turns until it or another creature uses its action to bind the wound, which requires a DC 12 Wisdom (Medicine) check.
 4. The creature loses an eye.
- Furthermore, the creature contracts Eyesore Disease.

REACTIONS

Panoramic Vision. When a creature makes a melee attack against the Eyesquito, the Eyesquito may immediately move 5 feet, causing the attack to miss.

EYESORE DISEASE

A creature gains Eyesore Disease when they are hit with an Eyesquito Progenitor's proboscis attack and the secondary infection attack that comes with a critical hit.

An infected creature gains the following symptoms at the start of each of the following days (after taking a long rest, if they were able to). The effects are cumulative.

- **Day 1:** The creature gains Darkvision +30 feet.
- **Day 2:** The creature gains proficiency in Perception.
- **Days 3-4:** The creature is poisoned when making any Wisdom checks that rely on sight.
- **Day 5:** The creature loses its darkvision bonus.
- **Day 6:** The creature is always surprised when beginning combat.
- **Day 7:** At some point on day 7 (roll 1d12 for the number of hours after the creature awakens), the newborn Eyesquito hatches from the creature's face. The creature takes damage equal to $\frac{1}{2}$ their max hit points. Roll 1d10; the Eyesquito has the stats of an Eyesquito on a roll of 1-9, and of an Eyesquito Progenitor on a roll of 10. Either way, its max hit points are only 8 until it can take a long rest, whereupon it gains its normal stats. The creature now has 1 fewer eyes than it did.
- **Day 8:** The creature removes its Day 6 penalty.
- **Day 9:** The creature removes its Day 5 penalty.
- **Day 10:** The creature removes its Day 3 penalty and returns to its normal state (although it still suffers its lingering injury from having only one eye permanently).

Curing the Eyesore Disease requires one or more Wisdom (Medicine) checks. Each check must include herbs and medicinal salves worth at least 40 sc each, which the process consumes. A creature cannot receive more than 1 check per 24 hours. When a creature makes this check, note the numerical result and add it to any previous checks from this instance of Eyesore Disease. When the numerical results reach a cumulative total of 100, the infection is cured.



FEAR EATER

The Fear Eater is a shapechanging creature that takes whatever form it believes is most likely to induce fear in its prey. Fear Eaters are very hostile, but unlikely to kill their victims, as they feed on the victim's fears— and while many creatures fear death, they fear nothing once they are dead. Fear Eaters are known to stalk their prey for days on end and to attack while they rest. The best defense against a Fear Eater is to remain calm, as they have little interest in those who do not fear them.



FEAR EATER

Large aberration (shapeshifter), chaotic evil

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	14 (+2)	17 (+3)	13 (+1)

Skills Stealth +6

Condition Immunities charmed, frightened

Senses blindsight 120 ft., passive Perception 13

Languages Common, Abyssal

Challenge 5 (1,800 XP)

Proficiency Bonus +3

FEATURES

Unsettling Aura. Any creature that starts its turn within 10 feet of the Fear Eater must make DC 15 Sanity saving throw or become frightened until the start of its next turn.

Shifting Form. The Fear Eater takes the form it senses will induce the most fear in its prey. This often begins as an imposing and deadly monster, but as it stalks its prey it might discover clues that would lead it towards more personal fears.

ACTIONS

Multiattack. The Fear Eater can use Invoke Dread if it is available. Then it can make two Terrify attacks.

Invoke Dread (Recharge 5-6). Each creature within a 40 foot cone of the Fear Eater must make a DC 14 Charisma saving throw. On a failed save, a creature takes 16 (3d10) psychic damage and is frightened until the end of its next turn. If it was already frightened, it instead gains 1 Fear.

Terrify. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 10 (2d6+3) psychic damage, and the target gains 1 Fear.

Track. The Fear Eater can track the scent of a creature's fear. Choose a creature that the Fear Eater can see. If the creature has at least 1 Fear, then for the next 24 hours the Fear Eater instinctively knows which direction will bring them closer to that creature. The Fear Eater can only track one creature at a time.

Consume Fear. One creature within 15 feet of the Fear Eater must make a DC 14 Intelligence saving throw. On a failed save, it takes 26 (4d12) psychic damage, loses 1d4 Fear, and the Fear Eater regains hit points equal to the damage that it took. On a successful save, the creature instead gains 1 Fear.

FIENDS

FIREBLIGHT

Fireblights are elementals bound to a fiendish entity, usually a demon. They look like writhing masses of flame with the silhouette of a dark spine, ribcage, and skull smoldering within.

SANGUINE FLAME

Sanguine Flames are imposing lesser devils. Their skin is patterned in crimson and slate gray with the consistency of smoke. Their burning golden eyes hold unspeakable malice, and their curved horns and cloven hooves evoke the classic superstitious fear that goats are devils in disguise.

SPINECLOT

Spineclots appear as insectoids, with mandibles, segmented eyes, and antennae. Impish little demons riddled with quills much like a porcupine, spineclots have a grotesque, slimy texture and an off-putting maroon coloration. Their capacity to dislodge their quills and fire them at unsuspecting foes offers a nasty surprise.

VERMYN

Originating in Phlegmereth, Vermyn are small, curious fiends that spread disease with their presence. They are scavengers, and generally do not attack unless provoked, but their presence in a town's well or food supplies can be massively destructive. They feed on refuse and rotting meat, and often wrap themselves in the skins of dead rats, fish, or other common beasts to blend in with the local wildlife.

FIREBLIGHT

Medium elemental, chaotic evil

Armor Class 14 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	9 (-1)	11 (+0)	15 (+2)

Damage Vulnerabilities cold

Damage Immunities Fire

Senses truesight 15 ft., passive Perception 10

Languages Abyssal

Challenge 2 (450 XP)

Proficiency Bonus +2

FEATURES

Body of Flame. If the Firelight ends its turn on a space with flammable materials, that space ignites into open flame.

Heated Body. Any creature that makes a melee attack against the Firelight takes 3 (1d6) fire damage.

Luminous. The Firelight sheds bright light for 40 feet, and dim light for 40 ft.

ACTIONS

Multiattack. The Firelight can make two Burning Touch or Flame Dance attacks.

Burning Touch. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) fire damage.

Flame Dance. Each creature within 5 feet of the Firelight must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) fire damage.

SANGUINE FLAME

Medium fiend, lawful evil

Armor Class 18 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	12 (+1)	13 (+1)	17 (+3)

Skills Intimidation +6

Damage Resistances bludgeoning, piercing, and slashing against nonmagical, non-silvered weapons

Damage Immunities fire, necrotic

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Proficiency Bonus +2

FEATURES

Consume Heat. When the Sanguine Flame starts its turn within 5 ft. of a source of open flame at least as large as a campfire, it regains 4 (1d8) HP.

Summon Horde (1/Long Rest). As a free action, the Sanguine Flame can summon 2 **spine devils** or 4 **imps**. Creatures summoned by the Sanguine Flame follow its spoken commands indefinitely or until killed. When the Sanguine Flame is killed or banished, all the creatures that it summoned suffer the same fate.

Heated Body. Any creature that makes a melee attack against the Sanguine Flame takes 4 (1d8) fire damage.

ACTIONS

Multiattack. The Sanguine Flame can make two **Flamesword** attacks.

Flamesword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) fire damage.

Explosion (Recharge 5-6). Each creature within 5 feet of the Sanguine Flame must make a DC 14 Dexterity saving throw. Creatures take 13 (3d8) fire damage on a failed saving throw, or half as much on a successful one.



SPINECLOT

Small fiend, chaotic evil

Armor Class 12

Hit Points 22 (4d6 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	7 (-2)	13 (+1)	6 (-2)

Damage Vulnerabilities radiant

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal

Challenge 1 (200 XP)

Proficiency Bonus +2

FEATURES

Unnatural Recourse. When the Spineclot suffers a critical hit, the creature that hit it takes 3 (1d6) necrotic damage.

Ambush. The Spineclot has advantage on initiative rolls. It deals an extra 3 (1d6) necrotic damage against creatures that have not yet acted in initiative.

ACTIONS

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

Spines. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6+2) slashing damage plus 3 (1d6) necrotic damage.



VERMYN

Small fiend, chaotic evil

Armor Class 10

Hit Points 22 (4d6 + 8)

Speed 5 ft., fly 40 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	7 (-2)

Immune poison

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 1 (200 XP)

Proficiency Bonus +2

FEATURES

Disease Carrier. When a Vermyn has access to a settlement's food or water source, there is a chance that the Vermyn will cause a disease outbreak. At the end of each week that the Vermyn has been in a populated area, roll on the following table:

- 1-4. No outbreak
- 5-6. Common cold outbreak
- 7. Smallpox outbreak
- 8. Scarlet Fever outbreak

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the creature must make a DC 12 Constitution saving throw or become poisoned for 1 hour.

FLESHWOVEN

Fleshwoven are small, grotesque constructs created through an occult ritual native to Shadowcroft, but one that Dracula and his underlings quickly adopted. The ritual of fleshweaving involves taking a physical portion of a creature - this could be something as small as a fingernail clipping or lock of hair - and binding it to a sheaf of straw. Over the course of the ritual, the Fleshwoven creature takes on the vague appearance of the creature that contributed to the ritual. This appearance does not fool anyone; the Fleshwoven is about the size of a halfling regardless of the contributing creature, and it still is obviously made from a substance that looks like bloody straw.

Once it is created, the Fleshwoven supernaturally knows exactly where the contributing creature is at all times, or knows what plane of existence it is on if it has traveled across planes. For this reason, Fleshwoven are often used to track down escaped prisoners, political rivals, and the like.



FLESHWOVEN

Small construct, unaligned

Armor Class 13

Hit Points 26 (4d6 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	10 (+0)	15 (+2)	7 (-2)

Saving Throws Wis +5

Skills Perception +5

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus +2

FEATURES

Supernatural Bond. When the Fleshwoven is created, it uses a portion of biological matter donated from a single creature. The Fleshwoven always knows which plane of existence this creature is on, and if they are on the same plane of existence, the Fleshwoven knows exactly where the creature is.

If the creature is under the effects of *nondetection* or similar magic, then the Fleshwoven may immediately make a Wisdom saving throw vs the spell save DC of the caster that cast the magic in question. On a success, the Fleshwoven sees the target creature anyway for the duration of the magical ability.

Made to Slay. The Fleshwoven has advantage on attack rolls and saving throws against the creature whose biological matter contributed to its creation.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Chortle. One creature within 30 feet of the Fleshwoven must make a DC 12 Wisdom saving throw. On a failed save, the creature suffers -2 to its AC and saving throws until the end of the Fleshwoven's next turn.

GARGOYLES

Many architects have utilized fearsome-looking statues crouching on the walls and parapets of mighty buildings, claiming that the menacing sentinels ward off evil. While a majority of gargoyles are truly nothing more than statues, some - especially those in Shadowcroft - actually possess great power. These creatures truly can ward off evil, though they tend not to distinguish between one morality and the next and typically attack anyone that tries to enter uninvited.

GARGOYLE ELDER

As Gargoyles are made of stone, many live for hundreds if not thousands of years. Gargoyle Elders have kept their silent vigil for centuries and are ruthlessly skilled at determining how best to frighten away intruders.

GARGOYLE PROGENITOR

A truly terrifying type of gargoyle, the Gargoyle Progenitor carries within its claws a curse that can transform its victims into gargoyles themselves. If the gargoyles on a castle's walls seem to have nothing in common with one another and even appear to be a variety of adventurers or lineages, then beware: A Gargoyle Progenitor likely lurks nearby.



GROTESQUE

Grotesques are the lesser cousins of Gargoyles. They are weaker but more plentiful, as the magic and stonemasonry involved in creating a Grotesque is not as demanding. Grotesques use the stats of Gargoyles from the *Monster Manual*.

GARGOYLE

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	15 (+2)	14 (+2)

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities blinded, charmed, frightened

Senses magical darkvision 120 ft., passive Perception 16

Languages Infernal

Challenge 3 (700 XP)

Proficiency Bonus +2

FEATURES

Vigilant. The Gargoyle remains alert to its surroundings even while unconscious.

Stoneform. The Gargoyle may spend 1 minute immobilizing its body into inanimate stone. While in this form, it keeps its hit points, Perception bonus, and its Vigilant feature, but loses all its other features. It also gains a Damage Threshold of 25.

ACTIONS

Multiattack. The Gargoyle may make two Claws attacks, two Water Jet attacks, or one of each.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Water Jet. *Ranged Weapon Attack:* +2 to hit, range 60 ft., one target. *Hit:* 7 (2d6) cold damage and 3 (1d6) poison damage.

Grimace (Recharge 6). Each creature in a 20 foot cone must make a DC 12 Wisdom saving throw. On a failed save, a creature frightened until the end of its next turn.

BONUS ACTIONS

Snap. The Gargoyle emerges from its Stoneform.

GARGOYLE ELDER

Medium construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (-2)	16 (+3)	16 (+3)

Skills Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities blinded, charmed, frightened

Senses magical darkvision 120 ft., passive Perception 19

Languages Infernal

Challenge 7 (2,900 XP)

Proficiency Bonus +3

FEATURES

Vigilant. The Gargoyle remains alert to its surroundings even while unconscious.

Stoneform. The Gargoyle may spend 1 minute immobilizing its body into inanimate stone.

While in this form, it keeps its hit points, Perception bonus, and its Vigilant feature, but loses all its other features. It also gains a Damage Threshold of 30.

ACTIONS

Multiattack. The Gargoyle may make three Claws or Water Jet attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Water Jet. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (2d6) cold damage and 7 (2d6) poison damage.

Grimace (Recharge 5-6). Each creature in a 40 foot cone must make a DC 14 Wisdom saving throw. On a failed save, a creature frightened until the end of its next turn.

Psyche Gaze (Recharge 5-6). One creature within 60 feet of the Gargoyle must make a DC 14 Intelligence saving throw. On a failed save, they gain 1d4 Fear.

BONUS ACTIONS

Snap. The Gargoyle emerges from its Stoneform.

GARGOYLE PROGENITOR

Medium construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	16 (+3)	15 (+2)

Skills Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities blinded, charmed, frightened

Senses magical darkvision 120 ft., passive Perception 19

Languages Infernal

Challenge 7 (2,900 XP)

Proficiency Bonus +3

FEATURES

Vigilant. The Gargoyle remains alert to its surroundings even while unconscious.

Stoneform. The Gargoyle may spend 1 minute immobilizing its body into inanimate stone.

While in this form, it keeps its hit points, Perception bonus, and its Vigilant feature, but loses all its other features. It also gains a Damage Threshold of 25.

ACTIONS

Multiattack. The Gargoyle may make two Claws attacks, two Water Jet attacks, or one of each.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Water Jet. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (2d6) cold damage and 7 (2d6) poison damage.

Grimace (Recharge 5-6). Each creature in a 20 foot cone must make a DC 14 Wisdom saving throw. On a failed save, a creature frightened until the end of its next turn.

Progenitor's Curse (Recharge 6). The Gargoyle makes a Claws attack. On a hit, after applying damage, the creature must make a DC 14 Constitution saving throw. On a failed save, the creature becomes infected with Stonerot (see below).

BONUS ACTIONS

Snap. The Gargoyle emerges from its Stoneform.

STONEROT

A hero infected with Stonerot gains the following cumulative symptoms.

- **Days 1-3.** Your speed is halved. Your skin around the area of exposure looks hard, cracked, and gritty, like rough rock.
- **Days 4-6.** You can take either a bonus action or a reaction each round, but not both.
- **Days 7-10.** You can only take one action, move, bonus action, or reaction each round.
- **Days 11-13.** You are petrified.
- **Day 14.** You lose any conscious retention of who you are and become a Gargoyle.

Curing Stonerot requires one or more Wisdom (Medicine) checks. Each check must include medicinal salves or holy water worth at least 10 sc each, which the process consumes. You cannot receive more than 1 check per 24 hours.

When a creature makes this check, note the numerical result and add it to any previous checks from this instance of Stonerot. When the numerical results reach a cumulative total of 80, the infection is cured. If cured, you regain memories of your life prior to becoming a Gargoyle after 1d4 days.



GLOOMWHISPERER

Gloomwhisperers are said to be nightmares that have escaped from the minds of those who sleep. They are ghostly skeletal figures clad in dark tattered robes. Gloomwhisperers are thought by many to be physical manifestations of the very fear for which they're always hungry. The stories go that you can tell a Gloomwhisperer is near when the air grows cold, and you hearing a growing, incoherent muttering in the distance. But these same stories also say that at that point, it is already far too late to run.



GLOOMWHISPERER

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Skills Intimidation +7

Damage Resistances cold

Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Vulnerabilities radiant

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 5 (1,800 XP)

Proficiency Bonus +3

FEATURES

Shadowy. If the Gloomwhisperer moves and does not enter bright light during its movement, it cannot be attacked reactively.

Boogeyman. If a creature becomes frightened because of the Gloomwhisperer, it will become frightened of all Gloomwhisperers. This is a curse that can be removed by *lesser restoration* and similar magic.

ACTIONS

Multiattack. The Gloomwhisperer makes two Claw attacks.

Claw. *Melee Weapon Attack.* +6 to hit, range 5 feet, one target. *Hit:* 6 (1d6+3) piercing damage.

Consume Fear. The Gloomwhisperer feeds on the fear of a creature within 60 feet of it. The target must make a DC 14 Constitution saving throw. On a failure it takes 13 (3d8) necrotic damage and it is frightened of the Gloomwhisperer until the end of its next turn, if it wasn't already. The Gloomwhisperer then regains hit points equal to the amount of damage it dealt.

Ghastly Hymn. The Gloomwhisperer emits a haunting tune, targeting all hostile creatures within 30 feet of it. Creatures within range must make a DC 14 Wisdom saving throw. On a failure they take 10 (3d6) psychic damage, or half as much damage on a success.

Project Nightmare (Recharge 6). The Gloomwhisperer feeds into the fear of all frightened creatures within 30 feet, projecting an image from their nightmares onto their vision. All creatures with the frightened condition must make a Wisdom saving throw. On a failure, they become blinded and stunned until the end of their next turn.

HELLCRAFTER

Some occultists specialize in imbuing corpses with the essence of fiends from Hell or Inferno. These casters, known as hellcrafters, wield great occult skill and command powerful squadrons of hellspawn.

HELLCRAFTER

Medium humanoid, lawful evil

Armor Class 16 (chain mail)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	20 (+5)	15 (+2)	13 (+1)	19 (+4)

Skills Athletics +7, Survival +6

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

FEATURES

Hellspawn Summoner (1/Day). The Hellcrafter may spend 1 minute to summon 2d4 CR worth of hellspawn. They respond to the Hellcrafter's mental commands and are loyal to it for 24 hours or until it uses this feature again.

Occultist. The Hellcrafter is a 9th-level spellcaster. Charisma is its spellcasting modifier (save DC 15, +7 on spell attack rolls):

- Cantrips (at will): *fire bolt* (2d10), *mending*, *thaumaturgy*
- 1st level (4 slots): *burning hands*, *detect magic*, *protection from evil and good*, *shield of faith*
- 2nd level (3 slots): *darkvision*, *flaming sphere*, *hold person*
- 3rd level (3 slots): *fireball*, *sending*, *speak with dead*
- 4th level (2 slots): *death ward*, *dimension door*
- 5th level (1 slot): *destructive wave*

ACTIONS

Multiattack. The Hellcrafter may make an attack with its warhammer and cast a spell.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage.

Bonus Actions

Command. One or two hellspawn within 30 feet of the Hellcrafter may expend their reactions to make melee weapon attacks.



HELLSPAWN

When a fiendish spirit is pulled out of Hell and forcibly bound into the corporeal form of a corpse, the ensuing result is a Hellspawn, a creature of hideous proportions that resembles a humanoid with monstrous characteristics. No two Hellspawn are exactly the same, but they can broadly be sorted into different categories based on their outward appearance and function.

Shamblers tend to resemble zombies and look the least animalian out of the Hellspawn. Their eyes, black as night, are the key feature that differentiates them from typical zombies.

Strikers are Hellspawn whose fiendish spirits did not quite latch onto their corporeal body. They are the easiest to kill and are generally deployed as shock troops.

Buzzers have insectoid features including wings, panoramic vision, and acidic spit. This makes them valuable aerial bombardment creatures.

Shriekers have birdlike features, typically resembling carrion birds. Strong, fast, and capable of flight, they pose a significant challenge to their enemies.

Chargers resemble minotaurs, although they have clearly infernal features. They often lead squads of strikers, serving as captains in a Hellspawn army.

Flutterers have features resembling bats, and they can use echolocation to detect virtually any threat.

Coldbloods look like fiendish humanoid lizards. They are often deployed as assassins or scouts.

Ascendants are the most powerful Hellspawn. They visually resemble a mix of a charger and a flutterer, and they have the most powerful abilities of both creatures.

Typically, Hellspawn are created by hellcrafters, occult magic users that specialize in the creation of these creatures.

HELLSPAWN ASCENDANT

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 10

Languages Infernal plus one, typically the language of the creature that summoned it

Challenge 3 (700 XP)

Proficiency Bonus +2

FEATURES

Fiendish Echolocation. The Hellspawn suffers no penalty when attacking Unseen creatures, and Unseen creatures gain no bonus when attacking the Hellspawn.

Flyby. The Hellspawn cannot be targeted by attacks of opportunity.

ACTIONS

Multiattack. The Hellspawn may make two Gore attacks.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing, and the creature must succeed on a DC 14 Strength saving throw or be knocked prone.

HELLSPAWN BUZZER

Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills Perception +2

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 12

Languages Infernal plus one, typically the language of the creature that summoned it

Challenge 1 (200 XP)

Proficiency Bonus +2

FEATURES

Segmented Eyes. The Hellspawn cannot be Surprised.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8+2) piercing damage.

Acid Spit. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6+2) acid damage.



HELLSPAWN COLDBLOOD

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	6 (-2)	12 (+1)	6 (-2)

Damage Resistances fire

Senses passive Perception 10

Languages Infernal plus one, typically the language of the creature that summoned it

Challenge 3 (700 XP)

Proficiency Bonus +2

FEATURES

Cold-Blooded. If the Hellspawn took fire damage since its last turn, it may use its move action one additional time on its turn.

ACTIONS

Multiattack. The Hellspawn may make three Fangs attacks.

Fangs. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+2) slashing damage.

HELLSPAWN CHARGER

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (8d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages Infernal plus one, typically the language of the creature that summoned it

Challenge 2 (450 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The Hellspawn may make two Gore attacks.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 9 (1d10+4) piercing, and the creature must succeed on a DC 14 Strength saving throw or be knocked prone.

HELLSPAWN FLUTTERER

Medium undead, chaotic evil

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	6 (-2)	15 (+2)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Infernal plus one, typically the language of the creature that summoned it

Challenge 2 (450 XP)

Proficiency Bonus +2

FEATURES

Fiendish Echolocation. The hellspawn suffers no penalty when attacking unseen creatures, and unseen creatures gain no bonus when attacking the hellspawn.

Flyby. The Hellspawn cannot be targeted by opportunity attacks.

ACTIONS

Multiattack. The Hellspawn may make two Claws attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

HELLSPAWN SHAMBLER

Medium undead, chaotic evil

Armor Class 10

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	20 (+5)	6 (-2)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages Infernal plus one, typically the language of the creature that summoned it

Challenge ½ (100 XP)

Proficiency Bonus +2

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.



HELLSPAWN SHRIEKER

Medium undead, chaotic evil

Armor Class 14

Hit Points 36 (8d8)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	6 (-2)	14 (+2)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Infernal plus one, typically the language of the creature that summoned it

Challenge 2 (450 XP)

Proficiency Bonus +2

FEATURES

Divebomb. If the Hellspawn moves at least 10 feet directly down before making an attack, it can make the attack with advantage and deals 4 (1d8) additional damage on a hit.

Carriion Corpse. When the Hellspawn dies, any creature within 5 feet of it must make a DC 10 Constitution saving throw. On a fail, they contract Boilplague.

ACTIONS

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing.

HELLSPAWN STRIKER

Medium undead, chaotic evil

Armor Class 11

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages Infernal plus one, typically the language of the creature that summoned it

Challenge ½ (100 XP)

Proficiency Bonus +2

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.



JOTUN BERZERKER

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	22 (+6)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +10, Wis +4, Cha +5

Skills Athletics +11, Perception +4

Damage Immunities cold

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 9 (5,000 XP)

Proficiency Bonus +4

FEATURES

Mountain Survivor. The Jotun is immune to the negative effects of extreme cold and extreme elevation.

Reckless. The Jotun may choose to gain advantage on all of its attacks on a given turn. If it does, then all creatures have advantage on attacks against it until the start of its next turn. When it has fewer than 100 hit points, it must use this feature.

ACTIONS

Multiattack. The Jotun can make two weapon attacks with its greataxe or javelin.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (2d12+7) slashing damage plus 10 (3d6) cold damage.

Javelin. *Melee or Ranged Weapon Attack:* +11 to hit, reach 15 ft. or range 60/120 ft., one target. *Hit:* 18 (2d10+7) piercing damage plus 7 (2d6) cold damage.

Rend. Each creature within 15 ft. of the Jotun must make a DC 19 Dexterity saving throw. A creature takes 20 (2d12+7) slashing damage plus 10 (3d6) cold damage on a failed save. On a successful save, it takes 10 (3d6) cold damage and falls prone.

REACTIONS

Preempt. The Jotun may make a melee attack against a creature that moves into 15 foot reach of it.

JOTUN

Jotun are a lineage of humanoid giants that dwell in the northern reaches of Gathandia. They resemble humans or dwarves, although they loom more than twenty feet tall on average. Jotun skin tones range from those of humans to various hues of blue and gray. Their hair tends to be white or silver, regardless of their age.

Jotun generally keep to their own, living in nomadic clans that travel across tundras and through northern mountain ranges. It is not unheard of for Jotun to live among other humanoid settlements, but given the significant disparity in their size this is quite uncommon.



JOTUN PRIMORDIAL

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 175 (14d12 + 84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	10 (+0)	18 (+4)	13 (+1)

Saving Throws Con +10, Wis +8, Cha +5

Skills Arcana +4, Athletics +9, Nature +4, Perception +8, Survival +8

Damage Immunities cold

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 18

Languages Giant

Challenge 9 (5,000 XP)

Proficiency Bonus +4

FEATURES

Mountain Survivor. The Jotun is immune to the negative effects of extreme cold and extreme elevation.

Primal Magic. The Jotun can cast the following spells innately. Wisdom is its spellcasting modifier (+8 on spell attack rolls, spell save DC 16).

(At Will) *fog cloud*, *grease*

(3/Rest) *control water*, *ice storm*

(1/Rest) *cone of cold*, *control weather*, *wall of stone*

ACTIONS

Multiattack. The Jotun can make two weapon attacks with its greataxe or javelin.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 17 (2d12+4) slashing damage plus 7 (2d6) cold damage.

Javelin. *Melee or Ranged Weapon Attack:* +11 to hit, reach 15 ft. or range 60/120 ft., one target. *Hit:* 15 (2d10+4) piercing damage plus 3 (1d6) cold damage.

REACTIONS

Preempt. The Jotun may make a melee attack against a creature that moves into 15 foot reach of it.



JOTUN VAMPIRE

Huge giant undaed, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	24 (+7)	12 (+1)	18 (+4)	20 (+5)

Saving Throws Con +12, Wis +9, Cha +10

Skills Arcana +6, Athletics +12, Nature +4, Perception +8, Survival +9

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 18

Languages Giant

Challenge 16 (13,000 XP)

Proficiency Bonus +5

FEATURES

Mountain Survivor. The Jotun is immune to the negative effects of extreme cold and extreme elevation.

Regeneration. The Jotun regains 20 hit points at the start of each of its turns unless it has taken radiant damage since the end of its last turn.

Legendary Resistance (3/Day). If the Jotun fails a saving throw, it can choose to succeed instead.

Forbiddance. The Jotun must observe certain restrictions: The Jotun cannot enter a private residence without a written or verbal invitation.

If the Jotun starts its turn in direct sunlight, it takes 33 (6d10) radiant damage.

If the Jotun starts its turn in running water, it takes 11 (2d10) radiant damage.

If the Jotun consumes garlic or uses Bite on a creature that ate garlic within the last 8 hours, it takes 5 (1d10) toxic damage and is Poisoned for 30 seconds.

Crimson Thirst. The Jotun does not need to eat or drink, but for every 3 days it does not use Bite, it loses 20 current and maximum hit points. After using Bite at least once per day for a week, their current and maximum hit points reset to normal.

Vampiric Curse. Any living humanoid who takes damage from Blood Drain three times within 24 hours becomes infected with Vampirism.

Unholy Resurrection. If the Jotun dies at nighttime, it turns into a fine mist and floats back to its ancestral soil at a rate of 60 feet on each of its turns. If it does not reach its

ancestral soil by dawn, then it dies permanently.

If it reaches its ancestral soil before dawn, then it solidifies back into its vampiric form but is still dead. It reawakens at full health at dusk that evening. A Jotun Vampire that dies during the daytime turns into mist in this way at dusk the following evening, where it then tries to return to its ancestral soil. When a Jotun Vampire is dead and in solid form, it can be staked through the heart and its head cut off and burned to permanently kill it.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (2d12+7) slashing damage plus 10 (3d6) cold damage.

Javelin. *Melee or Ranged Weapon Attack:* +12 to hit, reach 15 ft. or range 60/120 ft., one target. *Hit:* 18 (2d10+7) piercing damage plus 7 (2d6) cold damage.

Blood Drain. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) piercing damage plus 10 (3d6) necrotic damage. The Jotun regains hit points equal to the amount of necrotic damage it dealt in this way.

Charm. The Jotun targets one humanoid it can see within 30 feet of it. If the target can see the Jotun, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the Jotun. The charmed target regards the Jotun as a trusted friend to be heeded and protected. Although the target isn't under the Jotun's control, it takes the Jotun's requests or actions in the most favorable way it can, and it is a willing target for the Jotun's bite attack. Each time the Jotun or the Jotun's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Jotun is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

LEGENDARY ACTIONS

The Jotun 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 Jotun regains spent legendary actions at the start of its turn.

Move. The Jotun moves up to its speed without provoking opportunity attacks.

Bite (Costs 2 Actions). The Jotun makes one bite attack.

KAMELOT KNIGHT

Hailing from the kingdom of Avalon in Shadowcroft, the Knights of Camelot were elite champions in Pendragon's court. After Pendragon's fall, he killed all of his trusted humanoid knights, instead commanding his mages to animate suits of armor and bless them with elemental powers. These new Camelot Knights patrol Pendragon's domain and maintain order with an iron gauntlet.

These new Camelot Knights are simple constructed beings, animated suits of armor held together by vines or bleached bones or gemstones. They often wear tattered banners with Pendragon's insignia on them, typically dyed in the same color as their armor.

KAMELOT KNIGHT

Medium construct, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Con +7

Skills Perception +5

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 5 (1,800 XP)

Proficiency Bonus +3

FEATURES

Immutable Form. The Camelot Knight is immune to any spell or effect that would alter its form.

Unique Feature. The Camelot Knight has one unique feature based on its armor type (see the table below).

ACTIONS

Multiattack. The Camelot Knight can make two weapon attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12+4) piercing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Unique Ability. The Camelot Knight has a unique ability based on its armor type (see the following table).

The most common types of Camelot Knights, and the materials that compose them, are listed below.

Green Knight: Suit of armor made of bark and rock, held together by vines and briars.

Black Knight: Suit of armor made of blackened bones, held together by old sinew and mold.

Blue Knight: Suit of armor made from frosted metal, held together by electricity.

Red Knight: Suit of armor constructed from burnished, heat-blackened metal, held together by molten lava.

White Knight: Suit of armor made from bleached bones, held together by mystical light.

Purple Knight: Suit of armor made from amethysts and geodes, held together by psionic energy.



Armor Type	Damage Resistances	Unique Feature	Unique Ability
Green	Resistances Fire, Radiant, Poison	The Kamelot Knight's reach increases by 5 feet.	The Kamelot Knight can cast the <i>entangle</i> spell (save DC 15).
Black	Immunities Necrotic Vulnerabilities Radiant	When the Kamelot Knight has more than 0 hit points, but fewer than one-half its maximum hit points, it regains 5 hit points at the start of each of its turns.	(Recharge 6) <i>Melee Weapon Attack.</i> +7, reach 5 ft., one target. <i>Hit:</i> 13 (2d12) necrotic damage, and the Kamelot Knight regains hit points equal to the damage it dealt.
Blue	Resistances Cold, Lightning	When a creature hits the Kamelot Knight with a melee attack, the creature takes 4 (1d8) lightning damage.	(Recharge 6) The Kamelot Knight can cast <i>lightning bolt</i> (save DC 15).
Red	Immunities Fire Vulnerabilities Cold	When a creature starts its turn within 5 feet of the Kamelot Knight, it must make a DC 15 Constitution saving throw, taking 4 (1d8) fire damage on a failed save.	(Recharge 6) The Kamelot Knight can cast <i>fireball</i> (save DC 15).
White	Resistances Necrotic Immunities Radiant	The Kamelot Knight sheds dim light in a 10 foot radius.	The Kamelot Knight or a creature that it touches regains 9 (1d10 + 4) hit points.
Purple	Immunities Psychic, Thunder	When the Kamelot Knight would take psychic or thunder damage, it instead deals 5 (1d10) additional damage of that type the next time it hits with an attack before the end of its next turn.	(Recharge 6) The Kamelot Knight can cast <i>gust of wind</i> or <i>mirror image</i> (save DC 15).



MANTICORE (CROFTIAN)

Early records about Manticores talk of a beast so vicious that if it makes you its prey, there will be nothing left of you to bury. Time and time again throughout history, these tales were proven to be true. Manticores are creatures with a vaguely humanoid head, the body of a lion and a spiked tail full of quills. They are also known to carry diseases with them, mainly the Boil Plague.



CROFTIAN MANTICORE

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	8 (-1)	12 (+1)	12 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 6 (2,300 XP)

Proficiency Bonus +3

FEATURES

Pack Hunter. If the Manticore is within 5 feet of one of its allies, it gets advantage on its attacks.

Regenerating Quill Darts. The Manticore has 20 quills and can regrow any quills it loses after it has taken a long rest.

Vampirism. The Vampire Manticore uses the Ancerran, Croftian, or Draculean Vampirism template.

Hunting Companion. Vampire Manticores often hunt with one or more Needlebeaks.

ACTIONS

Multiattack. The Croftian Manticore makes four attacks: two with its claws, and two with its bite. Alternatively, it makes three Quill Dart attacks.

Claw. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Quill Dart. *Ranged Weapon Attack:* +6 to hit, range 60/100 ft., one target. *Hit:* 10 (2d6+3) piercing damage and 9 (2d8) poison damage. The target must make a DC 14 Constitution saving throw. On a failure, they are poisoned until the end of their next turn. If they rolled a 5 or lower, they are also infected with the boilplague.

Blood Syringe. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage and 13 (3d8) necrotic damage. The target must make a DC 14 Constitution saving throw. On a failure, they gain 1 level of exhaustion.

M'L'YKKRI

An untold abomination of the universe, the M'l'ykkri Fleshling looks like an inside out humanoid torso with teeth that can burrow, combine, and rearrange within itself. When enough fleshlings amalgamate together, they create a terrifying M'l'ykkri Flesh Swarm.

Once per year, M'l'ykkri will shed bits of flesh about as long as a human's forearm. These Flesh Worms will seek out humanoids and burrow into them. This usually kills the humanoid, but if it does not, then the worm will secrete fluids that corrode the humanoid's entrails and transform it into a new Fleshling.

M'L'YKKRI

Gargantuan aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 5ft., fly 5 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	13 (+1)	14 (+2)	20 (+5)

Saving Throws Str +12, Con +11, Cha +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Damage Vulnerabilities acid

Condition Immunities charmed, frightened

Senses Blindsight 120 ft., passive Perception 10

Languages -

Challenge 13 (10,000 XP)

Proficiency Bonus +5

FEATURES

Multiattack. The M'l'ykkri can make five tentacle attacks.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 40 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage and the creature is Grappled (escape DC 20).

Roar (Recharge 5-6). Each hostile creature within a 60 foot radius of the M'l'ykkri must make a DC 18 Wisdom saving throw, taking 19 (3d12) psychic and 19 (3d12) thunder damage on a failed save, and half as much on a successful one. A creature that fails the save is also frightened until the end of the M'l'ykkri's next turn.

Eventually, M'l'ykkri Fleshlings will grow so old and large that they become true M'l'ykkri, which are so enormous that whole patches of forest or jungle can grow on top of it while it burrows into the ground to await unsuspecting prey. When a creature nears it, a M'l'ykkri will open its enormous maw and swallow creatures even as large as elephants whole.

ACTIONS

Multiattack. The M'l'ykkri makes four attacks: two with its claws, and two with its bite. Alternatively, it makes three Quill Dart attacks.

Claw. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Quill Dart. *Ranged Weapon Attack:* +6 to hit, range 60/100 ft., one target. *Hit:* 10 (2d6+3) piercing damage and 9 (2d8) poison damage. The target must make a DC 14 Constitution saving throw. On a failure, they are poisoned until the end of their next turn. If they failed and rolled a 5 or lower, they are also infected with the Boil Plague.

Blood Syringe. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage and 13 (3d8) necrotic damage. The target must make a DC 14 Constitution saving throw. On a failure, they gain 1 level of exhaustion.

BONUS ACTIONS

Spawn Fleshlings (1/Day). The M'l'ykkri can create 2d4 M'l'ykkri Fleshlings. These M'l'ykkri Fleshlings obey the mental commands of the M'l'ykkri and act immediately after it in initiative.

LEGENDARY ACTIONS

The M'l'ykkri 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 M'l'ykkri regains spent legendary actions at the start of its turn.

Tentacle. The M'l'ykkri makes a tentacle attack.

Spur the Flesh (Costs 2 actions). M'l'ykkri Fleshlings within 30 feet gain advantage on attack rolls until the end of the M'l'ykkri's next turn.

M'L'YKKRI FLESHLING

Medium aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	17 (+3)	10 (+0)	10 (+0)	15 (+2)

Damage Immunities psychic

Damage Vulnerabilities acid

Condition Immunities charmed, frightened

Senses passive Perception 10

Languages -

Challenge 2 (450 XP)

Proficiency Bonus +2

FEATURES

Horrifying Appearance. When a creature starts its turn within 30 feet of the M'l'ykkri Fleshling, it must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened. On a successful save, the creature becomes immune to this feature from all M'l'ykkri Fleshlings for 24 hours.

ACTIONS

Multiattack. The M'l'ykkri can make two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) piercing damage.

Grinding Teeth. Each creature within a 30 foot radius of the M'l'ykkri must make a DC 13 Wisdom saving throw. On a failed save, a creature takes 10 (3d6) psychic damage.

M'L'YKKRI FLESH SWARM

Huge swarm of medium aberrations, chaotic evil

Armor Class 11 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	10 (+0)	10 (+0)	17 (+3)

Saving Throws Con +8

Damage Immunities psychic

Damage Vulnerabilities acid

Condition Immunities charmed, frightened

Senses passive Perception 10

Languages -

Challenge 6 (2,300 XP)

Proficiency Bonus +3

FEATURES

Horrifying Appearance. When a creature starts its turn within 30 feet of the M'l'ykkri Fleshling, it must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened. On a successful save, the creature becomes immune to this feature from all M'l'ykkri Fleshlings for 24 hours.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small humanoid.

Absorb. The M'l'ykkri Flesh Swarm can absorb a M'l'ykkri Fleshling into itself. The M'l'ykkri Flesh Swarm regains 11 (2d10) hit points. If a M'l'ykkri Flesh Swarm absorbs sixteen M'l'ykkri Fleshlings, it becomes Gargantuan and its Strength increases to 24 (increasing its Bite attack and damage rolls by +2).

Progeny. When the M'l'ykkri Flesh Swarm is reduced to one half its maximum hit points, and when it dies, it sheds 5 (2d4) M'l'ykkri Flesh Worms.

Fleshling Fever. Whenever a creature starts its turn Restrained by Oozing Embrace, it must make a DC 16 Constitution saving throw, gaining Fleshling Fever (see below) on a failed save.

ACTIONS

Multiattack. The M'l'ykkri can make three bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 15 (3d6+5) piercing damage, or 8 (1d6+5) piercing damage if the M'l'ykkri has less than one half its maximum hit points.

Grinding Teeth. Each creature within a 30 foot radius of the M'l'ykkri must make a DC 13 Wisdom saving throw. On a failed save, a creature takes 14 (4d6) psychic damage.

Oozing Embrace (Recharge 6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** Target is Restrained. The M'l'ykkri Flesh Swarm can restrain up to three Medium or smaller creatures in this way.

FLESHLING FEVER

M'l'ykkri Flesh Swarms and M'l'ykkri Flesh Worms can both cause a creature to gain Fleshling Fever.

An infected creature gains 1 level of exhaustion every 2 hours.

Upon death, the creature becomes a M'l'ykkri Fleshling and 2d4 M'l'ykkri Flesh Worms emerge from the corpse.

Curing Fleshling Fever requires one or more Wisdom (Medicine) checks.

Each check must include herbs and medicinal salves worth at least 20 sc each, which the process consumes. A creature cannot receive more than 1 check per 30 minutes. When a creature makes this check, note the numerical result and add it to any previous checks from this instance of Fleshling Fever. When the numerical results reach a cumulative total of 60, the infection is cured.

When the infection is cured, 2d4 M'l'ykkri Flesh Worms emerge from the healed body.

M'L'YKKRI FLESH WORM

Tiny aberration, chaotic evil

Armor Class 11

Hit Points 3 (2d4 - 2)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	9 (-1)	9 (-1)	10 (+0)	8 (-1)

Damage Immunities psychic

Damage Vulnerabilities acid

Condition Immunities charmed, frightened

Senses passive Perception 13

Languages -

Challenge ¼ (50 XP)

Proficiency Bonus +2

FEATURES

Horrifying Appearance. When a creature starts its turn within 30 feet of the M'l'ykkri Fleshling, it must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened. On a successful save, the creature becomes immune to this feature from all M'l'ykkri Fleshlings for 24 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6+1) piercing damage and the creature must make a DC 11 Constitution saving throw. On a failed save, the M'l'ykkri Flesh Worm burrows into its host. Its host gains Fleshling Fever (see below).





M'L'YKKRI LUMBERER

Huge aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 203 (12d12 + 60)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	9 (-1)	15 (+2)	18 (+4)

Damage Vulnerabilities acid

Damage Immunities psychic

Senses passive Perception 12

Languages Deep Speech

Challenge 9 (5,000 XP)

Proficiency Bonus +4

FEATURES

Horridifying Appearance. When a creature starts its turn within 30 feet of the Lumberer, it must make a DC 16 Charisma saving throw. On a fail, the target gains the frightened condition. On a successful save, the target is no longer frightened and becomes immune to this feature for 1 hour.

Progeny. When the Lumberer is first reduced to less than half its maximum hit points, and when it dies, it sheds 5 (2d4) Zombies which have Flesh Worms inside them. These Zombies do not spread Zombie Plague; instead, their bite infects creatures with Fleshling Fever.

ACTIONS

Multiattack. The Lumberer can make three attacks, choosing between Bite or Tentacle each time.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 9 (1d10+4) piercing damage, and the creature is grappled (escape DC 16).

Grinding Teeth. Each creature within a 30 foot radius of the Lumberer must make a DC 16 Wisdom saving throw, taking 14 (4d6) psychic damage on a failed save, and half as much on a successful save.

Flesh Flatulation (Recharge 6). The M'l'Ykkri Lumberer spawns a M'l'Ykkri Fleshling in an unoccupied space within 10 ft. of it. The Fleshling takes its turn in initiative after the Lumberer.



WAMPH'L'YKKRI

Medium aberration, chaotic evil

Armor Class 12

Hit Points 15 (3d8+3)

Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	5 (-3)	11 (+0)	3 (-4)

Damage Immunities necrotic, psychic

Condition Immunities blinded, charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Proficiency Bonus +2

FEATURES

Hivemind. What one Wamph'l'ykkri knows, all other Wamph'l'ykkri within one mile know as well. If the Wamph'l'ykkri is within one mile of a Vampkiri, it is under the Vampkiri's control. In that case, replace its mental stats and defenses with those of the Vampkiri.

Parasite. The Wamph'l'ykkri can shrink itself to burrow within and possess tiny beasts, such as rats, bats, and spiders. While a Wamph'l'ykkri is within a host, adventurers must succeed on a DC 18 Intelligence (Nature) check to identify its unusual behavior and recognize its presence. If the host body is killed, the Wamph'l'ykkri bursts from the corpse as it grows to its full size.

ACTIONS

Drain Blood. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, and the Wamph'l'ykkri becomes bloated until the end of its next turn, reducing its walking speed by 5 ft.

Claim Host. *Melee Weapon Attack:* +4 to hit a Tiny beast, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, and the Wamph'l'ykkri burrows into its host. If the target has less than 8 Intelligence, it is charmed by the Wamph'l'ykkri and will risk its life for it.

Vampkiri Ambassador. *Melee Weapon Attack:* +4 to hit a Tiny beast, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, and the creature must make a DC 12 Charisma saving throw. On a failed save if there is a Vampkiri within one mile of the Wamph'l'ykkri, the creature is charmed by the Vampkiri and will risk its life for it.

NEEDLEBEAK

At a casual glance, a hungry Needlebeak looks rather like a hummingbird. After it has gorged on humanoid blood, however, a Needlebeak's throat sac can fill and store up to half a gallon of blood at a time. The Needlebeak can then digest this, transfuse it into another creature, or spit it back out at threatening creatures. Because of its capacity to hold proportionally large quantities of fresh blood, Needlebeaks are often coveted by dark cultists.

NEEDLEBEAK

Tiny beast, unaligned

Armor Class 15

Hit Points 6 (4d4 - 4)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	20 (+5)	9 (-1)	4 (-3)	14 (+2)	5 (-3)

Saving Throws Dex +7

Skills Perception +4, Stealth +5, Survival +4

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge ½ (100 XP)

Proficiency Bonus +2

FEATURES

Blood Sac. The Needlebeak can store up to one half a gallon of blood at a time in its blood sac, and can spit this blood out at will. (There are 8 pints in 1 gallon.)

Lightheaded. Creatures that lose one half a gallon of blood as a result of the Needlebeak gain 1 level of exhaustion for 1 hour, then remove it.

ACTIONS

Beak. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage and the Needlebeak draws 1 pint of blood into its sac.

Blood Spit. The Needlebeak must expend 1 pint of blood from its sac to make this attack. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (1d8+3) acid damage.

Nourish. The Needlebeak can expend 1 pint of blood and touch an allied creature to allow that creature to regain 4 (1d8) hit points.

OCCULT MANIAC

Medium humanoid, chaotic evil

Armor Class 12

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	18 (+4)	17 (+3)	16 (+3)	14 (+2)

Saving Throws Con +7

Senses passive Perception 13

Languages Common, Infernal

Challenge 7 (2,900 XP)

Proficiency Bonus +3

FEATURES

Unstable Magic. The occult maniac scores a critical hit on a roll of 18-20, but automatically misses on a roll of 1-3.

Explosive. When the Occult Maniac is reduced to less than one half its maximum hit points, and when it dies, it explodes in magical energy, automatically making an Explosion attack.

Spells. The occult maniac can cast the following spells innately. It uses Constitution for its spellcasting modifier (spell save DC 15, +7 on spell attack rolls).

- At will: *dancing lights*, *fire bolt* (2d10), *fog cloud*, *hellish rebuke*, *misty step*, *witch bolt*
- 3/Day: *counterspell*, *fireball*, *magic missile*, *mirror image*
- 1/Day: *cone of cold*, *wall of fire*

ACTIONS

Multiattack. The occult maniac may cast one at-will spell and one expendable spell. Instead of using an expendable spell, it may use its Explosion attack if it is available.

Explosion (recharge 5-6). Each creature in a 30 foot radius must make a DC 15 Constitution saving throw. On a failed save, a creature takes full damage, and on a successful save it takes half damage. The damage is 1d4, 1d6, and 1d8, and the number rolled also determines the type of damage dealt.

1. Fire
2. Cold
3. Lightning
4. Acid
5. Poison
6. Thunder
7. Radiant
8. Necrotic

OCULARUS

Sometimes celestials fall from the platform on which they have stood for eons, and when they do, they fall far, very far down. The Ocularus, a large winged being covered in countless of all-seeing eyes, was no different. Its fall from grace corrupted it severely, and where once its vision granted it insight into all the beauty this world has to offer, it is now cursed to only see the ugly underside of life's boot. With that vision, it has come to resent all those that live on this planet, faulting them for all that is wrong with the world.



OCULARUS

Large celestial, lawful evil

Armor Class 16 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	14 (+2)	18 (+4)	12 (+1)

Saving Throws Wis +7, Cha +4

Skills Perception +7, Deception +4, Persuasion +4

Damage Immunities radiant

Senses magical darkvision 120 ft., truesight 60 ft., passive Perception 17

Languages Celestial

Challenge 8 (3,900 XP)

Proficiency Bonus +3

FEATURES

All-Seeing. The Ocularus cannot be surprised.

ACTIONS

Multiattack. The Ocularus makes three attacks: two with its Wing Slice and one with its Eye Beam or Perceive.

Wing Slice. *Melee Weapon Attack.* +5 to hit, Range 5 ft, one target. **Hit:** 9 (2d6+2) bludgeoning damage.

Eye Beam. *Ranged Weapon Attack.* +6 to hit, Range 30 ft, one target. **Hit:** 13 (3d6+3) radiant damage.

Perceive. Many piercing eyes watch a creature within 20 feet. The creature must make a DC 15 Wisdom saving throw. On a failure, it is frightened until the end of its next turn.

Dread. The Ocularus shares its gloomy outlook of the world with a creature within 15 feet. The target must make a DC 15 Wisdom saving throw, taking 22 (4d10) psychic damage on a failure or half as much damage on a success. In addition, on a failure, the target becomes frightened until the end of its next turn.

Wave of Light (Recharge 4-6). The Ocularus projects a wave of burning light from its many eyes. All creatures within a 30ft radius must make a DC 13 Constitution saving throw, taking 13 (3d8) radiant and 9 (2d8) fire damage on a failure, or half as much damage on a success.

PLAGUE DOCTOR

Universally recognized by thick, hooded robes and crow-shaped masks, plague doctors are a feared necessity in most societies. Unhampered by pesky ethical obligations, plague doctors wallow in disease and offer experimental medical procedures or a painless death as the situation warrants. These grim physicians wield both potion and pathogen the way an artisan might wield a chisel or paintbrush.



PLAGUE DOCTOR

Medium humanoid, any alignment

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	18 (+4)	16 (+3)	12 (+1)

Skills Arcana +7, Deception +4, Medicine +6, Persuasion +6

Senses passive Perception 13

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

FEATURES

Plague Mask. The Plague Doctor is immune to common diseases and has resistance to uncommon diseases and rare diseases.

ACTIONS

Multiattack. The Plague Doctor makes three scalpel attacks, or two scalpel attacks and uses Leech.

Scalpel. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 5 (2d4) poison damage.

Leech. The Plague Doctor draws blood out of a creature it can see within 20ft. The creature must make a DC 13 Constitution saving throw, taking 13 (3d8) necrotic damage on a failure.

Pathogen (3/Day). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 15/40 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage and 27 (6d8) poison damage and the target becomes Poisoned for 1 minute or until it receives magical healing.

BONUS ACTIONS

Analyze. The Plague Doctor may use a bonus action to study a hostile creature and determine how healthy they are. They make a Wisdom (Medicine) check, against a DC of 10 + one half that creature's level. On a success, they learn their current hit points. If they beat the DC by 5 or more, they also learn whether the creature has regenerative abilities or resistances, though it does not know which resistances specifically nor how much the creature regenerates.

PLAGUEDUSTER WARBLER

One of the fastest ways a disease can spread is through vermin. The Plagueduster Warbler is notorious for being a potent courier of many bacteria and viruses. Getting into contact with the bird's excrement, eating its meat or simply being pecked at by it could prove fatal for those with a poor immune system.

PLAGUEDUSTER WARBLER

Small beast, unaligned

Armor Class 12

Hit Points 55 (10d6 + 20)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3

Damage Resistances poison

Senses passive Perception 13

Languages -

Challenge 2 (450 XP)

Proficiency Bonus +2

FEATURES

Small but Swift. The Plagueduster warbler gets advantage on any Dexterity checks and Dexterity saving throws if it is airborne.

ACTIONS

Multiattack. The Plagueduster Warbler makes two Beak attacks.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage and 2 (1d4) poison damage. The target must succeed on a DC 12 Constitution saving throw or contract a common or uncommon disease of the DM's choice. A creature can only contract one disease at a time in this way.

PLAGUE RATS

Plague Rats are a dangerous nuisance in many cities, especially those that suffer from a lack of fresh water, overcrowding, poor sanitation, and similar deficiencies. A Plague Rat by itself is easily handled, but dozens or hundreds quickly become a dire threat.

DEATHPLAGUE RAT

Tiny beast, unaligned

Armor Class 11

Hit Points 22 (4d4 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	16 (+3)	3 (-4)	12 (+1)	6 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

Proficiency Bonus +2

FEATURES

Protected By Illness. The Plague Rat can only suffer from one disease at a time (typically deathboil plague or another high-lethality disease), making them immune to other diseases while they're afflicted by their current disease.

Diseased Corpse. Any time a creature comes within 30 feet of the Plague Rat's corpse if its corpse is not burned or otherwise cleansed, then the creature must make a DC 16 Constitution saving throw. On a failed save, the creature contracts the disease that the Plague Rat had.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage and the creature must make a DC 13 Constitution saving throw. On a failed save, it becomes infected with the disease that the Plague Rat is carrying.



PLAGUE RAT

Tiny beast, unaligned

Armor Class 11

Hit Points 13 (3d4 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1/4 (25 XP)

Proficiency Bonus +2

FEATURES

Protected By Illness. The Plague Rat can only suffer from one disease at a time (typically boil plague or another low-lethality disease), making them immune to other diseases while they're afflicted by their current disease.

Diseased Corpse. Any time a creature comes within 30 feet of the Plague Rat's corpse if its corpse is not burned or otherwise cleansed, then the creature must make a DC 14 Constitution saving throw. On a failed save, the creature contracts the disease that the Plague Rat had.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage and the creature must make a DC 12 Constitution saving throw. On a failed save, it becomes infected with the disease that the Plague Rat is carrying.



PLAGUE SPREADER

Medium humanoid, any alignment

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/4 (25 XP)

Proficiency Bonus +2

FEATURES

Protected By Illness. The Plague Spreader can only suffer from one disease at a time, making them immune to other diseases while they're afflicted by their current disease. It has advantage on saving throws against being poisoned.

Disliked. Once the Plague Spreader has been identified as such, they get disadvantage on their Charisma skill checks.

Diseased Corpse. Any time a creature comes within 30 feet of the Plague Spreader's corpse if its corpse is not sealed in a coffin or otherwise contained, then the creature must make a DC 14 Constitution saving throw. On a hit, the creature contracts the disease that the Plague Spreader had.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Cough. One creature within 5 feet of the Plague Spreader must make a DC 12 Constitution saving throw. On a fail, it takes 6 (1d8+2) necrotic damage. If a creature fails this save twice, it gains the disease that the plague spreader had.

REAPER BAT

Reaper Bats are relentless carnivorous hunters that are unafraid to take on much larger and tougher prey than typical bats. While a single Reaper Bat poses little to no threat to a typical adventurer, they communicate with one another using their echolocation, eventually creating large swarms that can overwhelm the unsuspecting hero.



REAPER BAT

Tiny beast, unaligned

Armor Class 11

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	13 (+1)	10 (+0)	3 (-4)	16 (+3)	6 (-2)

Skills Perception +5

Damage Vulnerabilities thunder

Senses blindsight 60 ft. (blind beyond this point), passive Perception 15

Languages -

Challenge 1 (200 XP)

Proficiency Bonus +2

FEATURES

Echolocation. The Reaper Bat can see any source of moderate to loud noise (the volume of normal conversation or louder) within 1,000 feet of it, ignoring its blindness from blindsight.

Echocommunication. The Reaper Bat is aware of everything that other Reaper Bats within 60 feet of it can see using their Blindsight.

Squeaking Summons (Recharge 6). As a bonus action, the Reaper Bat summons another Reaper Bat that appears in an unoccupied space within 60 feet of it. The new Reaper Bat rolls its own initiative and acts on its own turn.

ACTIONS

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

SHADOWLURK

If you ever find yourself alone with the eerie feeling of being watched, chances are a Shadowlurk is nearby. These sneaky fiends are able to teleport through shadow and are masters of disguise, changing shape at will. Their abilities make them difficult to pin down, which means they make excellent spies. Their abilities are highly sought after by those hungry for information, and as such they are often deployed by fiends, vampires, and other unholy beings.

SHADOWLURK

Medium fiend, neutral evil

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills Deception +1, Perception +4, Stealth +5, Sleight of hand +5

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 14

Languages Infernal

Challenge 1/2 (100 XP)

Proficiency Bonus +2

FEATURES

Shapechange. The Shadowlurk can change its shape at will. It can change into one size smaller or one size larger than its original state. If it is killed, it reverts back to its original state.

Shadow Travel. The Shadowlurk can teleport from one shadow to another, up to 60 feet. The shadow needs to be large enough to cover its entire body.

ACTIONS

Multiattack. The Shadowlurk makes two claw attacks.

Claw. Melee Weapon Attack. +4 to hit, Range 5 feet, one target. *Hit:* 4 (1d6+1) slashing damage.

TOSKUR

Toskur are creepy-looking squirrel-like horned creatures that feed on the insecurities of those they encounter. They're extremely talkative and enjoy throwing insults at people, trying to get a rise out of them. While they can speak all languages, they communicate with each other telepathically, so it is unknown if they taunt their own as well.

TOSKUR

Small fey, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 66 (12d6 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	14 (+2)	13 (+1)	18 (+4)

Skills Deception +6, Persuasion +6, Intimidation +6

Damage Resistances psychic

Condition Immunities charmed

Senses darkvision 30 ft., passive Perception 11

Languages All

Challenge 4 (1,100 XP)

Proficiency Bonus +2

FEATURES

Telepathy. Toskur communicate with their kin telepathically, though are also capable of extending this to non-telepathic creatures.

Mean. Attempts to intimidate or frighten a Toskur are made at disadvantage.

ACTIONS

Multiattack. The Toskur makes two Claw attacks.

Claw. Melee Weapon Attack. +3 to hit, Reach 5 feet, one target. *Hit:* 4 (1d6) piercing damage.

Painful Remark. The Toskur shouts a nasty remark at one creature within 30 feet. The target must make a DC 14 Charisma saving throw, taking 13 (3d8) psychic damage on a failure.

Hit a Nerve. The Toskur uses its psychic abilities to speak into the minds of all hostile creatures within 30 feet of it, dredging up insecurities as it communicates. All targets within range must make a DC 14 Charisma saving throw, taking 10 (3d6) psychic damage on a failure.

REACTIONS

Quick Retort. When a creature attempts to attack the Toskur, it may use its reaction to throw them off by making a snarky comment. The attacker must subtract 1d4 from their attack roll.

UNICORNS AND PONYCORN

All fear the Unicorn. Fae creatures wrought of cruelty and malice, Unicorns seem to relish vile acts. Many enjoy nothing more than mutilating and devouring innocent Ponycorns.

Unicorns exude withering auras that twist and corrupt the flora and fauna around them, but they are also powerful illusionists capable of masking all corruption in their environments.

Travelers might see a stretch of forest as particularly sunny and sparkly, the creatures seeming chipper and merry. If the illusion falls, then they see the truth: trees painfully twisted and knotted, choked with parasitic vines, and gaunt, feral squirrels and other critters on the brink of starvation.

Beyond relishing the flesh of Ponycorns, Unicorns also derive horrid pleasure from confusing adventurers with their powerful illusions and, when that grows boring, mutilating the adventurers. Unicorns ruthlessly attack adventurers with their nine tails, each of which hold different weapons and torture devices. Unless it feels that its life is on the line, the Unicorn will usually not kill its victims, instead leaving them to suffer long lives with their mutilated bodies.

PONYCORN

Medium celestial, neutral good

Armor Class 10

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	5 (-3)	16 (+3)	16 (+3)

Skills Performance +5

Condition Immunities charmed

Senses passive Perception 13

Languages -

Challenge 2 (450 XP)

Proficiency Bonus +2

FEATURES

Healing Horn. The ponycorn may touch its horn to a creature suffering from poison or disease for 1 minute. The next creature that attempts to treat the poison or disease does so with advantage.

ACTIONS

Trample. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+2) bludgeoning damage, and if the target creature is Large or smaller, it must make a DC 12 Strength saving throw, falling prone on a failed save.

BONUS ACTIONS

Bray. One creature within 60 feet of the ponycorn that the ponycorn sees as a friend gains advantage on its next attack roll, saving throw, or ability check.



UNICORN

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	15 (+2)	19 (+4)	18 (+4)	22 (+6)

Damage Immunities psychic; nonmagical bludgeoning, piercing, and slashing

Senses truesight 30 ft., passive Perception 14

Languages -

Challenge 9 (5,000 XP)

Proficiency Bonus +4

FEATURES

Aura of Decay. When the Unicorn has lived in the same 5-mile area for at least 30 days, plant life in the area becomes warped and shriveled. Animals in the area grow gaunt and feral.

Aura of Glibness. When the Unicorn has lived in the same 5-mile area for at least 30 days, it can cause all plant and animal life to take on the illusory quality of being vibrant and healthy. It can turn on and off this illusory aura at will.

Aura of Sorrow. Creatures within 5 miles of the Unicorn feel inexplicably sad, and might suddenly recall decisions that they regret or the pain that they caused to their friends.

Limited Etherealness. The Unicorn is under the effects of the *etherealness* spell until it deals damage to a creature. It then loses the effects of the *etherealness* spell for 1 minute.

Illusionist. When the Unicorn has lived in the same 5-mile area for at least 30 days, it may indefinitely maintain up to 10 *major image* spells within that area.

Deathly Blessing (1/Day). By touching a willing creature with its horn, the Unicorn imbues a creature with the touch of death. That creature's current and maximum hit points both reduce by 10, but it gains a permanent +1 to all attacks and damage. A creature can receive this blessing only once in their lifetime.

Deadly Strikes. The Unicorn scores critical hits on rolls of 19 or 20. When it has less than one half its maximum hit points, it scores critical hits on rolls of 18-20.

ACTIONS

Multiattack. The Unicorn can make three attacks: One with its trample, one with its gore, and one with its bite. It can replace any of these attacks with three attacks from its tails instead. It cannot attack with the same tail twice in the same turn.

Trample. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) bludgeoning damage. If it is medium or smaller, the creature then falls prone.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage plus 9 (2d8) necrotic damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (6d4+5) piercing damage.

Nine Tails. The unicorn has nine long, prehensile tails that wield various torture devices.

Scythe. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 5 (2d4) slashing damage plus 5 (2d4) necrotic damage.

Cat o Nines. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 7 (3d4) slashing damage, and the creature suffers a -1 penalty to d20 rolls for 1 minute.

Finger Shears. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 2 (1d4) slashing damage. On a critical hit, the target also loses 1 finger.

Nail Wedge. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 2 (1d4) piercing damage. On a critical hit, the target suffers disadvantage on skill checks and saving throws for 1 minute.

Eye Spoon. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 2 (1d4) slashing damage. On a critical hit, the creature loses 1 eye.

Noose. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 2 (1d4) bludgeoning damage. On a critical hit, the creature becomes restrained (escape DC 17) and is suffocating while restrained in this way.

Branding Iron. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 5 (1d10) fire damage. On a critical hit, the creature is branded with an eldritch mark specific to the Unicorn, gaining 1 Fear.

Syringe. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 2 (1d4) acid damage and the creature is poisoned until the end of its next turn. On a critical hit, the creature experiences vivid hallucinations of the unicorn's choosing for 1 minute.

Scalpel. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 2 (1d4) slashing damage. On a critical hit, the creature loses 1 kidney.

REACTIONS

Refract. When the unicorn takes radiant damage, it can refract the light into a rainbow of death. It chooses up to four targets within 30 feet of it. Each of those targets must make the following saving throws. The DC for each is 18.

Red. Constitution saving throw. 9 (2d8) fire damage, or half as much on a successful save.

Yellow. Dexterity saving throw. 9 (2d8) lightning damage, or half as much on a successful save.

Green. Wisdom saving throw. 9 (2d8) poison damage, or half as much on a successful save.

Blue. Strength saving throw. 9 (2d8) cold damage, or half as much on a successful save.

Neigh (Recharge 5-6). When a creature attempts to cast a spell within 30 ft. of the unicorn, the unicorn may innately cast *counterspell*.

VAMPIRE TEMPLATE

To turn any creature into a Vampire, apply the following template.

FIRST,

- Increase its Charisma by 2.
- It gains a climb speed equal to its walking speed.
- It gains immunity to necrotic and poison damage.
- It gains immunity to the charmed and frightened conditions.

If a stat block references the Vampirism Template in its features section, then skip this step and apply only the second and third steps.

SECOND,

It gains a Forbiddance feature (choose Ancerran, Croftian, or Draculean).

Ancerran Forbiddance. The Vampire must observe certain restrictions:

- If the Vampire starts its turn in direct sunlight, it takes 33 (6d10) radiant damage.
- If the Vampire starts its turn in running water, it takes 11 (2d10) radiant damage.
- If the Vampire takes radiant damage, it loses its Regenerate ability on its next turn.
- If the Vampire consumes garlic or uses Bite on a creature that ate garlic within the last 8 hours, it takes 5 (1d10) toxic damage and is poisoned for 1 minute.

Croftian Forbiddance. The Vampire must observe certain restrictions:

- If the Vampire starts its turn in direct sunlight, it takes 22 (4d10) radiant damage.
- If the Vampire starts its turn in running water, it takes 5 (1d10) radiant damage.
- If the Vampire takes radiant damage, it loses its Regenerate ability on its next turn.
- If the Vampire consumes garlic or uses Blood Drain on a creature that ate garlic within the last 8 hours, it takes 5 (1d10) toxic damage and is Poisoned for 30 seconds.
- The Vampire is vulnerable to damage from silver weapons.

Draculean Forbiddance. The Vampire must observe certain restrictions:

- The Vampire cannot enter a private resilience without a written or verbal invitation.
- If the Vampire starts its turn in direct sunlight, it takes 22 (4d10) radiant damage.
- If the Vampire starts its turn in running water, it takes 5 (1d10) radiant damage.
- If the Vampire takes radiant damage, it loses its Regenerate ability on its next turn.
- If the Vampire consumes garlic or uses Bite on a creature that ate garlic within the last 8 hours, it takes 5 (1d10) toxic damage and is poisoned for 30 seconds.

THIRD,

It gains the following features.

Crimson Thirst. Vampires can only consume blood for sustenance. For every 3 days that they do not use Bite, they lose 20 current and maximum hit points. After using Bite at least once per day for a week, their current and maximum hit points reset to normal.

Shadowy. If the Vampire moves and does not enter bright light during its movement, it cannot be attacked reactively.

Turn Immunity. The Vampire is immune to effects that turn undead.

Regenerate. The Vampire regains 10 hit points at the start of each of its turns unless it has been presented with religious iconography to which it is averse since the end of its last turn.

Vampiric Curse. Any living humanoid who takes damage from a Vampire's Bite three times within 1 day becomes infected with Vampirism.

Unholy Resurrection. If the Vampire dies at nighttime, it turns into a fine mist and floats back to its ancestral soil at a rate of 60 feet on each of its turns. If it does not reach its soil by dawn, then it dies permanently. If it reaches its soil before dawn, it solidifies back into its vampiric form but is still dead. It reawakens at full health at dusk that evening. A Vampire that dies during the daytime turns into mist in this way at dusk the following evening, where it tries to return to its ancestral soil. When a Vampire is dead and in solid form, it can be staked through the heart to permanently kill it.

VAMPIRES

ENERGY VAMPIRE

If you have ever encountered someone so dull that every word they say feels like nails on a chalkboard, you might have run into an Energy Vampire. Energy Vampires are not too dissimilar from regular Vampires, but differ in that they drain energy instead of blood, doing so by boring people to death or causing irritation on purpose. Unlike their bloodthirsty cousins, Energy Vampires can walk in daylight without issue and look like an average person, though they aren't nearly as vicious as their counterparts.

FAILED VAMPIRE

Before Dracula's unique strain of vampirism, the vampires of Ancerra constantly had to seek out blood or risk shriveling into gaunt, bestial versions of themselves. These failed vampires resemble common, garden-variety zombies at a distance: Their flesh is rotting, they shamble with a staggering gait, and they often make guttural, hungry noises. Once such a creature closes in, however, the victim may notice the "zombie's" sharp fangs or bloodred eyes. By the time they see these details, it may already be too late.

SHADOWCROFT VAMPIRE

Vampires hailing from the dark, twisted plane of Shadowcroft are the descendants of Lilith, the first Vampire on this plane. Croftian vampires are not simply undead, but are also part fiend. Their abilities are similar to that of Ancerran vampires, though they have slightly different weaknesses and are generally better at commanding fiends and occult magic than their Ancerran counterparts.

VAM'L'YKKRI

By a fluke of nature, some M'l'ykkri flesh creatures evolve into a foul semblance of humanoid intelligence. These creatures do not lurk in cities as other vampires might; rather, they control Wamph'l'ykkri and other foul M'l'ykkri creatures and build their domain in the uncharted wilderness. Merchants and explorers that enter into their territory will first be assailed by the Vam'l'ykkri's minions, typically Wamph'l'ykkri and M'l'ykkri Fleshlings. Once the travelers have been softened up, the Vam'l'ykkri will feast on their flesh and assimilate them into its meaty empire.

VAMPSPIDER

Another variety of vampires descended from Lilith on the plane of Shadowcroft, these creatures display a strong affinity with spiders, rather than bats. They command spiders and arachnid-based abilities to great effect in combat, and if a hero stumbles into a Vampspider's lair, the Vampspider will toy with the poor creature at length before delivering a paralyzing blow.



ENERGY VAMPIRE

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Cha +6

Skills Deception +3, Insight +4, Intimidation +6, Persuasion +6

Damage Resistances psychic

Damage Immunities necrotic

Senses darkvision 120 ft., passive Perception 11

Languages Common

Challenge 7 (2,900 XP)

Proficiency Bonus +3

FEATURES

Vampire Weaknesses. The Energy Vampire applies the Ancerran, Croftian, or Draculean vampirism template, but is not affected by sunlight.

Regeneration. The vampire regains 5 hit points at the start of its turn. If the vampire takes radiant damage, this trait doesn't function for 2 rounds. The vampire dies only if it starts its turn with 0 hit points and doesn't regenerate.

Dull Thirst. Energy Vampires do not need to eat or drink, but for every 3 days they do not use Energy Drain, they lose 20 current and maximum hit points. After using Energy Drain at least once per day for a week, their current and maximum hit points reset to normal.

Vampiric Curse. Any living humanoid who takes damage from Energy Drain three times within 24 hours becomes infected with Vampirism, turning them into an Energy Vampire if they die while infected.

ACTIONS

Multiattack. The Energy Vampire makes two Bore attacks.

Bore. The Energy Vampire rattles on about something uninteresting. A creature within 5 feet of the vampire must make a DC 14 Charisma saving throw. On a failure it takes 18 (4d8) psychic damage.

Energy Drain. The Energy Vampire drains the energy of a creature within 5 feet of it. The creature must make a DC 14 Constitution saving throw. On a failure, it takes 16 (3d10) necrotic damage and gains a point of exhaustion. The vampire heals for half the amount of damage. On a success, the creature takes half damage, does not gain a point of exhaustion, and the vampire does not heal.

Dull Speech (Recharge 5-6). The Energy Vampire starts a boring speech. All creatures within a 20 foot radius must make a DC 14 Charisma saving throw. On a failure, they become stunned until the end of their next turn.

FAILED VAMPIRE

Medium undead, chaotic evil

Armor Class 10

Hit Points 94 (12d8 + 39)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	7 (-2)	14 (+2)	17 (+3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Infernal

Challenge 5 (1,800 XP)

Proficiency Bonus +3

FEATURES

Vampirism. The Vampire applies the Ancerran, Croftian, or Draculean vampirism template.

Drawn to Blood. The Vampire's speed increases by 5 feet if it is moving towards a creature that it can see that has less than one half its maximum hit points.

Undead Fortitude. If damage reduces the vampire 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 vampire drops to 1 hit point instead.

ACTIONS

Multiattack. The vampire may make three claws attacks.

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

Blood Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage, and the vampire regains hit points equal to the damage it dealt.

Frighten (Recharge 6). Each creature within a 20 foot radius of the vampire must make a DC 14 Wisdom saving throw or become frightened of the vampire until the end of its next turn.



SHADOWCROFT VAMPIRE

Medium undead, lawful evil

Armor Class 16 (studded leather)

Hit Points 170 (20d8 + 80)

Speed 30 ft., climb 30 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	19 (+4)	17 (+3)	18 (+4)	22 (+6)

Saving Throws Con +10, Int +9, Wis +10, Cha +12

Skills Deception +18, History +9, Insight +16, Intimidation +12, Stealth +16

Damage Resistances fire

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 18 (20,000 XP)

Proficiency Bonus +6

FEATURES

Legendary Resistance (3/Day). When the vampire fails a saving throw, it may choose to succeed instead.

Croftian Vampirism. The vampire applies the Croftian Vampirism template.

Occultist. The vampire is a 15th-level spellcaster and can cast the following spells. Charisma is its spellcasting modifier (spell save DC 20, +12 on spell attack rolls):

- Cantrips (at will): *fire bolt* (3d10), *friends*, *mage hand*, *message*, *spare the dying*, *thaumaturgy*, *vicious mockery* (3d4)
- 1st level (4 slots): *burning hands*, *detect magic*, *dissonant whispers*, *fog cloud*, *identify*, *witch bolt*
- 2nd level (3 slots): *blindness/deafness*, *cloud of daggers*, *detect thoughts*, *misty step*, *zone of truth*
- 3rd level (3 slots): *bestow curse*, *counterspell*, *fireball*, *tongues*, *vampiric touch*
- 4th level (3 slots): *blight*, *compulsion*, *locate creature*
- 5th level (2 slots): *dream*, *hold monster*, *screaming*
- 6th level (1 slot): *mass suggestion*, *true seeing*
- 7th level (1 slot): *finger of death*
- 8th level (1 slot): *mind blank*

ACTIONS

Multiattack. The vampire can make three attacks, only one of which can be a bite attack. In place of its bite attack, it may use Charm or Frighten.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage, and the vampire can grapple the target (escape DC 19).

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 8 (1d6+5) piercing damage plus 21 (6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 20 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Frighten (Recharge 4-6). Each creature within a 20 foot radius of the vampire must make a DC 20 Wisdom saving throw, becoming Frightened of the vampire until the end of the vampire's next turn on a failed save.

Children of the Hells (1/Day). The vampire magically calls 5 (2d4) fiends of CR 2 or lower (typically hellspawn, imps, or spine devils). The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The fiends remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The Vampire 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 Vampire regains spent legendary actions at the start of their turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Spell (Costs 2 Actions). The vampire casts a cantrip, 1st-level, or 2nd-level spell.

VAMPIRE COURTIER

Medium undead, lawful evil

Armor Class 16 (studded leather)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	17 (+3)	18 (+4)	16 (+3)

Saving Throws Int +6, Cha +7

Skills Deception +10, History +6, Perception +4, Persuasion +10, Stealth +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing against nonmagical, non-silvered weapons

Senses darkvision 120 ft., passive Perception 14

Languages the languages it knew in life

Challenge 7 (2,900 XP)

Proficiency Bonus +3

FEATURES

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws: **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.

- **Harmed by Running Water.** The vampire takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.
- **Garlic Averse.** If the Vampire consumes garlic or uses Bite on a creature that ate garlic within the last 8 hours, it takes 5 (1d10) poison damage and is Poisoned for 30 seconds.

Crimson Thirst. Vampires can only consume blood for sustenance. For every 3 days that they do not use Blood Drain, they lose 20 current and maximum hit points.

After using Blood Drain at least once per day for a week, their current and maximum hit points reset to normal.

Shadowy. If the Vampire moves and does not enter bright light during its movement, it cannot be targeted by opportunity attacks.

Vampiric Curse. Any living humanoid who takes damage from Blood Drain three times within 1 day becomes infected with Vampirism.

Unholy Resurrection. If the Vampire dies at nighttime, it turns into a fine mist and floats back to its ancestral soil at a rate of 60 feet on each of its turns. If it does not reach its soil by dawn, then it dies permanently. If it reaches its soil before dawn, it solidifies back into its vampiric form but is still dead. It reawakens at full health at dusk that evening. A Vampire that dies during the daytime turns into mist in this way at dusk the following evening, where it tries to return to its ancestral soil. When a vampire is dead and in solid form, it can be staked through the heart to permanently kill it.

Courtier's Command. The vampire can innately cast the following spells. These spells are considered nonmagical when cast by the vampire. Charisma is its spellcasting modifier (spell save DC 15, +7 on spell attack rolls).

- At will: *command*
- 3/Day: *zone of truth*

ACTIONS

Multiattack. The vampire can make two attacks, only one of which can be a bite attack.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Charm. *Ranged Weapon Attack:* +7 to hit, range 20 ft., one target. *Hit:* Target is Charmed by the vampire until the start of the vampire's next turn.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. This automatically hits targets Charmed by the vampire. *Hit:* 3 (1d6) piercing plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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.

Frighten (Recharge 6). Each hostile creature within 20 feet of the vampire must make a DC 15 Charisma saving throw. On a fail, a creature is frightened of the vampire until the end of its next turn.

VAM'L'YKKRI

Medium undead, chaotic evil

Armor Class 10

Hit Points 136 (16d8 + 64)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	15 (+2)	16 (+3)	17 (+3)

Damage Immunities necrotic, poison, psychic

Damage Vulnerabilities acid

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 8 (3,900 XP)

Proficiency Bonus +3

FEATURES

Ancerran Vampirism. The Vam'l'ykkri applies the Ancerran Vampirism template.

Horrifying Appearance. When a creature starts its turn within 30 feet of the Vam'l'ykkri, it must make a DC 14 Wisdom saving throw. On a failed save, the target gains the frightened condition until the end of its next turn. On a successful save, is no longer frightened and becomes immune to this feature for 1 hour.

Progeny. When the Vam'l'ykkri is reduced to one half its hit point maximum, and when it dies, it sheds 2 (1d4) Wamph'l'ykkri.

Flesh Network. The Vam'l'ykkri is aware of all creatures charmed by it within 1 mile of it. Furthermore, by vomiting a globule of flesh into a M'l'ykkri Fleshling, the Vam'l'ykkri can see through the M'l'ykkri Fleshling's senses for 24 hours, in addition to its own.

ACTIONS

Multiattack. The vam'l'ykkri can make three bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) necrotic, and the vam'l'ykkri regains hit points equal to the damage it dealt.

Captivate (Recharge 6). One creature within 30 feet of the vam'l'ykkri must make a DC 14 Charisma saving throw. On a failed save, its speed becomes 0 feet and it cannot take bonus actions or reactions until the end of its next turn.

Grinding Teeth (Recharge 5-6). Each creature in a 30 foot radius must make a DC 14 Wisdom saving throw, taking 17 (5d6) psychic damage on a failed save, and half as much on a successful one.

Progenitor's Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d10+6) piercing damage, and the creature must make a DC 15 Constitution saving throw, gaining Fleshling Fever on a failed save.

Flesh Secretion (Recharge 6). The Vam'l'ykkri summons 2 (1d4) M'l'ykkri Flesh Worms, which appear in unoccupied spaces within 10 feet of the Vam'l'ykkri.



VAMPIRE REAVER

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	15 (+2)	17 (+3)	17 (+3)

Saving Throws Dex +10, Wis +8, Cha +8

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 18

Languages The languages it knew in life

Challenge 14 (11,500 XP)

Proficiency Bonus +5

FEATURES

Forbiddance. The Vampire must observe certain restrictions: The Vampire cannot enter a private residence without a written or verbal invitation.

If the Vampire starts its turn in direct sunlight, it takes 22 (4d10) radiant damage.

If the Vampire starts its turn in running water, it takes 5 (1d10) radiant damage.

If the Vampire takes radiant damage, it loses its Regen ability for 30 seconds.

If the Vampire consumes garlic or uses Bite on a creature that ate garlic within the last 8 hours, it takes 5 (1d10) toxic damage and is poisoned for 30 seconds.

Crimson Thirst. Vampires can only consume blood for sustenance. For every 3 days that they do not use Bite, they lose 20 current and maximum hit points. After using Bite at least once per day for a week, their current and maximum hit points reset to normal.

Shadowy. If the Vampire moves and does not enter bright light during its movement, it does not trigger opportunity attacks.

Vampiric Curse. Any living humanoid who takes damage from Bite three times within 1 week becomes infected with Vampirism.

Unholy Resurrection. If the Vampire dies at nighttime, it turns into a fine mist and floats back to its ancestral soil at a rate of 60 feet on each of its turns. If it does not reach its soil by dawn, then it dies permanently. If it reaches its soil before dawn, it solidifies back into its vampiric form but is still dead. It reawakens at full health at dusk that evening.

A Vampire that dies during the daytime turns into mist in this way at dusk the following evening, where it tries to return to its ancestral soil. When a vampire is dead and in solid form, it can be staked through the heart to permanently kill it.

Reckless. The Vampire may choose to gain advantage on all of its attacks on a given turn. If it does, then all creatures have advantage on attacks against it until the start of its next turn. When it has fewer than 95 hit points, it must use this feature. When it uses this feature, it deals +4 damage on all its attacks.

ACTIONS

Multiattack. The Vampire can make three attacks with its greataxe or bite.

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) piercing damage plus 10 (3d6) necrotic damage. The Vampire regains hit points equal to the amount of necrotic damage it dealt in this way.

Charm. The Vampire targets one humanoid it can see within 30 feet of it. If the target can see the Vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the Vampire. The charmed target regards the Vampire as a trusted friend to be heeded and protected. Although the target isn't under the Vampire's control, it takes the Vampire's requests or actions in the most favorable way it can, and it is a willing target for the Vampire's bite attack. Each time the Vampire or the Vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Frighten (Recharge 6). Each creature within a 20 foot radius of the Vampire must make a DC 16 Wisdom saving throw or become frightened of the Vampire until the end of its next turn.

LEGENDARY ACTIONS

The Vampire 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 Vampire regains spent legendary actions at the start of its turn.

Move. The Vampire moves up to its speed without provoking opportunity attacks.

Reave. The Vampire can make one Greataxe attack.

Bite (Costs 2 Actions). The Vampire makes one bite attack.



VAMPSPIDER

Medium undead, neutral evil

Armor Class 10

Hit Points 144 (18d8 + 72)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	18 (+4)	17 (+3)	17 (+3)	20 (+5)

Skills Stealth +15, Intimidation +15

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Abyssal

Challenge 14 (11,500 XP)

Proficiency Bonus +5

FEATURES

Vampirism. The Vampspider applies the Ancerran, Croftian, or Draculean vampirism template.

Web Walk. The Vampspider may move along webbing as though it were a solid, non-sticky surface. It is aware of all creatures touching a web connected to the web that it is touching.

Aranea Caster. The Vampspider can innately cast the following spells. Charisma is its spellcasting modifier (spell save DC 18, +10 on spell attack rolls):

- (At Will): *eight eyes of sight*, *exoskeleton*, *nick*, *web*
- (3/Day): *hypnotic pattern*, *sanguine snare*
- (1/Day): *bone spear*, *thousand cuts*

ACTIONS

Multiattack. The vampspider can make three attacks, only one of which can be a bite attack.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage, and the vampspider can grapple the target (escape DC 18).

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampspider, incapacitated, or restrained. *Hit:* 8 (1d6+5) piercing damage plus 14 (4d6) necrotic damage.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampspider 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. A humanoid slain in this way and then buried in the ground rises the following night as a vampspider spawn under the vampspider's control.

Charm. The vampspider targets one humanoid it can see within 30 feet of it. If the target can see the vampspider, the target must succeed on a DC 18 Wisdom saving throw against this magic or be charmed by the vampspider. The charmed target regards the vampspider as a trusted friend to be heeded and protected. Although the target isn't under the vampspider's control, it takes the vampspider's requests or actions in the most favorable way it can, and it is a willing target for the vampspider's bite attack. Each time the vampspider or the vampspider's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampspider is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Frighten (Recharge 4-6). Each creature within a 20 foot radius of the vampspider must make a DC 18 Wisdom saving throw, becoming frightened of the vampspider until the end of the vampspider's next turn on a failed save.

Children of the Night (1/Day). The vampspider magically calls 5 (2d4) giant spiders or swarms of spiders. The called creatures arrive in 1d4 rounds, acting as allies of the vampspider and obeying its spoken commands. The fiends remain for 1 hour, until the vampspider dies, or until the vampspider dismisses them as a bonus action.

LEGENDARY ACTIONS

The vampspider 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. vampspider regains spent legendary actions at the start of their turn.

Move. The vampspider moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampspider makes one unarmed strike.

Websling. The vampspider can cast the *web* spell.

WEREWOLVES

ALPHA WEREWOLF TEMPLATE

Werewolves generally travel in packs, led by the strongest or most experienced werewolf in the pack. To turn a werewolf stat block into an alpha stat block, apply the following modifications:

Hit Points: Increase the creature's maximum hit points by 34 ($4d8 + 16$), or by 38 ($4d10 + 16$) if it is a Garvor Werewolf.

Ability Scores: Increase the creature's Constitution score to 18 if it was lower than 18, and its Charisma score to 13.

Skills: Give the creature proficiency in the Wisdom (Insight) and Charisma (Persuasion) skills.

Condition Immunities: The creature is immune to the charmed and frightened conditions.

CR: Increase the creature's CR by 4. This should increase its proficiency bonus by +1, affecting its skills and attack rolls.

FEATURES

Superior Pack Tactics: The creature may make its melee attack rolls with advantage if it has an allied creature within 5 feet of the target, and if that ally is not incapacitated. This creature's allies gain that same benefit when making melee attacks against targets within 5 feet of this creature.

ACTIONS

Pack Leader (1/Short Rest). The creature may summon 1 werewolf of the same type, or summon a number of **dire wolves** equal to the CR of the werewolf that it could summon.

FIVE MOONS, FIVE CURSES

Lycanthropy is traditionally associated with the moon. Ancerra has five moons, each with its own form of lycanthropy. In order from the closest to the farthest moon, the moons are: Primor, Sylvin, Scarlan, Garvor, and Diminus.

By traveling through other planes, such as the Everwilds, folk have populated the three habitable moons: Primor, Sylvin, and Diminus.

Primor is primarily a desert, while Sylvin consists mostly of forests with some surface water and ice caps. Diminus's surface is entirely frozen, but hot spots bubbling up from the moon's mantle offer pockets of habitable caves. Scarlan has a sulfurous atmosphere, and Garvor - the largest of the five - has no atmosphere, making both uninhabited.

When a creature suffers from lycanthropy, its lycanthropic characteristics are influenced by the moon that is linked to that strain. Werewolves linked to Garvor are larger than others, while werewolves linked to Diminus (like the one in this demo) have ice-based powers.

BONUS ACTIONS

Bark. The creature may command one of its allies within 60 feet of it that can hear it to expend its reaction and make a Bite attack, if it has such an attack.

DIMINUS WEREWOLF

A werewolf cursed to lycanthropic transformation at the turn of Ancerra's farthest and smallest moon. The Diminus Werewolf is gifted with immunity to the cold of winter. Its fur seems brittle and frozen, its claws and teeth holding an icy chill.



GARVOR WEREWOLF

Werewolves mystically linked with Garvor reflect the moon's great size, looming larger than others of their ilk linked to other moons.

PRIMOR WEREWOLF

A werewolf bound through lycanthropic curse to the moon of Primor tends to display an affinity for fire. Some are alleged to be capable of fire breath, but whether this is true or not, adventurers have observed lycanthropes with fiery auras that cause dry underbrush to ignite.

DIMINUS WEREWOLF

Medium monstrosity (shapechanger), unaligned

Armor Class 13 (in Humanoid form, 14 in Wolf or Hybrid form)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	8 (-1)	16 (+3)	7 (-2)

Skills Stealth +5, Survival +5

Damage Immunities cold; bludgeoning, piercing, and slashing against nonmagical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

FEATURES

Shapechanger. The Diminus werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

SCARLAN WEREWOLF

A strange, ghostly change overtakes a creature that is linked with Scarlan. Scarlan is a gas moon, and werewolves bound to Scarlan often manifest the ability to fly, conjure clouds of fog, or phase through walls.

SYLVIN WEREWOLF

Werewolves bound to Sylvin often develop a capability to cast primal magic. This magic is usually intrinsic and is not particularly flashy; along with Garvor werewolves, Sylvin werewolves are the most stereotypical lycanthropes out of the five, and many legends recount an unfortunate adventuring party's encounters with packs of Sylvin werewolves.

Bite of Diminus. While in its hybrid or wolf form, the Diminus werewolf deals an extra 4 (1d8) cold damage.

ACTIONS

Multiattack (Humanoid or Hybrid form only). The Diminus werewolf can make two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, and the creature must make a DC 13 Constitution saving throw. On a failed save, the creature becomes cursed with Diminus Lycanthropy.

Claws (Hybrid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage plus 4 (1d8) cold damage.

Spear (Humanoid form only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage.



DIMINUS WEREWOLF BLIZZARDFANG

Medium monstrosity (shapechanger), unaligned

Armor Class 13 (in Humanoid form, 14 in Wolf or Hybrid form)

Hit Points 153 (18d8 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	8 (-1)	16 (+3)	7 (-2)

Skills Stealth +6, Survival +6

Damage Immunities cold; bludgeoning, piercing, and slashing against nonmagical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 8 (3,900 XP)

Proficiency Bonus +3

FEATURES

Shapechanger. The Diminus werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

Bite of Diminus. While in its hybrid or wolf form, the Diminus werewolf deals an extra 4 (1d8) cold damage.

Icy Veins (1/Day). When the Werewolf is first reduced to one-half its maximum hit points, it regains its Ice Breath attack.

ACTIONS

Multiattack (Humanoid or Hybrid form only). The Diminus werewolf can make two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* +7 to hit, reach 5ft., one target. *Hit:* 8 (1d8+4) slashing damage, and the creature must make a DC 15 Constitution saving throw. On a failed save, the creature becomes cursed with Diminus Lycanthropy.

Claws (Hybrid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage plus 4 (1d8) cold damage.

Spear (Humanoid form only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Ice Glare (Recharge 6) (Wolf or Hybrid form only). One creature within 60 feet of the Werewolf must make a DC 14 Wisdom saving throw. On a failed save, it takes 21 (6d6) cold damage and cannot take bonus actions for 1 minute. It may repeat the saving throw at the end of each of its turns, ending the effects on a success. On a successful initial save, the creature takes half damage and suffers no other effects.

Ice Breath (1/Rest). Each creature in a 30 foot cone must make a DC 14 Constitution saving throw. On a failed save, a creature takes 14 (4d6) cold damage and is restrained as it is encased in ice. It is paralyzed while restrained in this way. On a creature's turn, it may spend its action to make a DC 14 Strength check to break free of its icy enclosure, freeing itself on a success. Otherwise, the condition remains for 1 minute or until the creature takes damage. On a successful save, the creature takes half damage and suffers no other effects.





GARVOR WEREWOLF

Large monstrosity (shapechanger), unaligned

Armor Class 14 (in Humanoid form, 16 in Wolf or Hybrid form)

Hit Points 102 (12d8 + 48)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	8 (-1)	16 (+3)	7 (-2)

Skills Athletics +7, Survival +6

Damage Immunities bludgeoning, piercing, and slashing damage against nonmagical, non-silvered weapons

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

FEATURES

Shapechanger. The Garvor werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

Siege Monster. While in its hybrid or wolf form, the Werewolf deals double damage to structures and inanimate objects.

ACTIONS

Multiattack (Humanoid or Hybrid form only). The Garvor werewolf can make three attacks: one with its bite and two with its claws or spear.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage, and the creature must make a DC 15 Constitution saving throw. On a failed save, the creature becomes cursed with Garvor Lycanthropy.

Claws (Hybrid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage plus 4 (1d8) cold damage.

Spear (Humanoid form only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

REACTIONS

Bristle. When a creature moves into 5 foot reach of the werewolf, it may make a claws or spear attack.



GARVOR WEREWOLF BLOODHUNTER

Large monstrosity (shapechanger), unaligned

Armor Class 14 (in Humanoid form, 16 in Wolf or Hybrid form)

Hit Points 190 (20d8 + 100)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	8 (-1)	18 (+3)	7 (-2)

Skills Athletics +9, Perception +8, Survival +8

Damage Immunities bludgeoning, piercing, and slashing against nonmagical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 9 (5,000 XP)

Proficiency Bonus +4

FEATURES

Shapechanger. The Garvor werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

Siege Monster. While in its hybrid or wolf form, the Werewolf deals double damage to structures and inanimate objects.

Blood Hunt. The Werewolf has advantage on Wisdom (Perception) and Wisdom (Survival) checks made to spot or track creatures that it has bitten within the past 8 hours.

Blood Hunger. The Werewolf deals 7 (2d6) additional damage against creatures that have less than one half their maximum hit points.

ACTIONS

Multiattack (Humanoid or Hybrid form only). The Garvor werewolf can make three attacks: one with its bite and two with its claws or spear.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage, and the creature must make a DC 17 Constitution saving throw. On a failed save, the creature becomes cursed with Garvor Lycanthropy.

Claws (Hybrid form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage plus 4 (1d8) cold damage.

Spear (Humanoid form only). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

REACTIONS

Bristle. When a creature moves into 5 foot reach of the werewolf, it may make a claws or spear attack.

PRIMOR WEREWOLF

Medium monstrosity (shapechanger), unaligned

Armor Class 13 (in Humanoid form, 14 in Wolf or Hybrid form)

Hit Points 75 (10d8 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	8 (-1)	18 (+4)	7 (-2)

Skills Stealth +5, Survival +6

Damage Immunities fire; bludgeoning, piercing, and slashing damage against nonmagical, non-silvered weapons

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

FEATURES

Shapechanger. The Primor werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

Bite of Primor. While in its hybrid or wolf form, the Primor werewolf deals 4 (1d8) additional cold damage.

Infrared Vision. The Werewolf ignores the Invisible condition on creatures within 30 feet of it.

ACTIONS

Multiattack (Humanoid or Hybrid form only). The Primor werewolf can make two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 3 (1d6) fire damage, and the creature must make a DC 13 Constitution saving throw. On a failed save, the creature becomes cursed with PRimor Lycanthropy.

Claws (Hybrid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage plus 3 (1d6) fire damage.

Spear (Humanoid form only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Heat Burst (Recharge 6). Each creature within 10 feet of the werewolf must make a DC 13 Constitution saving throw, taking 14 (4d6) fire damage on a failed save and half as much on a successful one.

REACTIONS

Bristle. When a creature moves into 5 foot reach of the werewolf, it may make a claws or spear attack.

PRIMOR WEREWOLF PYREHOUND

Medium monstrosity (shapechanger), unaligned

Armor Class 13 (in Humanoid form, 14 in Wolf or Hybrid form)

Hit Points 105 (14d8 + 52)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	8 (-1)	18 (+4)	7 (-2)

Skills Stealth +7, Survival +8

Damage Immunities fire; bludgeoning, piercing, and slashing against nonmagical, non-silvered weapons

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 8 (1,100 XP)

Proficiency Bonus +3

FEATURES

Shapechanger. The Primor werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

Bite of Primor. While in its hybrid or wolf form, the Diminus werewolf deals an extra 4 (1d8) fire damage.

Infrared Vision. The Werewolf ignores the invisible condition on creatures within 30 feet of it.

Pyrehound. Whenever the Werewolf is at or below one half its maximum hit points, it bursts into flames. All of its attacks deal an additional 10 (3d6) fire damage, and creatures that hit it with melee attacks take 7 (2d6) fire damage.

ACTIONS

Multiattack (Humanoid or Hybrid form only). The Diminus werewolf can make two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage plus 3 (1d6) fire damage, and the creature must make a DC 15 Constitution saving throw. On a failed save, the creature becomes cursed with Primor Lycanthropy.

Claws (Hybrid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage plus 3 (1d6) fire damage.

Spear (Humanoid form only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Heat Burst (Recharge 6). Each creature within 10 feet of the werewolf must make a DC 15 Constitution saving throw, taking 14 (4d6) fire damage on a failed save and half as much on a successful one.

REACTIONS

Bristle. When a creature moves into 5 foot reach of the werewolf, it may make a claws or spear attack.



SCARLAN WEREWOLF

Medium monstrosity (shapechanger), unaligned

Armor Class 14 (in Humanoid form, 16 in Wolf or Hybrid form)

Hit Points 85 (10d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	8 (-1)	16 (+3)	7 (-2)

Skills Stealth +6, Survival +6

Damage Immunities bludgeoning, piercing, and slashing damage against nonmagical, non-silvered weapons

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

FEATURES

Shapechanger. The Scarlan werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC and its Ethereal feature, 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.

Ethereal. While in its hybrid or wolf form, Scarlan Werewolf can move through walls. If it ends its turn inside a wall, it takes 13 (2d12) bludgeoning damage and immediately moves to the nearest unoccupied space outside of the wall.

Gas Moon Magic. The Scarlan Werewolf can cast the following spells innately. Wisdom is its spellcasting modifier (+6 on spell attacks; spell save DC 14).

(At will) *fog cloud*, *levitate*

(1/day) *blur*, *haste* (self only)

ACTIONS

Multiattack (Humanoid or Hybrid form only). The Scarlan werewolf can make two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage, and the creature must make a DC 14 Constitution saving throw. On a failed save, the creature becomes cursed with Scarlan Lycanthropy.

Claws (Hybrid form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Spear (Humanoid form only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

REACTIONS

Bristle. When a creature moves into 5 foot reach of the werewolf, it may make a claws or spear attack.



SCARLAN WEREWOLF GHOST

Medium monstrosity (shapechanger), unaligned

Armor Class 14 (in Humanoid form, 16 in Wolf or Hybrid form)

Hit Points 133 (14d8 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	12 (+1)	16 (+3)	7 (-2)

Skills Stealth +7, Survival +7

Damage Immunities bludgeoning, piercing, and slashing against nonmagical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 9 (5,000 XP)

Proficiency Bonus +4

FEATURES

Shapechanger. The Scarlan werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC and its Ethereal feature, 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.

Ethereal. While in its hybrid or wolf form, Scarlan Werewolf can move through walls. If it ends its turn inside a wall, it takes 13 (2d12) bludgeoning damage and immediately moves to the nearest unoccupied space outside of the wall.

Gas Moon Magic. The Scarlan Werewolf can cast the following spells innately. Wisdom is its spellcasting modifier (+6 on spell attacks; spell save DC 15).

(At will) *fog cloud*, *levitate*

(1/day) *blur*, *haste* (self only)

Essence Feed. When the Werewolf deals damage to a creature that it at or below one half its maximum hit points, the Werewolf gains 5 (1d10) temporary hit points.

ACTIONS

Multiattack (Humanoid or Hybrid form only). The Diminus werewolf can make two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage, and the creature must make a DC 16 Constitution saving throw. On a failed save, the creature becomes cursed with Scarlan Lycanthropy.

Claws (Hybrid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Spear (Humanoid form only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Frighten (Recharge 6). One creature within 60 feet of the Werewolf that has been damaged by the werewolf within the past 1 minute must make a DC 16 Charisma saving throw. On a failed save, the creature gains the One Eye Open psyche talent. If it already had that talent, it gains the next Paranoid psyche talent.

REACTIONS

Bristle. When a creature moves into 5 foot reach of the werewolf, it may make a claws or spear attack.

SYLVIN WEREWOLF

Medium monstrosity (shapechanger), unaligned

Armor Class 14 (in Humanoid form, 16 in Wolf or Hybrid form)

Hit Points 105 (14d8 + 42)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	8 (-1)	18 (+4)	7 (-2)

Skills Stealth +6, Survival +7

Damage Immunities bludgeoning, piercing, and slashing damage against nonmagical, non-silvered weapons

Condition Immunities frightened

Senses magical darkvision 60 ft., passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

FEATURES

Shapechanger. The Sylvin werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

Forest Moon Magic. The Sylvin Werewolf can cast the following spells innately. Wisdom is its spellcasting modifier (+7 on spell attacks; spell save DC 15).

(At will) *cause fear*, *hunter's mark*, *pass without trace*

(3/day) *fog cloud*

(1/day) *fear*

ACTIONS

Multiattack (Humanoid or Hybrid form only). The Sylvin werewolf can make two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage, and the creature must make a DC 14 Constitution saving throw. On a failed save, the creature becomes cursed with Sylvin Lycanthropy.

Claws (Hybrid form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Spear (Humanoid form only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Bristle. When a creature moves into 5 foot reach of the werewolf, it may make a claws or spear attack.





SYLVIN WEREWOLF ORACLE

Medium monstrosity (shapechanger), unaligned

Armor Class 14 (in Humanoid form, 16 in Wolf or Hybrid form)

Hit Points 136 (16d8 + 64)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	8 (-1)	20 (+5)	7 (-2)

Skills Stealth +6, Survival +7

Damage Immunities bludgeoning, piercing, and slashing against nonmagical, non-silvered weapons

Condition Immunities frightened

Senses magical darkvision 60 ft., passive Perception 14

Languages Common

Challenge 7 (2,900 XP)

Proficiency Bonus +3

FEATURES

Shapechanger. The Sylvin werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

Forest Moon Magic. The Scarlan Werewolf can cast the following spells innately. Wisdom is its spellcasting modifier (+7 on spell attacks; spell save DC 15).

(At will) *cause fear*, *hunter's mark*, *pass without trace*

(3/day) *cure wounds*, *fog cloud*, *spike growth*

(1/day) *fear*, *freedom of movement*, *insect plague*, *transport via plants*

Surge of Power (1/Day). When the Werewolf is reduced to half its maximum hit points, it regains 1 use each of up to 3 spells that it has expended.

ACTIONS

Multiattack (Humanoid or Hybrid form only). The Sylvin werewolf can make two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage, and the creature must make a DC 15 Constitution saving throw. On a failed save, the creature becomes cursed with Sylvin Lycanthropy.

Claws (Hybrid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Spear (Humanoid form only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

REACTIONS

Bristle. When a creature moves into 5 foot reach of the werewolf, it may make a claws or spear attack.

ZOMBIES

GHUL HONOR GUARD

When a skillful necromancer raises the dead to service, some may take on special roles. Powerful ghuls may become honor guards, serving as undead shields in the line of fire.



GHUL HONOR GUARD

Medium undead (shapechanger), chaotic evil

Armor Class 17 (rusty plate armor, rusty shield)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	11 (+0)	13 (+1)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Proficiency Bonus +2

FEATURES

Stench. Any creature that starts its turn within 5 feet of the ghul must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghul's Stench for 24 hours.

Turning Defiance. The ghul has advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Absorb Damage. When one of the Ghul's allies within 5 feet of the Ghul takes damage from an attack that only targeted that creature, then the Ghul may take all of that damage instead.

INDEX

- A Clown's Arsenal, 55
- Abuse Essence, 123
- Abusive, 7
- Abyssal Knowledge, 62
- Abyssal Lurker, 151
- Accusation, 56
- Advanced Morphing, 42
- Advanced Property, 41
- Alchemical Spinach, 86
- Alpha Howl, 83
- Alpha Werewolf Template, 204
- Altar, 123
- Ancerra, 4
- Ancestral Technique, 44
- Ancestral Weapon, 43
- Animal Guidance, 32
- Animal Kingdom, 33
- Anthrax, 138
- Antiessence Shades, 123
- Arachnid's Kiss, 58
- Arcanas Incarnate, 38
- Armor Enhancements, 85
- Arterial Precision, 118
- Ascalon, Spear of the Saints, 95
- Ascension, 49
- Autopsy, 118
- Avadri Bear, 152
- Avatar of the Arachnid, 59
- Backgrounds, 23
- Barbarian: Branded, 28
- Bard: Infernal Archives, 30
- Barked Orders, 84
- Bartender, 23
- Batfolk, 14
- Berzerker Armor, 97
- Bestiary, 151
- Better Together, 118
- Bitten, 79
- Blacksmith, 24
- Blade of Darkness, 73
- Blessed Book, 86
- Blessed Silver Stake, 86
- Blessed wind, Sword of the Skies, 98
- Blight-Touched, 7
- Bloat, 123
- Blood blade, 124
- Blood Guzzle, 72
- Blood Pool, 124
- Blooddrinker, 71
- Boilblood, 124
- Boilplague, 139
- Bone Spear, 125
- Bonemelt, 124
- Bonesaw, 124
- Brimstone Blast, 125
- Brimstone Boulder, 125
- Brimstone Rupture, 125
- Brimstone Shockwave, 126
- Brimstone Tremor, 126
- Bubonic Plague, 139
- Build the Case, 56
- Burial, 126
- Caffeinated Drink, 86
- Candelabra, 87
- Canine, 81
- Carnal Supper, 66
- Cautious, 8
- Ceremonial Blade, 65
- Channel Divinity: Animal Spirit, 32
- Channel Spirit, 126
- Chicken Pox, 139
- Chrysanthemum Bouquet, 87
- Classes, 28
- Claustrophobic, 9
- Cleric: Mythology, 31
- Clover of Luck, 87
- Clown, 153
- Colored Arm Bands, 87
- Combat Cards, 36
- Common Cold, 139
- Concealed Weapon, 118
- Confessional, 47
- Consumables, 86
- Corpse Blossom, 154
- Counterstrike, 83
- Courtesan's Knife, 118
- Courtesan, 25
- Courtier, 72
- Courtier's Cadre, 72
- Crimson Thirst, 70
- Crown of Domination, 87
- Cryptidology, 118
- Cunning Courtier, 72
- Curse Blast, 42
- Curse Blast, 79
- Damnation, 127
- Danse Macabre, 139
- Dark bargain, 60
- Dark Lord, 72
- Dark Magic, 70
- Darkvision, 80
- Death Drop, 119
- Death's Shattered Scythe, 99
- Deathplague Rat, 190
- Defecate, 127
- Demon's Domain, 61
- Demonic Conquest, 62
- Demonology, 119
- Dessicate, 127
- Dhampir, 16
- Diminus Initiate, 80
- Diminus Werewolf, 205
- Diminus Werewolf Blizzardfang, 206
- Diseases and Injuries, 138
- Disembowel, 127
- Divine Spirit, 33
- Dominion over Blood, 72
- Dominion over Darkness, 73
- Dominion over the Court, 72
- Driven by Instinct, 9
- Druid: Tarot, 34
- Dual Minded, 83
- Dullahan, 155
- Dullahan Centaur, 156
- Dullahan Soulhunter, 157
- Dysentery, 140
- Echoing Echelon, 158
- Echoing Echelon Feather, 88
- Eclipse Hunter, 159

Eight Eyes of Sight, 127
 Elemental Bind, 45
 Elixir of Burning Blood, 91
 Emesis, 127
 Enduring Hunter, 53
 Energy Vampire, 197
 Equipment, 85
 Essence Consumption, 71
 Essence Tourniquet, 88
 Eternal Resolve, 28
 Exorcism, 128
 Exoskeleton, 128
 Extended Whip, 85
 Eyesquito, 160
 Eyesquito Progenitor, 161
 Facetheft, 129
 Fade, 129
 Failed Vampire, 198
 False Fangs, 88
 Familiar, 72
 Fast Movement, 80
 Fear, 5
 Fear Eater, 162
 Fear Threshold, 5
 Feats, 118
 Feline, 81
 Fight, 7
 Fighter: Curseblade, 39
 Fighter: Descendant, 43
 Fireblight, 163
 Flagellant, 7
 Flagellation, 47
 Flesh Stitcher Manual, 101
 Flesh Wings, 129
 Flesh-Tailor, 64
 Fleshweave, 129
 Fleshwoven, 166
 Flight, 7
 Floor Chicken, 92
 Fortune Teller, 36
 Freeze, 7
 Gangrene, 140
 Gargoyle, 167
 Gargoyle Elder, 168
 Gargoyle Progenitor, 168
 Garlic, 86
 Garvor, 80
 Garvor Werewolf, 207
 Garvor Werewolf Bloodhunter, 208
 Ghul Honor Guard, 215
 Giant's Scythe, 88
 Gloomwhisperer, 170
 Glory, 129
 Godfearing, 47
 Gorge on Blood, 72
 Graft, 130
 Greatweapon, 29
 Gretchling, 19
 Gryphon Feather, 92
 Gutter Fighter, 119
 Hand of Fortune, 38
 Haunted, 7
 Haunting Melody, 119
 Havenglow Lantern, 88
 Havens, 6
 Hearty Antibodies, 119
 Heirloom Shield, 103
 Hellcrafter, 171
 Hellfire, 49
 Hellforged Heart, 7
 Hellspawn, 21
 Hellspawn Ascendant, 172
 Hellspawn Buzzer, 173
 Hellspawn Charger, 173
 Hellspawn Coldblood, 173
 Hellspawn Flutterer, 174
 Hellspawn Shambler, 174
 Hellspawn Shrieker, 175
 Hellspawn Striker, 175
 Hemophobic, 8
 Heritage Discoveries, 73
 Herneate, 130
 Holy Relic, 88
 Holy Tempering, 130
 Holy Water, 119
 Hopeless, 8
 Howling Commander, 83
 Howling Pack, 84
 Hunter, 83
 Hunter's Box of Toothpicks, 92
 Hunter's Tools, 52
 Ice Stairs, 130
 Imbued Blade, 39
 Incorruptible, 51
 Indomitable, 71
 Influenza, 140
 Informant Network, 56
 Inherited, 79
 Innocence Slaughtered, 131
 Insomniac, 10
 Intrusive Thoughts, 8
 Isolated Talents, 7
 Jagged Bones, 131
 Jotun Berzerker, 176
 Jotun Primordial, 177
 Jotun Vampire, 178
 Kaladbolg, 105
 Kamelot Knight, 179
 Killer Punchline, 54
 Labyrinthian Mind, 57
 Larva Expulsion, 131
 Lash Out, 8
 Laughing Shadow, 54
 Legacy Artifacts, 95
 Leprosy, 141
 Lobotomize, 131
 Logic Prevails, 119
 Lone Survivor, 82
 Lunacy, 9
 Lunar Blood, 78
 Lunar Blood, 80
 Lunar Circle, 132
 Lunar Mastery, 80
 Lurk, 73
 Lycanthropic Curse, 78
 Lycanthropic Path, 80
 Lycanthropic Paths, 82
 Lycanthropy, 141
 M'l'ykkri, 182
 M'l'ykkri Flesh Swarm, 183
 M'l'ykkri Flesh Worm, 184
 M'l'ykkri Fleshling, 183
 M'l'ykkri Lumberer, 185
 Magic Item Vault, 86
 Magical Strikes, 80
 Major Arcanas, 34
 Malaria, 141
 Manticore (Croftian), 181
 Manticore Quill, 92
 Marked Heart, 63
 Mass Sacrifice, 66
 Master Hunter, 53
 Master Transformer, 83
 Mastery of Body, 30
 Mastery of Planes, 30
 Mastery of Spirit, 30
 Mastery of Truth, 30
 Medusification, 132
 Mind Over Matter, 120
 Mind-Killer, 119
 Miraculous Canonization, 51
 Mislead, 72
 Monk: Gravedigger, 45

- Monk: Penitent, 47
 Monocle of Appraising, 88
 Moonlight Mirror, 88
 Morphing Spirit, 33
 Morphing Spirit, 41
 Mortician, 26
 Mystic Proficiencies, 83
 Natural Weapon, 80
 Necrophobic, 11
 Needlebeak, 187
 Negate Necromancy, 46
 Nick, 132
 Numb, 132
 Nyctophobic, 10
 Occult Maniac, 187
 Ocularus, 188
 Oilcloth Cloak, 89
 One Eye Open, 8
 Pack Leader, 83
 Pack Leader, 84
 Paladin: Hellbound, 48
 Paladin: Saints, 50
 Pale Swarm, 64
 Pale-Touched, 63
 Panic, 132
 Paranoid, 11
 Path of Earth and Spirit, 45
 Pendragon's Battle Standard, 89
 Penitent Soul, 47
 Pentacle Talents, 10
 Perfect Strike, 120
 Perfect Technique, 120
 Photophobic, 11
 Plague Doctor, 189
 Plague Mask, 86
 Plague Rat, 191
 Plague Spreader, 191
 Plagueduster Warbler, 190
 Pneumonia, 142
 Pocket Gargoyle, 89
 Pocket Watch, 89
 Polio, 143
 Ponycorn, 194
 Poof!, 55
 Porcine, 81
 Portal Candle, 93
 Precision Cast, 65
 Preternatural Senses, 59
 Primor, 80
 Primor Werewolf, 209
 Primor Werewolf Pyrehound, 210
 Profane Hunt, 53
 Profidious Shapeshifter, 83
 Psyche Leech, 132
 Psyche Talents, 6
 Pteranimalia, 82
 Quick Draw, 57
 Rabies, 144
 Races, 14
 Ranger: Vampire Hunter, 52
 Rapturous, 12
 Reaper Bat, 192
 Reassuring Presence, 120
 Reckless, 8
 Redemptive Strike, 49
 Relentless Grit, 29
 Replica Shield, 89
 Resolute, 8
 Ring of Daywalking, 89
 Ring of Doom, 90
 Ring of Fading, 89
 Ring of Glory, 90
 Ring of Veiling, 90
 Rodentia, 82
 Rogue: Dark Jester, 54
 Rogue: Sleuth, 56
 Rootwither, 132
 Sacrifice Abilities, 66
 Sadistic, 10
 Saintkiller Spear, 90
 Sanctum, 133
 Sanguine Flame, 164
 Sanguine Revelry, 72
 Sanguine Snare, 133
 Sanity, 5
 Scarlan, 81
 Scarlan Werewolf, 211
 Scarlan Werewolf Ghost, 212
 Scarlet Fever, 144
 Scarp Fighter, 120
 Scourge, 47
 Scroll of Duplication, 90
 Shademarked, 29
 Shadoe Step, 73
 Shadow Veil, 133
 Shadow Wyrms Helm, 90
 Shadowcroft Vampire, 199
 Shadowlurk, 193
 Shadowsoul Lantern, 90
 Shatterblade, 133
 Shattered Death, 90
 Shelley's Prize Experiment, 133
 Shieldbreaker Blade, 90
 Shingles, 144
 Shrine to the Dark Lords, 133
 Shrines, 6
 Shroud, 134
 Silver Coins, 4
 Silver Tooth, 85
 Silver Vulnerability, 80
 Silvered Ammunition, 86
 Single-Minded, 83
 Skeleton Key, 134
 Sleuth Abilities, 57
 Slow and Steady, 8
 Smallpox, 144
 Sorcerer: Aranea, 58
 Soul Scars, 7
 Soulsteal, 134
 Sovereign's Orb, 107
 Specialty Ammunition, 86
 Spectral Weapon, 134
 Spectre Lantern, 91
 Spells, 121
 Spider Swarm, 58
 Spiked Pauldrons, 85
 Spinal Discord, 135
 Spineclot, 165
 Spirit Blade, 41
 Spirit Keeper, 42
 Spirit Sight, 28
 Stained Glass, 94
 Stained Glass Frame, 91
 Stake Crafter, 120
 Stake of the Tree, 109
 Stake Thrower, 111
 Stakes, 85
 Stinging Strike, 43
 Stink, 135
 Stone Mask, 91
 Strength of the Pack, 84
 Summon Eyesquito, 135
 Superior Darkvision, 73
 Survivor, 83
 Sylvan, 81
 Sylvan Werewolf, 213
 Sylvan Werewolf Oracle, 214
 Tainted by Fire, 49
 Talisman of Mikhael, 135
 Talisman of Ralzure, 135
 Talisman of Rasheen, 136
 Tarot Deck, 34
 Tarot Reader, 36

Terror Toys, 55	Unerring Sphere, 136	Vessel of the Saints, 51
Tetanus, 145	Unflappable Psyche, 120	Violent Howl, 83
The Bell Tolls, 7	Ungulate, 82	Voices, 10
Thousand Cuts, 136	Unholy Charm, 70	Wall Chicken, 94
Throwing Crucifix, 113	Unholy Relic, 91	Wam'hl'ykkri, 186
Timid, 8	Unicorn, 195	Warlock Invocations, 64
Tool Expert, 53	Ursine, 82	Warlock: Demon Soul, 60
Tool Master, 53	Vam'l'ykkri, 201	Warlock: Nightcomer, 63
Tools of the Trade, 54	Vampire Class, 67	Weapons, 85
Tooth and Claw, 83	Vampire Class Table, 69	Werecreature Class, 76
Toskur, 193	Vampire Courtier, 200	Werecreature Species, 78
Tovare's Halo, 115	Vampire Reaver, 202	Werecreature Table, 78
Tovare's Tears, 136	Vampire Template, 196	Werespecies, 81
Tranquiline, 86	Vampiric Curse, 70	Whip Warrior, 43
Trap Undead, 46	Vampiric Dominion, 70	Wings Like Eagles, 137
Trick Technique, 120	Vampiric Heritage, 70	Wizard: Occultism, 65
Tripartite Talents, 8	Vampiric Rejuvenation, 137	Wolfsbane Elixir, 94
Tuberculosis, 145	Vampirism, 149	Wolfsbane Venom, 94
Turning Table, 79	Vampspider, 203	Wooden Ammunition, 86
Typhoid, 148	Venator Whip, 116	Zoophobic, 13
Ulcerate, 136	Vengeful Heir, 44	
Undaunted, 12	Ventriloquism, 120	
Unending Rivalry, 44	Vermyn, 165	