

5TH EDITION COMPATIBLE

# OCCULT SECRETS OF THE UNDERWORLD



The untold vastness of the realms below beckons



# OCCULT SECRETS OF THE UNDERWORLD

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## OCCULT UNDERWORLD

**B**low n away. That characterized best my response to the Kickstarter that birthed this book—both by the generosity of the backers and Jonathan G. Nelson, the master of AAW Games, who agreed to let me write this book, in spite of the stretch goal not being met. What is the occult? Stemming from the Latin word “occultus,” meaning “clandestine,

hidden, secret,” the occult has always been a hobby of mine—and also part of the title of, hands down, my favorite Paizo™ hardcover. In this book, I hope to do justice to the imaginative vision of the Underworld as well as to the wondrous associations of that word. A bit weird, a bit creepy, always wondrous—I sincerely hope you’ll enjoy the material!

— THILO GRAF, 2018





# LIVING VAMPIRE

## (AHOOLING FIGHTER MARTIAL ARCHETYPE)

Ahoolings are primarily known as keening, bloodthirsty savages that have the potential to transform into a true horror. It is a lesser known fact that there is a secret order of ahoolings that eschews the demonic and primitive impulses of their tainted ancestry in favor of a warrior-mysticism based on the metaphysical river of blood that connects all life. A tradition born from the pages of the lost, legendary *Liber Sanguinis*, these ahoolings found a different truth, one written in the blood that binds all. As legends would have it, the revelations from this lost grimoire, handed down through the order's annals, changed the very physiology of their recipients, elevating them from savagery, while at the same time heightening their hunger. These were the first of the stalwart living vampires, martial mystics with a heightened thirst, oath-bound to seek enlightenment through righteous bloodshed. From savage butchers to noble knights rivaling the purity of paladins, living vampires have been the heroes and villains of many a whispered tale, standing triumphant in the midst battle as they quest for their personal, elusive enlightenment through blood.

## HUNTER'S SKILLS

As a living vampire, you require more sustenance than other ahoolings, but you also have come equipped with the necessary skills to satisfy your cravings. At 3<sup>rd</sup> level, choose one skill from Athletics, Deception, Persuasion, Stealth or Survival. You gain proficiency in the chosen skill.

## VAMPIRE'S BLOOD THIRST

Upon becoming a living vampire at 3<sup>rd</sup> level, your blood thirst becomes more pronounced than that of other ahoolings, as your enhanced metabolism burns through the nourishing life force faster. You can't binge on blood as other ahoolings can—your metabolism consumes the equivalent of two vitae points per day, which are subtracted either after 24 hours have elapsed, or after you finish a long rest, whichever happens first. If you cannot pay this cost of vitae points, you gain one level of exhaustion and don't gain vitae points from feeding until you have fueled your metabolism by paying the 2 points of vitae. If you already have one level of exhaustion due to vampire's blood thirst, you gain a second level of exhaustion instead. Your exhaustion due to blood thirst can never rise above level 2, but until you have sated your thirst, your exhaustion may never fall below the threshold of exhaustion incurred by your blood thirst. If you consume the equivalent of 2 points of vitae, you reduce your exhaustion incurred by your vampire's blood thirst by one level. You may not reduce other forms of exhaustion by drinking blood. If you somehow become immune to exhaustion, then that immunity does not apply to your vampire's blood thirst.

While you suffer from exhaustion incurred from vampire's blood thirst, you may not regain vitae points—instead, the drained blood automatically is used to pay off vampire's blood thirst. Vampire's blood thirst never consumes more than two vitae points per day.

You may choose to avoid this cost by going into hibernation. This decision must be made after finishing a long rest and slows down your metabolism for at least 24 hours. You are unconscious for the duration of the hibernation. When entering





hibernation, you can choose to hibernate any number of days, up to a maximum equal to twice your Constitution or Charisma score, whichever is higher. You awaken from hibernation either at the time chosen upon entering hibernation, or upon being awoken by another creature. Awakening from hibernation is stressful for you—your vitae pool is reduced by a number of vitae points equal to 1/2 the total number of days spent in hibernation (rounded down, minimum 1), to a vitae pool minimum of 0 vitae points upon awakening, and you are stunned for 1d8 rounds after awakening from hibernation. This class feature replaces the effects of the achoolings' minor blood thirst or blood thirst racial feature.

## VAMPIRIC TECHNIQUES

When you become a living vampire at 3rd level, you undergo physical and metaphysical changes. Your metabolism calls out via the red river that connects all to the blood of other creatures. This mystic connection allows you to perform unique martial arts, known as vampiric techniques. You learn vampire's gaze and freely select 2 vampiric techniques of your choice, which are detailed under "Vampiric Techniques" below. You can use only one vampiric technique per turn, excluding murmurs, which are always active. You learn two additional vampiric techniques at 7<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup> and 18<sup>th</sup> level. Some vampiric techniques have a vitae point cost to activate, while others do not. Vampiric techniques with a vitae point cost note their activation actions in their respective entries. Each time you learn new vampiric techniques, you may also replace one vampiric technique you know with a different one.

**Vitae Pool.** You measure your supply in nourishing blood in vitae points. Your vitae pool can contain up to your proficiency bonus + your Charisma or Constitution modifier (your choice) vitae points. Your vitae pool has a minimum size of 3 vitae points. Vitae is consumed by your metabolism and is used to fuel a number of your class features. Your vitae pool does not automatically replenish upon finishing a short or long rest.

## Crunchier Blood Thirst

The achooling's blood thirst as defined in URC is left deliberately vague, since not all groups enjoy tracking the mostly flavor-only blood consumption. However, the living vampire uses blood in the form of vitae points as a class resource and thus, does require a degree of keeping track of the vitae consumed, though not excessively so. The guidelines presented below can also be used for the regular blood thirst of the achoolings for games that prefer a more simulationist experience.

For the purpose of regaining vitae points, the following guidelines apply:

- As a living vampire grows in power, so do the requirements of their diet. The living vampire may only gain vitae points from drinking blood of a creature whose HD is equal to at least 1/4th of the living vampire's HD. Blood of rodents can't sustain a powerful living vampire.
- Unless decided otherwise by the GM, only aberrations, beasts, celestials, dragons, fey, fiends, giants, humanoids, and monstrosities can be drained for vitae. Exceptions to this rule are blood draining undead or plants that feed on blood, oozes made of blood and viscera etc.—the GM is the final arbiter of what can and can't be drained for vitae.

Use the following guidelines for collecting blood for the purpose of replenishing vitae:

- A willing creature may donate blood to a living vampire. This process takes 1 round per point of vitae donated and requires, unless otherwise noted, that the living vampire is adjacent to the donor and uses his action to drink. Each point of vitae drained costs the donor one Hit Die. A donor can donate up to his proficiency bonus Hit Dice worth of blood. This number resets if the donor finishes a long rest. Any donation in excess of that inflicts one level of exhaustion on the donor. This represents the safe way to donate blood. The living vampire may also elect to drink



in a manner that is more dangerous to the willing donor—in this case, the living vampire instead drains 2 Hit Dice per round, but the donor must succeed a DC 15 Constitution saving throw or begin suffering a bleeding wound that inflicts 1 point of damage due to blood loss per round. This bleeding can be stopped by a DC 15 Wisdom (Medicine) check or any amount of magical healing. The same limits apply for this more dangerous form of blood donation.

- The life-sustaining properties of vitae are quickly lost: Unpreserved blood loses the capacity to provide vitae replenishment after 5 minutes.
- Blood may be preserved via the casting of *gentle repose* and similar spells. Alternatively, blood worth 1 vitae point may be preserved with an Intelligence (alchemist's supplies) or Wisdom (herbalism kit) check against DC 15. Failure indicates that the blood was spoiled by the attempt. The necessary ingredients to preserve blood this way cost 2 gp. Blood thus preserved does taste foul and renders the living vampire poisoned for 1 round upon consuming it. (No save.)
- The spell *wine to blood* (URC, pg. 15) provides a number of vitae points equal to  $1 + \frac{1}{2}$  the caster's proficiency bonus per casting, minimum 2.
- For other spells or effects that create blood, use the following formula to determine the amount of consumable vitae generated: Spell Level +  $\frac{1}{2}$  caster's proficiency bonus.
- Since vitae produced by magic is highly diluted and more ephemeral, a living vampire can only gain a number of vitae points from blood created by magic equal to twice the living vampire's Hit Dice. Any excess vitae that would be gained via magical means is lost. This maximum threshold resets only after both consuming proper blood and finishing a long rest.

The rush of death approaching can send a resonant song of power through the red river that connects you with all things. Whenever you can see a creature that suffers from a bleeding wound that was caused by you, is reduced to 0 hit points, you may use your reaction to gain 1 vitae point. Only creatures that could sustain your blood thirst (see side-bar) can provide a vitae point this way. You may only gain 1 vitae point this way from a single creature in 24 hours. You may regain a maximum number of vitae points this way equal to your proficiency bonus—for everything beyond that, you have to drink the blood of other creatures. The maximum number of vitae points you can regain this way resets after finishing a long rest.

**Bleeding Wounds.** Several of your vampiric techniques create wounds that bleed profusely, causing continuous damage to the target. Only targets with blood or a blood-equivalent circulation system may be affected by bleeding wounds. (Subject to GM's discretion; generally, creature types that can provide vitae can also be affected by bleeding wounds.) In order to inflict a bleeding wound, your vampiric technique has to inflict at least 1 point of damage to the target. Failure to damage a creature with an attack also means that you don't inflict a bleeding wound. The damage inflicted by bleeding wounds is considered to be untyped. Bleeding wounds you inflict with vampiric techniques stack with bleeding wounds created by other vampiric techniques, but they do not stack with themselves. Bleeding wound damage is not multiplied on a critical hit. A target with a bleeding wound may forego moving on its turn to attempt to temporarily staunch the flow of blood. The creature takes no damage from one of its bleeding wounds for one round. Additionally, a creature may use a Wisdom (Medicine) check against your vampiric technique save DC to treat the flow of blood. On a success, the effects of one bleeding wound end. Magical healing closes all bleeding wounds, provided it restores more hit points at once than the last total damage per round inflicted by bleeding wounds that the target suffered from. Otherwise, the target is healed, but continues to suffer the damage inflicted by bleeding wounds.



**Saving Throws.** The bleeding effects caused by your vampiric techniques require your target to make a saving throw to resist the technique's effects. The saving throw DC is calculated as follows:

**Vampiric Technique Save DC** = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

There are 4 kinds of vampiric techniques.

**Anima.** Anima vampiric techniques represent the exertion of control that you can establish over your physiology. They are based on the understanding of the living vampire's duality, of life consuming life, death begetting life—as such, they tend to grant a benefit as well as a drawback. You may only have one anima vampiric technique in effect at any given time and, once activated, the technique cannot be dismissed. It must run its course until its duration elapses. Anima techniques, unless otherwise noted, last for a number of rounds equal to your choice of either Charisma or Constitution modifier (minimum 1), chosen each time anew. Anima techniques also generate a bit of resonance when activated (see escalations, below).

**Escalations.** Escalations have a vitae cost to activate and generate resonance, a harmony between your blood and that of your adversaries, a resource required to activate reaping (see below) vampiric techniques. It does not matter if the escalation misses, is resisted, negated or otherwise fails to produce its intended effect—resonance is generated nonetheless. The connection required to maintain resonance is tenuous at best and may only be established when the blood of participants sings of battle. Resonance has a duration of 1 minute, which resets whenever you generate resonance. When this duration elapses, the resonance is lost. You can store resonance equal to your proficiency bonus + your choice of either your Constitution or Charisma modifier.

**Murmurs.** Murmurs are the soothing sounds of your own blood, whispering of eldritch secrets. They do not have a cost to activate and are always considered to be in effect.



**Reapings.** Reaping vampiric techniques are impressive, often frightening abilities that rely on resonance to work. Each Reaping technique features the **Resonance required** –line in its entry. In order to execute the reaping vampiric technique, you must have at least the listed amount of resonance in addition to paying the vitae cost, if any. Performing a reaping vampiric technique generates a crescendo in the mystic song of blood that resets your resonance to 0.



## THE RED RIVER'S SONG

At 7<sup>th</sup> level, the red river is no longer just a reference to the blood flowing through creatures; it becomes a mystic concept for you, one that represents animating life– (or unlife–) granting forces, allowing you to bleed dry even bloodless beings. Choose one tag or general type of creature like “arachnid vermin,” “crystalline beings,” “spectral undead,” “bloodless slimes,” etc. that can be described in two words. The two-word description must be relatively specific and may not encompass all creatures of one creature type. Creatures that fit the description and which would usually be immune to your bleeding wounds lose their immunity against your vampiric techniques. This does not allow you to gain sustenance from these creatures, unless they could sustain you—if you for example choose “iron constructs,” you can cause bleeding wounds to them, but you still can’t gain vitae from them. At 10<sup>th</sup> and 15<sup>th</sup> level, you may choose an additional creature to be described thus.

### Running Red River's Song

5e offers a wealth of absolutely amazing, creative creatures, particularly once you start looking at the 3<sup>rd</sup> party publishing circuit. Even more so, when you make use of the relative ease with which you can scavenge creatures from older editions. However, as per the writing of this, the system does not feature a particularly fine differentiation between different types of creatures. While tags like (demon) or (devil) do help, it is my conviction that this ability can yield a finer and more rewarding tool for GMs and players to specialize the living vampire and foster cooperation in determining the proper descriptions—after all, roleplaying is supposed to be cooperative. Players should not try to cheese this ability, while GMs should make sure that a given description is not hyper-specific.

## EXSANGUINATION AURA

At 10<sup>th</sup> level, whenever you are within 30 ft. of a target creature that suffers from an ongoing bleeding wound caused by a vampiric technique and the target of that wound receives magical healing, there is a chance that the bleeding just won't stop. The resonance between your life force and the target draws forth the precious red. The total number of hit points that must be healed at once by a magical healing effect to close bleeding wounds is increased by twice your current resonance score. If a target had, for example, taken 8 hit points of damage due to bleeding wounds and you have a resonance of 3, a healing effect would have to heal 14 hit (8 + 2 x 3) points at once in order to close the bleeding wounds of the target. Otherwise, the target is healed, but retains the bleeding wounds.

## MASTER OF THE RED RIVER'S WAVES

At 18<sup>th</sup> level, you may, as a bonus action, temporarily suspend all damage from bleeding wounds one creature within your exsanguinations aura suffers. If the creature leaves the range of your aura, the suspended bleeding wound damage immediately resumes. You tap into the red river's power and the creature's blood coagulates, flies towards you and forms a potent armor around you. This armor grants you resistance to bludgeoning, piercing and slashing damage. This effect lasts for 1 minute or until you choose to resume the bleeding, which is possible any time. You may use this feature again after finishing a long rest.





# VAMPIRIC TECHNIQUES

These vampiric techniques are presented by category and in alphabetical order within the category.

## ANIMA TECHNIQUES

### COMMAND THE FLOW

**Activation Cost:** 1 vitae point

**Generates:** 1 resonance

**Prerequisite:** Living vampire 7

As a bonus action, you whisper a mystic command to your blood, granting you advantage on saving throws against disease and poison. Additionally, you reduce any poison damage you take by your current resonance score. While affected by this technique, you are less sociable and excitable. You may not benefit from the Help action and may not receive the benefits of features that represent morale boosts or help granted by allies in the form of bonus dice, like bardic inspiration dice or the effects of the *bless* spell.

### DIVE INTO THE RIVER

**Activation Cost:** 3 vitae points

**Generates:** 1 resonance

**Prerequisites:** Living vampire 10

As a bonus action, you can literally turn instantly into a liquid, rapidly flowing shape of blood that is rushed along on the red river's currents. While this technique is activated, you may choose to turn into a proxy of the red river whenever you move, flowing with unearthly grace over the battlefield. Movement in this semi-liquid state does not provoke opportunity attacks and you take no damage from damaging terrain you cross thus, but since the current is strong, you may not make opportunity attacks either. Emerging from the river is stressful. For 1 round for every equivalent of a Move worth of movement you thus make, you may not perform opportunity attacks. Additionally, this movement leaves a strong, coppery smell behind, making regular tracking of your movement in quasi-liquid form impossible, but granting advantage on checks to track you or notice your presence via smell.

### MELANCHOLIC FLOW

**Activation Cost:** 1 vitae point

**Generates:** 1 resonance

As a bonus action, you choose rounds, minutes or hours and whisper a tempering command to your blood, slowing the progress of substances coursing through it. For your choice of Constitution or Charisma modifier intervals of the chosen time frame, poisons, drugs and diseases (and any other bloodborne parasites) currently affecting you, are suspended. You retain any benevolent effects granted by such substances currently in your system. You also gain cold and poison resistance. However, while affected by this technique, you decrease your speed by 10 ft., to a minimum of 5 ft. and may not use the Dash or Disengage actions.

### THE PRICE OF MAGIC

**Activation Cost:** 2 vitae points

**Generates:** 1 resonance

As a bonus action, you may exude a price in blood from casters foolish enough to try to quench your life. Whenever you are affected by a single-target spell or innate spellcasting ability while this technique is in effect, the caster must succeed a Constitution saving throw against your vampiric technique save DC or suffer a bleeding wound that causes damage equal to the spell level of the spell cast upon you. This bleeding wound persists for 1d4 rounds. While this technique is in effect, any potion or oil you try to use immediately spoils, becoming coagulated blood.

### TO WALK AMONG THE DEAD

**Activation Cost:** 1 vitae point

**Generates:** 1 resonance

As a bonus action, you choose rounds or minutes—you may conceal your life-force and that of up to your Charisma modifier adjacent, willing creatures that you can see. You and all affected allies, if any, become invisible to mindless undead and mindless vermin, as though affected by *invisibility*. Allies may move as far away from you as they please after receiving the benefits from this technique. Any



creature affected that performs any action that requires particularly strenuous or stressful activity (like bending iron bars, opening a complex lock, etc.), loses the benefits of this technique, but not the drawbacks, which only elapse after the technique has run its course. While affected by this technique, the senses of all affected creatures are dulled, imposing disadvantage on all Wisdom-based checks and Wisdom saving throws.

## VAMPIRE'S GAZE

**Activation Cost:** 1 vitae point

**Generates:** 1 resonance

**Duration:** Constitution or Charisma modifier rounds, see text

As an action, you can shift the power of the red river into your eyes, making them gleam an unearthly red, emitting light like a sputtering torch as you focus on a creature you can see within 30 feet. The target of your gaze must succeed a Wisdom saving throw against your vampiric technique save DC or suffer from disadvantage on saving throws to prevent receiving bleeding wounds. This effect immediately ends if you stop looking at the target or can't see the target anymore. You may change the focus of your gaze as a bonus action.

## VAMPIRIC VISION

**Activation Cost:** 2 vitae points

**Generates:** 1 resonance

**Prerequisite:** Living vampire 7

As a bonus action, you can see the countless branches of the red river flowing through those around you—red, pulsating, and tempting. You can see the veins, arteries and capillaries of creatures within 60 ft., as per *see invisibility*. The light these circulatory systems emit to your mystic sight penetrates up to 1 foot of stone, 1 inch of common metal, or up to 3 inches of wood or dirt. Thicker substances or thin sheets of lead block your sight. Unfortunately, the branches of the red river make the outlines of their creatures tempting and undermine your personality with primal hunger. You suffer from disadvantage on Charisma checks and Charisma saving throws while this technique affects you.



## ESCALATION TECHNIQUES

### ARCING ASSAULT

**Activation Cost:** 2 vitae points

**Generates:** 1 resonance

**Prerequisite:** Living vampire 10

**Duration:** Instantaneous

As an action, you rip open the red river's arms in a wide arc, inflicting bleeding wounds that deal your proficiency bonus times 1d4 points of damage to all creatures in a 15-foot cone. Creatures that succeed a Constitution saving throw against your vampiric technique save DC take no damage. Bleeding wounds applied by this vampiric technique last 1d4 rounds.

### BLOOD MAGNETISM

**Activation Cost:** 1 vitae point

**Generates:** 1 resonance

**Prerequisite:** Living vampire 7

**Duration:** Constitution or Charisma modifier rounds, see text

You may activate this vampiric technique as either a bonus action, or as a reaction to the current target of your vampire's gaze vampiric technique taking damage from a ranged or melee attack. Your eyes begin to draw forth the blood of your victims. When an attack that deals damage hits the target of your vampire's gaze vampiric technique, you can use your reaction to cause the target to take an additional bleeding wound that deals damage



equal to your proficiency bonus. If you use this technique's effects to enhance the damage caused by your own attacks, the bleeding wound's damage instead increases to 1d6 + your proficiency bonus. The bleeding caused by this vampiric technique stops one round after you have changed the target of your vampire's gaze vampiric technique or can't affect the target with it anymore.

## BLOOD'S SURGE

**Activation Cost:** 1 vitae point

**Generates:** 1 resonance

**Prerequisite:** Living vampire 10

**Duration:** see text

As an reaction to an effect that prompts you to make a Dexterity saving throw, you cause your blood's flow to stimulate your reflexes, granting you advantage on Dexterity saving throws as well as the benefits of evasion until the end of your next turn.

## COAX FORTH THE FLOW

**Activation Cost:** 1 vitae point

**Generates:** 1 resonance

**Duration:** Instantaneous

As a bonus action, you can force a creature within 30 ft. that you can see and that is currently affected by a bleeding wound, to make Constitution saving throw against your vampiric technique save DC. On a success, nothing happens. On a failure, you increase the duration of a single bleeding wound affecting the creature by 1 round.

## CONNECT THE FLOW

**Activation Cost:** 2 or 6 vitae points, see text

**Generates:** 1 or 3 resonance, see text

**Prerequisite:** Living vampire 10

**Duration:** Instantaneous

As an action, you can attempt to connect disparate parts of the red river, and even draw enemies into its vast regions. Make a single melee attack. On a successful hit that successfully inflicts damage, choose a mental ability score (Intelligence, Wisdom or Charisma); the subject of your attack must succeed a contest in the chosen ability score against you. If the target fails, it is restrained until it wins

the contest against you. The target may attempt to retry this contest as an action. Additionally, if you win the contest against the subject, you may use your reaction and spend 4 vitae points to force the target to succeed a Wisdom saving throw against your vampiric technique save DC. On a failure, you draw the target's mind into a purely mental dimension known as a mindscape. You can choose the shape and size of this mindscape, as well as any gravity (though you can't make it so the gravity is so strong it harms creatures within). Time and magic behave as usual in the mindscape. You designate where both you and your subject appear. You must appear somewhere in your mindscape, though it's relatively easy to shield yourself from the view of any other creatures inside if they don't realize they're in a mindscape. You must also create a method of exit from the mindscape when you create it, and that method must be possible to achieve based on the traits of the mindscape, even if it is obscure or difficult. The GM decides whether a method of escape is reasonable. Anything that would be a reasonable method of waking from a dream during deep sleep, like a splash of cold water, could allow one to leave a mindscape, though damage incurred to the body is not. Your body and the body of your target are paralyzed while you are within the mindscape, though your mental representations can continue to fight in this mental dimension. You and the target are aware of damage caused to your bodies, but damage to the body does not allow a creature within the mindscape to leave it. You may end your mindscape's effects as a bonus action. Any wounds or effects incurred in the mindscape are very much real. You can create illusory creatures within the mindscape, but these largely remain silent or speak generic, repetitive phrases. The mindscape you generate with this technique is always a vast, crisscrossing delta of fast-moving rivers of blood that encircle small islands of eerily organic-looking swampland. Defeating a foe in a mindscape you have created generates an additional 3 resonance.



## EXCESSIVE BLOOD LOSS

**Activation Cost:** 1 vitae point

**Generates:** 1 resonance

**Prerequisite:** Living vampire 15

**Duration:** Instantaneous

As a reaction to seeing a target within 30 ft. take damage from a bleeding wound, you can force the target to make a Constitution saving throw. On a failure, the target suffers one level of exhaustion. You cannot use this vampiric technique to increase the exhaustion level of a creature beyond 3.

## FREEZE THE TIDE

**Activation Cost:** 1 vitae point

**Generates:** 1 resonance

**Prerequisite:** Living vampire 7

**Duration:** Instantaneous

As an action, you end all ongoing damage from bleeding wounds that a single creature you can see within 60 ft. suffers from. This inflicts an amount of cold damage to the creature, equal to the total amount of damage from bleeding wounds the creature would have taken in the next round.

## RIDE RED WAVES

**Activation Cost:** 1 vitae point

**Generates:** 1 resonance

**Duration:** Charisma or Constitution modifier rounds

As part of moving, you conjure forth slippery blood beneath your heels, granting you a +30 ft. increase to your speed. However, you only benefit from this increase when moving directly towards or directly away from a creature that you can affect with bleeding wounds.

## SANGUINE IMBALANCE

**Activation Cost:** 2 vitae points

**Generates:** 1 resonance

**Prerequisite:** Living vampire 10

**Duration:** Constitution or Charisma modifier rounds

As an action, you increase the imbalance in bodily humors caused by bleeding in a creature that you can see within 30 ft. If the subject is suffering from a bleeding wound, it becomes enveloped in despair. The creature must make a Charisma saving throw against your vampiric technique save DC. On a success it may act normally. On a failure, it is overwhelmed by hopelessness and may not attack or target any creature with attacks, abilities, spells or effects. The creature may save again on each of its turns. A successful save ends the effect.

## THE RED MIRE

**Activation Cost:** 1 vitae point

**Generates:** 1 resonance

**Prerequisite:** Living vampire 7

**Duration:** Charisma or Constitution modifier rounds

At the banks of the red river, there is the red mire—both representation of flesh and metaphysical swamp, vibrant and suffused with volatile life-forces struggling for survival. As a bonus action or as reaction to a target within 30 ft. of you that you can see using the Disengage or Dodge action, you can cause that creature, in glimpses, to witness this concept, miring the target. The target must succeed a Dexterity saving throw against your vampiric technique save DC. On a success, it can use the actions as usual. On a failure, for this technique's duration, the target provokes opportunity attacks in spite of using Disengage if you used this technique as a reaction to seeing the target Disengage, or does not gain the benefits of Dodge if you used this technique as a reaction to seeing the target attempt to Dodge. If you activate this vampiric technique as a bonus action, you may choose whether to affect Disengage or Dodge.





## THE RIVER REMEMBERS

**Activation Cost:** 2 vitae points

**Generates:** 1 resonance

**Prerequisite:** Living vampire 7

**Duration:** See text

The red river remembers where it once flowed freely. As an action, make a melee attack against a creature who suffered from one or more bleeding wounds that were ended last round. If the attack hits and successfully deals damage, the target must make a Constitution saving throw against your vampiric technique save DC. On a success, you only deal your normal melee damage. On a failure, the bleeding wounds reopen as though they had not ended. If the bleeding wounds or some of them had a finite duration, that duration is reset as if the bleeding wound had been newly applied.

## MURMUR TECHNIQUES

### DISTINGUISHED PALATE

**Prerequisite:** Living vampire 7

When you choose this technique, specify a creature that could provide vitae and use the guidelines of your Red River's Song class feature to do so. Whenever you gain a vitae point from a creature whose type matches your description, you gain an additional vitae point.

### EUPHORIA OF BLOOD

When rolling for initiative, you may choose to spend 1 vitae point. If you do, you gain a +2 bonus to initiative. This decision must be made before the results of the initiative order are made known.

### KNOWLEDGE IN BLOOD

Whenever you gain a vitae point by draining blood from a creature, you gain advantage on the next Intelligence (Investigation) or Wisdom (Insight) pertaining that creature's race for 1 minute.



### RED RAGE

**Prerequisite:** Living vampire 18

Whenever you are subject to a critical hit by a creature that qualifies as a source of vitae, you gain 1 temporary vitae point. This point lasts until the end of your next turn.

### THE RED SONG'S ALLURE

**Prerequisites:** Living vampire 10

When rolling for the bleeding wound damage caused by your vampiric techniques, you may treat any roll of 1 as a 2 instead. You may use this vampiric technique a number of times equal to your proficiency bonus. After that, you can't use it again until you finish a long rest.



## THE RIVER'S LULLABY

**Prerequisites:** Living vampire 15

You move in a calming manner in battle, one that resonates with the red river's call. Creatures within 10 ft. of you that are currently suffering from a bleeding wound do not get the benefits of the Dodge action against you. Creatures that are deaf are immune to this vampiric technique's effects, since it relies on barely perceptible, subsonic murmurs speaking directly to the creature's blood.

## THE RUSH OF THIRST

**Prerequisite:** Living vampire 7

You may spend your own Hit Dice to pay the activation cost of vampiric techniques, burning through your own bodily reserves instead of foreign blood. You may use your own Hit Dice as though they were vitae points.

## THE TITHE

You may choose to extract the tithe of renewed life from nearby foes. The red river demands it, and so it shall be done. Whenever a creature within 10 ft. of you that you can see receives magical healing, you may choose to have the creature automatically suffer a bleeding wound that inflicts 1 point of damage per round after being healed.

## VAMPIRIC REGENERATION

**Prerequisite:** Living vampire 10

Whenever you take a short or long rest and spend one or more of your Hit Dice to heal, you may expend an amount of vitae points of up to the Hit Dice you expended. For each vitae point you expend thus, you may treat the result as though you had rolled the average value +2 (5 for d6 HD, 6 for d8 HD, 7 for d10 HD and 8 for d12 HD for one vitae point, for example). You still add your Constitution modifier to the result of each Hit Die, as usual.

## WEIGHT OF THE AGES

**Prerequisite:** Living vampire 7

You exude the weight of the eternal, red river. Creatures within 10 ft. of you that are currently suffering from a bleeding wound also reduce their speed by -10 ft., to a minimum of 5 ft.

## REAPING TECHNIQUES

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### ALL RIVERS MUST END IN THE SEA

**Activation Cost:** 4 vitae points

**Resonance required:** 5 resonance

**Prerequisite:** Living vampire 18

**Duration:** Instantaneous

As an action, you make a single melee attack, aiming to end the target, emptying them. If the attack hits and successfully inflicts damage, the target must succeed a Constitution saving throw against your vampiric technique save DC. On a failure, the target takes 7d8 + 30 necrotic damage, or half as much on a successful one, as all blood immediately evaporates within them.

### ATOP THE CRESTING WAVE

**Activation Cost:** 2 vitae points

**Resonance required:** 2 resonance

**Prerequisite:** Living vampire 7

**Duration:** See text

As a bonus action, you strain your mortal body and raise yourself metaphorically atop a cresting wave of the red river, granting you the benefits of the *haste* spell for rounds equal to the resonance you had when you activated this technique. You do not suffer from the bout of lethargy that usually accompanies the end of *haste* and you do not need to concentrate on this vampiric technique. You may freely split the duration of this technique with willing allies you can see upon activation, but your allies suffer from the lethargy at the end of the *haste* effect.



## BATHE IN BLOOD

**Activation Cost:** 0 vitae points

**Resonance required:** 3 resonance

**Duration:** Charisma or Constitution modifier rounds

As an action, you focus on the major arteries and veins of all creatures you can see within a 60 ft.-radius. You remain focused on these creatures until the technique's duration elapses, or until you activate this vampiric technique again, at which point the new targets supersede the old. The next time you hit one of these creatures with a melee attack and successfully deal damage, you also cause a bleeding wound that inflicts additional 1d4 + your proficiency bonus damage to the target. Bleeding wounds generated by this technique halve their damage (rounded down) each round, and end once their damage reaches 0. For example, a bleeding wound dealing 7 damage in the first round will inflict 3 in the second, 1 in the third and then end in the fourth round.

## BATTERING WAVES

**Activation Cost:** 1 vitae point

**Resonance required:** 2 resonance

**Duration:** See text

As a bonus action, you can cause a creature within 30 ft. that you can see and that is currently suffering from a bleeding wound, to experience the battering of the red waves with each blow it suffers. The target must succeed a Wisdom saving throw against your vampiric technique save DC. On a failure, the creature suffers from disadvantage on Dexterity checks and saving throws and may no longer add its Dexterity modifier to its AC. This effect persists for as long as the target suffers from at least one bleeding wound.

## COUNTERING WAVE

**Activation Cost:** 2 vitae points

**Resonance required:** 2 resonance

**Prerequisite:** Living vampire 10

**Duration:** See text

As a reaction to being hit by an attack or spell, you fortify your body and mind for the assault to come, granting you advantage on saving throws

against poison and resistance to poison damage. Additionally, if you succeed a Constitution or Wisdom saving throw against an effect that inflicts half as much or partial effects on a successful saving throw, you instead suffer no effects from the effect, but immediately end this technique. This technique otherwise lasts until the end of your next turn.

## ENDLESS RIVER

**Activation Cost:** 2 vitae points

**Resonance required:** 3 resonance

**Prerequisite:** Living vampire 7

**Duration:** See text

The river is both endless and finite—this paradox is exemplified, as you take its immortal power into your fragile, mortal form. You may activate this technique as a bonus action. Immediately upon activating it, and at the beginning of your turn for a number of rounds equal to the amount of resonance you had upon activating the technique, you gain 10 temporary hit points. These temporary hit points last for 1 round.

## EXSANGUINARE!

**Activation Cost:** 1 vitae point

**Resonance required:** 2 resonance

**Prerequisite:** Living vampire 7

**Duration:** See text

You can command the red river to satiate your thirst with but one shouted, mystic utterance—Exsanguinare! As an action, you deal damage to one creature suffering from a bleeding wound. At 10th, 15th and 18th level, you can affect an additional creature. All affected creatures must be within 60 ft. and you must be able to see them. The damage you inflict with this technique is equal to the total amount of bleeding wound damage that will be dealt to the respective target next round. This ends all ongoing damage the targets suffer from bleeding wounds, as the mystic command also hastens coagulation. The blood thus extracted flies straight towards your mouth and sates your thirst, provided it can reach you. You are treated as though you had drunk deeply. You gain one vitae point for every multiple of your own HD in bleeding



wound damage that you inflict. For example, if you are 8th level, you have 8 HD. If you use *exsanguinare* to seal the bleeding wounds of 2 enemies, who would have taken a total of 26 points of damage next round, then you regain 3 vitae points. (3 x 8 = 24) The excess two points of damage are lost and do not contribute to your vitae points. You can only regain vitae from creatures satisfying the criteria laid out in the *Crunchier Blood-Thirst* sidebar, as usual.

## OPEN THE DAM

**Activation Cost:** 1 vitae point

**Resonance required:** 3 resonance

**Prerequisite:** Living vampire 10

**Duration:** Charisma or Constitution modifier rounds

You can see the river bursting at the seams and strike at the feeble bonds of flesh holding it back. As an action, you make a single melee attack. If the attack hits and successfully inflicts damage, the target must succeed a Constitution saving throw against your vampiric technique save DC or suffer from disadvantage on attack and damage rolls as well as on saving throws against your vampiric techniques.

## PREDATOR'S ROAR

**Activation Cost:** 0 or 1 vitae point, see text

**Resonance required:** 3 resonance

**Duration:** See text

Fear of flesh generates fear of the blood—and the red river shuns those that fear it. As an action, you let out a primal roar, focusing your hate on a single, non-adjacent creature that you can see within 30 ft. The target must make a Charisma saving throw against your vampiric technique save DC. On a failure, the target is frightened and suffers a bleeding wound that deals damage equal to twice the amount of resonance you had upon activating this technique. On a success, the target is not frightened and only suffers a bleeding wound that deals half as much damage. You may use this vampiric technique as a reaction to a target using the *Disengage* action to move away from you. Using the technique this way costs 1 vitae point, though.

## RED TIDE

**Activation Cost:** 3 vitae points

**Resonance required:** 4 resonance

**Prerequisite:** Living vampire 10

**Duration:** Instantaneous

You call forth the red river from all around you. As an action, you conjure forth a deadly, indiscriminating wave of blood that ripples outward from you in a 30-foot burst. All other creatures in this area must make a Dexterity saving throw against your vampiric technique save DC. On a failure, they suffer a bleeding wound that deals 5d4 points of damage. At 15th level, this increases to 7d4 and at 18th level, to 9d4. On a success, a target takes half as much damage and doesn't suffer a bleeding wound. Bleeding wounds caused by this technique last for 1d4 rounds.

## THE RED RIVER RISES

**Activation Cost:** 4 vitae points

**Resonance required:** 3 resonance

**Prerequisite:** Living vampire 10

**Duration:** Permanent

As one dam bursts and precious red spews forth, so will others. As an action, you inflict a single target that you can see and that is suffering from a bleeding wound with a curse to relay its experiences to all of its nearby allies. The cursed creature must succeed a Wisdom saving throw. On a success, nothing happens. On a failure, all creatures that can see the cursed target instinctively know that coming near the target is a bad idea. Each round, all creatures within a 10-foot radius that consider the target to be an ally, suffer a bleeding wound that deals damage equal to the bleeding wound of the target you cursed. Creatures that have 4 or more Hit Dice more than the cursed target are immune to this technique's curse and do not suffer the sympathetic bleeding wounds caused by it. The curse, but not the bleeding wounds you curse, is otherwise a permanent curse.





# THE COLLOID

## (WARLOCK OTHERWORLDLY PATRON)

There is nothing as mind-bogglingly gorgeous and, at the same time, alien, as wandering through the colloid, a landscape completely covered in resplendent crystalline structures, with impossible angles. A sense of comfort, serenity and warmth pervades the colloid, but also a strange feeling of melancholia. While many creatures of the underworld are cognizant of the dangers of lingering in the colloid, few, apart from the undead who experience the colloid as a thoroughly hostile environment, realize that the crystalline entity is actually sentient; there is a method to its glacial spreading and a cunning intelligence at work, an intelligence that is very much aware of the worth of free-willed servants. Your patron places a very high value on life, as the colloid, in its own way, seeks to “save” organic life; at the same time, the entity is suffused with an all-consuming hatred for the undead.

## EXPANDED SPELL LIST

The colloid 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.

## Colloid Expanded Spells

Spell Level	Spells
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1 <sup>st</sup>	<i>entangle*</i> , <i>sleep</i>
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2 <sup>nd</sup>	<i>calm emotions</i> , <i>detect thoughts</i>
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3 <sup>rd</sup>	<i>plant growth**</i> , <i>sending</i>
-----------------	--

4 <sup>th</sup>	<i>death ward</i> , <i>hallucinatory terrain</i>
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5 <sup>th</sup>	<i>geas</i> , <i>reincarnate***</i>
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\*The colloid’s *entangle* spell does not conjure forth entangling plants, but instead uses crystalline filaments to the same effect.

\*\*The colloid’s *plant growth* spell instead grows crystalline structures. It may not be cast over hours.

\*\*\* The colloid always reincarnates worthy creatures as colliatur versions of their former race.

## COLLOID’S HERALD

Starting at 1<sup>st</sup> level, your alien patron allows you to channel the power of the colloid directly into the area around yourself, transforming natural vegetation, minerals, rock, mud and worked stone. As an action, you can emit a wave in a 30-foot radius sphere around yourself. The terrain is transformed into a crystalline, hauntingly-beautiful version of itself until the end of your next turn. Alternatively, you can choose to concentrate on maintaining the colloid terrain. If you do, you can maintain it up to 10 minutes. While you concentrate on the terrain, it moves with you; otherwise, it remains stationary. While within this extension of the colloid, you can telepathically communicate with any creature within the colloid terrain you created. You don’t need to share a language with the creature for it to understand you, and the creature doesn’t even need to be able to understand a language, though creatures without a language can only



convey the most basic of impulses. You and up to your proficiency bonus allies can move freely and unimpeded through colloid terrain. You make the decision of who can freely move through it upon creating it. The colloid terrain is considered to be difficult terrain for all other creatures. Undead within this colloid terrain lose turn immunity and their condition immunity to exhaustion. Once you use this feature, you cannot use it again before you finish a short or long rest.

## COLLOID SPECIALIST

At 6th level, you can temporarily become one with the colloid. When you take damage, you can use your reaction to dissolve into crystalline strands that evaporate in a cascade of pearlescent streams and reassemble you in an unoccupied square that you can see, up to 60 feet away. You reassemble in that square, remaining a crystalline version of yourself until the end of your next turn. While crystalline, you enjoy resistance to bludgeoning, piercing and slashing damage and advantage on Constitution and Charisma saving throws. If you reassemble within colloid terrain (including the temporary colloid terrain you create with your Colloid's Herald feature), the benefits of your crystalline state instead last for Charisma modifier rounds, as the colloid lends you its strength. Once you use this feature, you can't use it again until you finish a short or long rest.

## COLLOID'S VASTNESS

Beginning at 10<sup>th</sup> level, your patron has truly embraced you. You become immune to the effects of colloid melancholia (see page 63) Additionally, you increase the radius of your colloid terrain created with your Colloid's Herald feature by +30 feet and may use it an additional 2 times before requiring a short or long rest to use it again. Finally, whenever you cast *entangle* or *plant growth*, the terrain created by these spells is treated as colloid terrain for the purpose of your Colloid Specialist class feature.





## Seed of Salvation and its repercussions



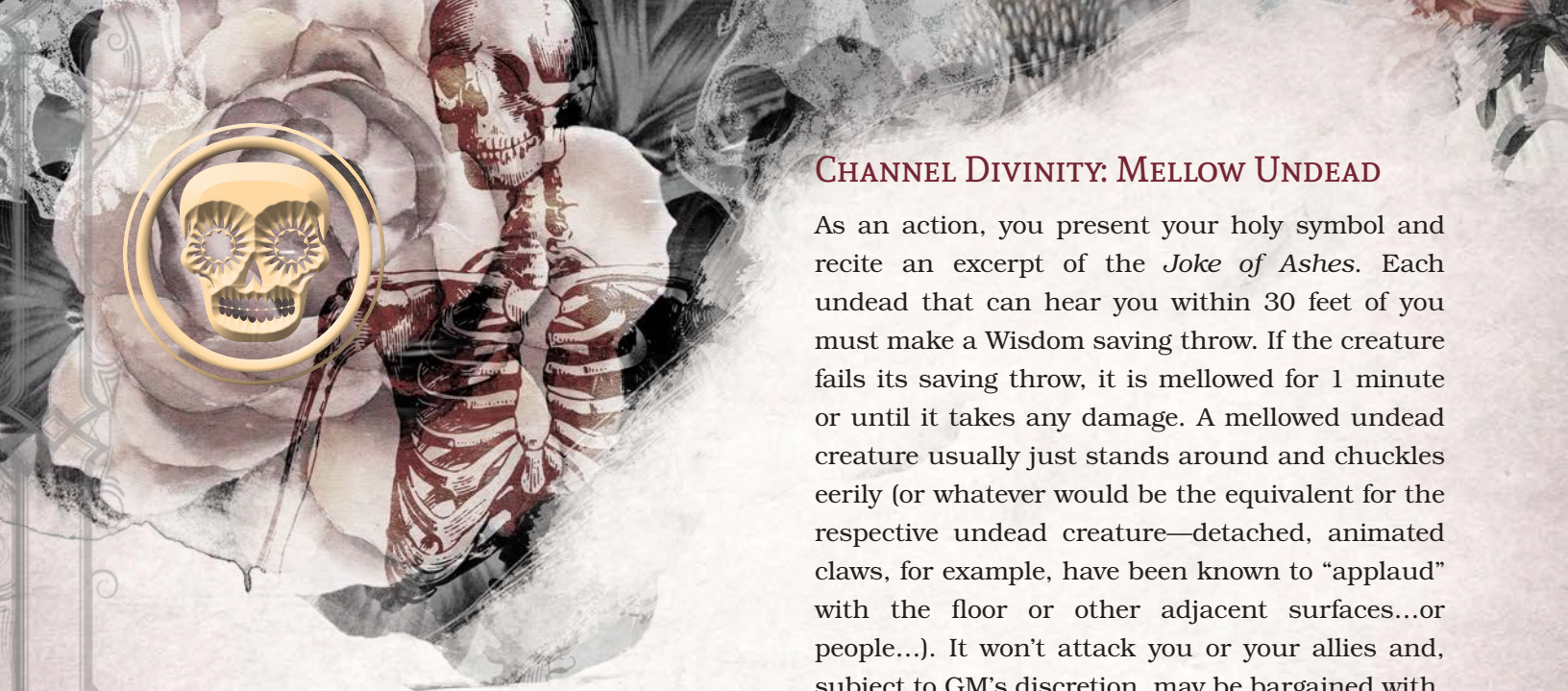
The Seed of Salvation class feature makes a warlock of this lofty power capable of potentially changing the dynamics of whole regions of the underworld. The colloid seeks to spread and connect, and the ability to extend beyond its reach allows the entity to collect information and items. How the colloid and its servants approach this, ultimately depends on the region. Areas close to the colloid are more likely to be cognizant of the dangers it poses; in such areas, colloid warlocks will usually employ subtlety to grow the colloid...or, if the respective settlement has already been converted to the colloid's cause, do so openly, with somewhat religious overtones as the faithful await the embrace of the entity. The farther away from the colloid, the more likely it is that warlocks will employ a strategy not unlike that of organized churches, using the properties and splendor of the colloid and the ability to rebirth the faithful into beautiful colliatur to justify the foothold of the entity—provided the settlement and its denizens are aware that the beautiful crystal is not a manifestation of the elemental powers of earth, but an intelligent entity, that is. Suffice to say, warlocks that reach the lofty levels required to spread the colloid tend to be high on the most wanted lists of the colloid's enemies...



### SEED OF SALVATION

Starting at 15<sup>th</sup> level, you gain resistance to radiant damage. If you already were resistant to radiant damage, you instead become immune. If you already were immune to radiant damage, you instead become resistant to psychic damage. Additionally, you gain the most feared ability of the colloid's warlocks: You can expend a Hit Die as part of using your Colloid's Herald class feature. If you do, the colloid terrain you create is permanent; however, it is powered by your life-force as long as the fleck of terrain has not connected with the main body of the colloid—until then, or until the colloid terrain is destroyed, you cannot regain the Hit Die used to render the colloid terrain permanent. The colloid terrain does not move with you and instead remains stationary, growing slowly and almost imperceptibly. Destruction of the material that you turned into colloid stops the spreading of the colloid and allows you to regain your Hit Die. Killing you severs the foothold of the colloid and returns the terrain to normal over a 4-hour period. You must finish a long rest before you can use this feature again.





## MESSIAH OF ASHES

### (DØDELIG DIVINE DOMAIN)

Those that spend time with the weird undead halflings known as the dødelig know that there is a lot of mirth in their communities. Beyond their ability to see the bright side of even (un)death, as they often comment with a whistle, they seem to almost be suffused with an unwavering optimism that borders on irreverent disrespect to the countless horrid threats lurking in the Underworld. There is more to this than the cosmic joke of their own creation—every dødelig, to a degree, seems to understand that there is power in laughter and song, far beyond what more serious or dour races would ever dare to believe. Among the dødelig, this philosophy is known as the grand *Joke of Ashes* and there are dødelig that understand it better than others—these rare dødelig move through the Underworld with the express purpose of bringing mirth and salvation to their fellow undead, whether they like it or not. These dødelig call themselves, with a dash of characteristic irony, messiahs of ashes, and they invariably find themselves surrounded by the most mellow living dead you'll ever see.

The tradition of the messiah of ashes is unique to dødelig culture and works slightly different than other clerics.

### CHANNEL DIVINITY: MELLOW UNDEAD

As an action, you present your holy symbol and recite an excerpt of the *Joke of Ashes*. Each undead that can hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is mellowed for 1 minute or until it takes any damage. A mellowed undead creature usually just stands around and chuckles eerily (or whatever would be the equivalent for the respective undead creature—detached, animated claws, for example, have been known to “applaud” with the floor or other adjacent surfaces...or people...). It won't attack you or your allies and, subject to GM's discretion, may be bargained with, provided you can communicate with it. Mellowed undead creatures can't take reactions. However, the undead creatures can still hear and see and don't suddenly turn oblivious: Surrounding a lich with swords drawn or beginning an array of buff spells will result in the mellowed creatures reacting appropriately. Overtly threatening behavior allows the undead to reroll their saving throw to shake off being mellowed. Mellow undead is not subject to turn immunity. This form of channel divinity replaces the cleric's Channel Divinity: Turn Undead class feature. Why would the messiah of ashes scare away the undead? They're **such** nice folk once you get to know them...

### BLACK HUMOR

Starting at 5<sup>th</sup> level, you have further refined your talent as a comedian for the dead. When an undead fails its saving throw against your Mellow Undead feature, the creature is paralyzed by a paroxysm of morbid laughter if its challenge rating is at or below a certain threshold, as shown in the Black Humor table. Paralysis incurred by Black Humor ignores the condition immunity to paralysis the undead may have. Undead creatures in a paroxysm of morbid laughter can't see or hear anything over their own amusement and are effectively blind and deaf for the duration. They remain paralyzed for 1 minute or until they take damage. If an undead creature in a paroxysm of morbid laughter takes damage, it may immediately attempt to reroll the



saving throw against your Mellow Undead feature. On a success, it shakes off the paralysis. This feature replaces destroy undead—why would you want to destroy these funny folks?

## Black Humor

Messiah of Ashes Level	Paralyzes Undead of CR...
5 <sup>th</sup>	2 or lower
8 <sup>th</sup>	3 or lower
11 <sup>th</sup>	4 or lower
14 <sup>th</sup>	5 or lower
17 <sup>th</sup>	6 or lower

## MESSIAH OF ASHES DOMAIN

### LEAD THE MERRY DEAD

At 1<sup>st</sup> level, the messiah of ashes is a kind of liaison between the living and the undead. Undead creatures affected by your Mellow Undead class feature lose the extra spark of hatred for all living beings that the undead state usually conveys, making them open to negotiation. A remnant of the undead creature's former personality surfaces, allowing you to negotiate a relocation, an end of the undead state, release of hostages, etc. While the undead will not act against its nature or motivations (an undead seeking to bring justice to its killer will still want to do that...just, possibly, with fewer casualties...), and it no longer is immediately hostile to the living. In some communities in the underworld, the arrival of a messiah of ashes is celebrated, as they march into cemeteries to lead the undead in a merry, final parade out of town, allowing the living to say their final thanks. This reasonable state does not override control exerted by e.g. necromancers and other evil entities and is, alas, only temporary and lasts for 1d6 + your proficiency bonus hours. You also become proficient in your choice of one of the following skills: Deception, Performance, Persuasion, Sleight of Hand. Your proficiency bonus is doubled when for any skill check made with one of those skills against an undead you have made temporarily reasonable.



### JUST GIVE A WHISTLE

Dødelig should, by all accounts, be incapable of whistling. Starting at 2<sup>nd</sup> level, you become the not-quite-living rebuttal to that thesis. The Joke of Ashes lets you whistle, a merry tune that disrupts the necrotic energies that hold the undead together. When you whistle, you cast the *eldritch blast* cantrip, save that it affects only undead and inflicts psychic damage. Additionally, you add your Charisma modifier to the damage it deals on a hit.

#### Warlock-y Clergy?

The Just Give a Whistle feature makes the messiah behave more like an anti-undead warlock. Since this ability is very potent, the domain does not grant any other domain spells.





## JUST BEFORE YOU DRAW YOUR TERMINAL BREATH

Beginning at 6<sup>th</sup> level, your merry mien and positive attitude allow you to save your allies from certain doom. As a reaction to an ally within 60 feet that you can see making a death saving throw, you can sing a brief, merry tune, granting the ally advantage on the death saving throw. The ally must be capable of hearing you. You may use this feature again after finishing a long rest.

## LIFE IS QUITE ABSURD

At 8<sup>th</sup> level, you have internalized a core tenet of the *Joke of Ashes* and benefit from its potent protection—a protection you can extend to your allies. As an action, you may start singing an excerpt from the *Joke of Ashes*. This grants you protection from the forces of entropy: Whenever you would take necrotic damage while you're singing, roll 1d8 and add your Charisma modifier. You reduce the amount of necrotic damage you take by that amount. You can take your bonus action to keep singing on subsequent rounds to maintain the effects of Life is Quite Absurd.

Additionally, allies within 60 feet that can hear you can join in by expending their bonus action on their turn. If they do, they gain the same protection for as long as you sing and they continue to sing along. Singing does not require Concentration, but prevents you from casting spells or from otherwise speaking. While this feature is in effect, the first time anyone singing along would drop to 0 hit points as a result of taking damage, the creature instead drops to 1 hit point and the song ends for all affected. You get to decide who is protected thus if multiple creatures drop to 0 hit points at once as the result of a damaging effect. Once you have used this class feature, you can't use it again until you have finished a long rest.

## AND DEATH'S THE FINAL WORD

Beginning at 17<sup>th</sup> level, you realize the irony of your abilities, of the state of the undead and the living—you truly **get** the *Joke of Ashes*. This is very bad news for pretty much all undead troublemakers.

When you defeat an undead that can survive destruction of its form via a curse, phylactery or special required condition to end its existence, you may use an action to attempt to start telling the full version of the *Joke of Ashes*. This process takes 10 minutes and requires Concentration (as if you were casting Concentration spell). Upon completion, the undead must succeed a Charisma contest against you. On a success, it can inhabit its phylactery or pursue its usual means of reconstituting itself. On a failure, you permanently destroy the undead creature, as it is forced to accept the truth of the *Joke of Ashes*. This telling of the full *Joke of Ashes* is extremely taxing on your form. Upon completing it, your exhaustion level immediately increases to level 5. As this power stems directly from channeling the cosmic truth of the *Joke of Ashes*, it ignores immunity to exhaustion.

## TOO FUNNY TO DIE

Also at 17<sup>th</sup> level, you become literally too funny for the multiverse to let you die. If you would die due to any circumstances, including a third failure on a death saving throw, you may attempt to tell a joke. Make a Charisma (Performance) check against DC 30. On a success, you are fully healed. On a failure, you die. You may only use this feature once per year.

### Sidebar: Too Funny to Die



A more rewarding way to deal with this ability, particularly if your group is mature and fair enough to handle this, is as follows: Give the player up to 5 minutes to prepare and then, let the player tell a joke—if even one player or the GM has to guffaw, laugh, etc., the ability works. This obviously requires players being genuine about their reactions and the group to have a somewhat similar sense of humor. It's not a solution for every group, but it's the one I prefer.





# GHOLAAD'S TRANSLATION

## (DRAAKI MARTIAL ARCHETYPE)

There is wonder to be found amidst the darkened chasms of the Underworld, yes, but there is also plenty to fear; the reputation of the occult for unhealthy pursuits, strange rites and worse does have its foundation in reality. Few dare to whisper the old greeting “Gholaad put his teeth to me,” lest the *Wind of Wasting*, the strange and alien thing that lurks in the dark, take heed. Yet, there are those, particularly among the draaki, that have sought the blessing of Gholaad, the translation through death that the dreaded entity grants. Few find what they were looking for. Fewer still return. Yet those that do return are changed forever, marked by skin and scales like old, dust-clung air. These are Gholaad's Translations, and they are nigh-unstoppable engines of destruction.

## LIKE DUST-CLUNG AIR

All of Gholaad's translations bear the obvious sign of having been scoured by the *Wind of Wasting's* howl. When taking this archetype at 3<sup>rd</sup> level, you undergo translation, a horrid process whispered only in the most obscure and forbidden epic poems of the draaki. If you are reduced to 0 hit points, you do not gain a death saving throw—you immediately die. Additionally, the *Wind of Wasting's* howl has frayed your body at the seams, making it feel and look less tangible, less solid and real. You do not add your Constitution modifier to your Hit Dice when regaining hit points during a short or long rest.

## DEATH TRANSLATES US INTO WHAT IT WILL

At 3<sup>rd</sup> level, the first time per day you die, you are resurrected as though affected by *true resurrection* at the start of your next turn—this is known as the “Translation” by followers of Gholaad. You may not choose to not be translated. You are lifted to an upright position by an echo of the howling *Wind of Wasting*. During the turn you are resurrected, you may act as normal. Gholaad is fickle, though—those it marks are translated and changed by the experience. In the case of draaki, this means that you roll 1d10 and consult the **Table: Gholaad's Translation** (pg. 24) whenever you are translated. You change your draaki subrace (URC, pg. 43) accordingly. You are instantly recognizable as the same being, in spite of the subrace change. Growing wings or a tail may cause damage to armor and clothes worn. Racial features with limited uses are replenished upon being translated. The change of your subrace is permanent until the next translation. Once you have used this feature, you may not use it again until after the stroke of midnight, and only if you have finished a long rest between using the feature and the stroke of midnight—Gholaad does not care for rests and the power it bestows is intimately tied to this sacred time, but your body requires rest to recover.





**Table: Gholaad's Translation**

D10	New Draaki Subrace
1-2	Abbsins
3-4	Graldin
5-6	Kastrik
7-8	Prulan
9-10	Yuralith

### HARDENED TRANSLATION

Starting at 7<sup>th</sup> level, you may use your Death Translates Us Into What It Will feature an additional time, for a total of two uses, before requiring Gholaad's renewed blessing and a long rest. Additionally, constant exposure to death and dying grants you resistance to necrotic damage.

### CONTROLLED TRANSLATION

Beginning at 10<sup>th</sup> level, you may use your Death Translates Us Into What It Will feature an additional time, for a total of 3 uses before requiring Gholaad's renewed blessing and a long rest. Additionally, when you're translated, you may roll twice on the Gholaad's Translation Table and choose which result to take.

### HOWLING BLAST

At 15<sup>th</sup> level, when you are translated, you may expend one Hit Die to have the Wind of Wasting scour through your body as it is reconstituted, rippling outward from you in a 30 foot burst. All creatures you choose to affect within this burst must succeed a Dexterity saving throw, with a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failure, all creatures you choose to affect take 8d8 necrotic damage and are knocked prone. Creatures that succeed the save take half damage and are not knocked prone.

### UNSTOPPABLE MONSTER

Beginning at 18<sup>th</sup> level, you may use your Death Translates Us Into What It Will feature an additional time, for a total of 4 uses before requiring Gholaad's renewed blessing and a long rest. Additionally, you gain advantage on attack and damage rolls and all saving throws in the round following your translation.

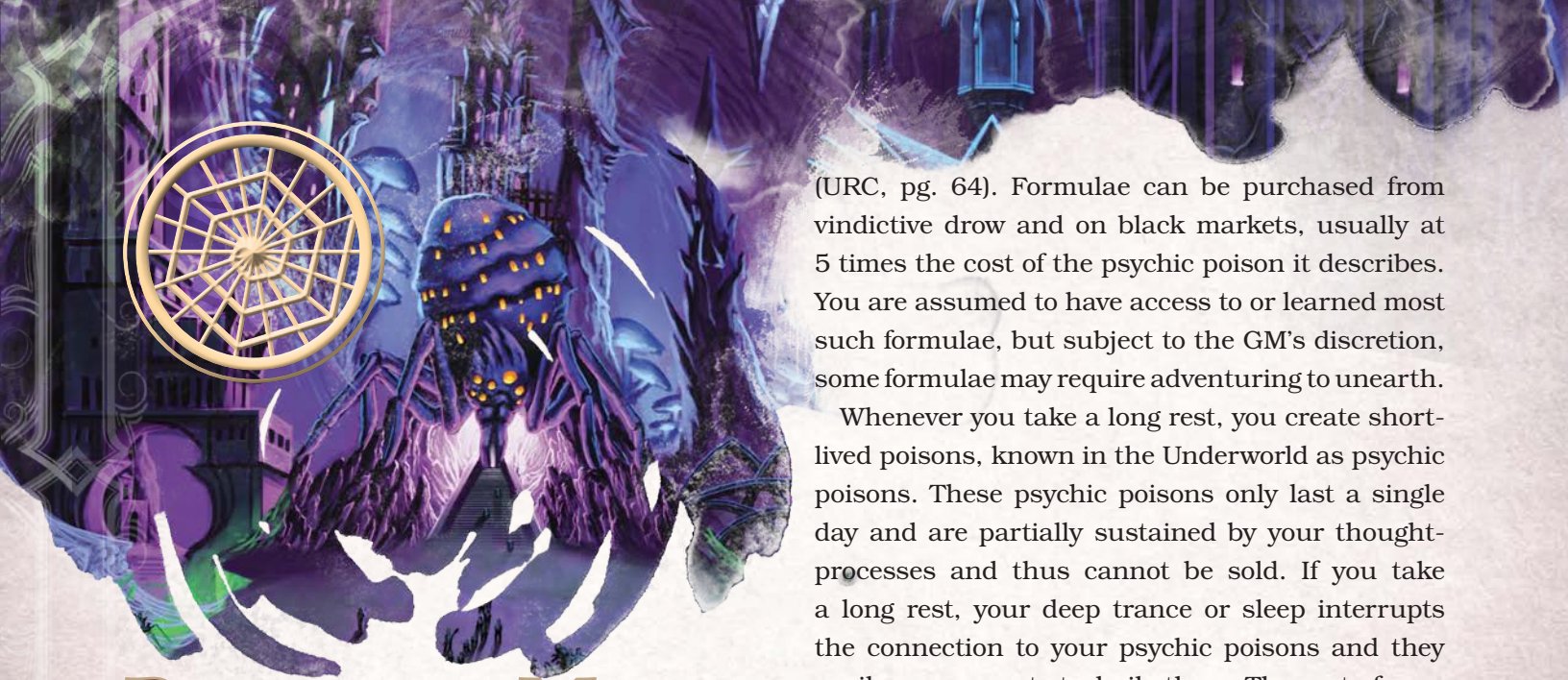
### Playing and GMing Gholaad's Translation

Gholaad's translation looks horribly powerful on paper. However, de facto, the archetype still has to contend with social stigma, relative fragility and all-around creepiness. That being said, "being translated," as Gholaad's Translations call it, should never be a joke; it's not pleasant for the draaki (Dying still hurts. A lot.) and the eerie visuals and potential association with dreaded Gholaad should make the archetype feel like a damned warrior.

Gholaad's translations still can be killed pretty easily if the player does not act smart and e.g. falling into a stream of magma, being crushed by pressure, being eaten by a dragon, petrification, etc. Can still be very much lethal tools. Gholaad's translation requires mature handling by the player as well as the GM, but can make for amazing stories.

It should be noted that playtesting did show that having one spare version of the char-sheet for each of the subraces yields the best result at the table, as it allows for quick changes.





# POISONER OF MINDS

## (ROGUSH ARCHETYPE)

Drow like poisons. This much is no secret to anyone even remotely familiar with the feared dark elves of the underworld. However, it is said that dreaded House Gullion, first House of Holoth, has clawed its way to the top not by sheer alchemical power, but also by a rather potent, deadly innovation: Jealous rival houses whisper that the mighty killers of the house have learned to create psychic poisons, deadly substances that bypass the body and directly target the spirit of those affected. For once, the paranoid conspiracy-mongers are correct.

### BONUS PROFICIENCIES

When you choose this archetype at 3<sup>rd</sup> level, you gain proficiency with alchemist's supplies and the poisoner's kit.

### POISON DESIGNER

Starting at 3<sup>rd</sup> level when you take this archetype, you learn to create psychic poisons. Creating a psychic poison requires more than just appropriate tools and ingredients; it also requires a formula that guides you through the complex, esoteric procedures to create it. Formulae are part ritual directions, part notes for scientific experiment and usually written on a loose sheet of killek paper

(URC, pg. 64). Formulae can be purchased from vindictive drow and on black markets, usually at 5 times the cost of the psychic poison it describes. You are assumed to have access to or learned most such formulae, but subject to the GM's discretion, some formulae may require adventuring to unearth.

Whenever you take a long rest, you create short-lived poisons, known in the Underworld as psychic poisons. These psychic poisons only last a single day and are partially sustained by your thought-processes and thus cannot be sold. If you take a long rest, your deep trance or sleep interrupts the connection to your psychic poisons and they spoil—you cannot stockpile them. The cost of your psychic poisons is considered to be negligible, unless otherwise determined by the GM.

You measure your capability to create your own psychic poisons in poison points.

You have a number of poison points equal to your proficiency bonus + your Intelligence modifier.

Upon finishing a long rest, you may expend any number of poison points to create your psychic poisons.

A single psychic poison may have a maximum number of poison points equal to twice your proficiency bonus.

You may choose to not expend all poison points. If you do, you may expend any remaining poison points during a short rest and create new psychic poisons. Poison points replenish after finishing a long rest.

The process of designing a psychic poison begins with the conceptual design stage. First, you determine the **type of delivery** for your psychic poison. There are 4 general types of delivery for psychic poisons; the poison point cost for the respective type of delivery is noted in their entries.

**Contact.** A creature that touches contact psychic poison with exposed skin suffers its effects. Contact psychic poison is also effective when consumed or injected. As an action, contact psychic poison can be applied to a single, small object like a fork, a handle, or a sword's grip. Once applied, the contact psychic poison remains viable for a number of hours equal to your Intelligence modifier. Anyone touching the affected object where the psychic



poison was applied is subjected to the psychic poison. Contact poison point cost: 2.

**Inhaled (or Contact Gas).** These are powders or gases that take effect when they are inhaled or they otherwise encounter living creatures. Inhaled psychic poisons do not affect creatures that do not breathe. Holding your breath helps against inhaled psychic poisons, but not against contact gas. An inhaled or contact gas psychic poison is typically contained in a glass vial. You can, as an action, throw the vial up to 20 feet, shattering it on impact. The psychic poison, unless modified, fills a 5-foot cube. Make a ranged attack against a creature, object, or point of origin, treating the vial as an improvised weapon. On a hit, a 5-foot cube of space around the target is filled with gas. On a miss, the DM determines where the vial lands and whether it shatters to release its contents. Normally, the small cloud of gas, spores or particles persists for 1d4+1 rounds before it dissipates. A wind of moderate or greater speed (at least 10 miles per hour) disperses the psychic poison gas harmlessly and immediately. Inhaled poison point cost: 2; Contact gas poison point cost: 4

**Ingested.** A creature swallowing an ingested psychic poison, or consuming food or drink laced with an ingested psychic poison, suffers its effects. Poisoned smokable consumables also fall into this category, provided there needs to be a sufficient amount of psychic poison ingested. You couldn't, for example, poison a hookah with ingested poison and then blow the smoke at targets, expecting it to work—only targets that draw from the pipe would be affected by an ingested, smokable psychic poison. As an action, an ingested psychic poison can be added to a single serving of goods that are consumed. Once applied, the consumables remain poisoned for 24 hours before the psychic poison degrades and becomes harmless. In some circumstances, the DM might decide that a victim only gets a partial dose, perhaps because an entire pot of food was poisoned with a single dose, rather than a single serving. In this case, it is suggested that the DM should grant advantage on any related saving throws and inflict only half damage from the psychic poison. Ingested poison point cost: 0

**Injury.** A creature whose skin or outer surface is penetrated by a weapon coated with injury psychic poison is exposed to its effects. Applying a dose of injury psychic poison to a weapon (or up to three pieces of ammunition) takes an action. Thereafter, if the weapon delivering the psychic poison causes piercing or slashing damage, the psychic poison is inflicted as well. Once applied to the weapon, the psychic poison begins to lose potency, drying and becoming harmless after one minute. Injury poison point cost: 1.

### Designer's Note: Injury Poisons



This archetype operates under the assumption that each strike of a poisoned weapon delivers the injury poison until the 1-minute duration has elapsed.

Next up, you determine the type of damage the psychic poison inflicts. There are two different types of **psychic poison**. You must choose one of them when designing your poison. The poison point cost for the respective types is noted in their entries.

**The Shell's Bane.** These psychic poisons are close to how mundane poisons work—they represent toxic substances that attack the physical body of those affected. They inflict poison damage and are resisted by a Constitution saving throw. Resistance or immunity to poison damage applies against these psychic poisons. Poison point cost: 0.

**The Mind's Downfall.** These psychic poisons are more esoteric...and feared. The drow have long known that some ideas can poison mortals and their souls. These poisons represent distilled versions of such toxic concepts and ideas. They inflict psychic damage and are resisted by a Charisma saving throw, since they undermine the subject's personality. Resistance or immunity to psychic damage applies against these psychic poisons. Poison point cost: 4.

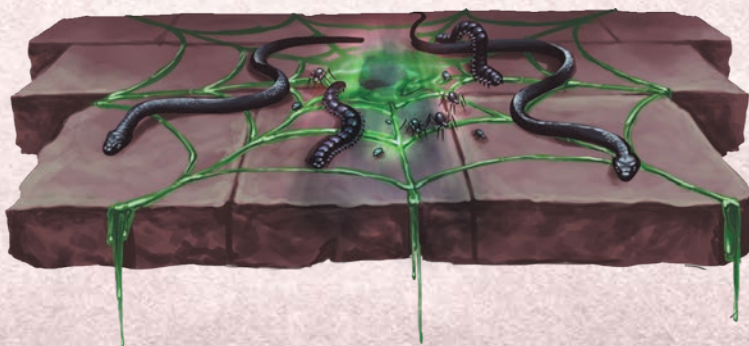
After determining the type of your psychic poison, you determine the **focus** of the psychic poison. Both types of psychic poison can affect all different foci: The Shell's Bane can subvert the



**Table: Psychic Poison Design**

Delivery Type	Point Cost	Type	Point Cost	Focus	Point Cost
Contact	2	The Shell's Bane	0	Strength	1
Inhaled	2			Dexterity	1
Contact Gas	4			Constitution	2
Ingested	0	The Mind's Downfall	4	Intelligence	1
Injury	1			Wisdom	1
				Charisma	2

Damage	Point Cost	Duration	Point Cost (+ Optional Damage per Interval Cost)	Onset	Point Cost
1d6	0	None	0 (-)	Instantaneous	0
2d6 (Min. lvl 9)	1	Rounds	1 (+7)	Delayed	2
3d6 (Min lvl 13)	3	Minutes	4 (+4)		
Sneak Attack (Min lvl 17)	10	Hours	6 (+2)	Triggered	6





will of those it affects and The Mind's Downfall can implant impulses of decay in a healthy body.

Choose one attribute: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. If the target fails its saving throw against your psychic poison, the target suffers from disadvantage regarding all ability and skill checks as well as on all attack rolls and saving throws associated with the attribute chosen as the psychic poison's focus. This lasts for as long as the **duration** of your psychic poison, as determined below. Poison point cost for Strength, Dexterity, Intelligence or Wisdom: 1. Poison point cost for Constitution and Charisma: 2.

You may choose to have as many foci in your psychic poison as you can afford. You add together the poison point costs of all your foci. A psychic poison that affects both Charisma and Dexterity would, for example, cost 3 poison points. Immunity to the poisoned condition renders the target immune against the focus of psychic poisons with the type The Shell's Bane. Immunity to psychic damage renders the target immune against the focus of psychic poisons with the type The Mind's Downfall and having resistance to psychic damage grants advantage on saving throws against psychic poisons with the type The Mind's Downfall.

For the next step, you determine the **amount** of damage your psychic poison inflicts. When you take this archetype at 3<sup>rd</sup> level, your psychic poisons inflict 1d6 damage of the chosen type. This does not cost poison points. At higher levels, you learn to increase the base damage of your psychic poisons. See the respective class features or the Psychic Poison Design Table.

You also have to determine the **duration** of your psychic poison.

**None.** Your psychic poison inflicts damage and then abates at the end of your turn. Poison point cost: 0.

**Rounds.** Choose any number between 1 and your Intelligence modifier. The penalties chosen for your psychic poison's **focus** lasts for this many rounds. Poison point cost: 1.



**Minutes.** Choose any number between 1 and your Intelligence modifier. The penalties chosen for your psychic poison's **focus** lasts for this many minutes. Poison point cost: 4

**Hours.** Choose any number between 1 and your Intelligence modifier. The penalties chosen for your psychic poison's **focus** lasts for this many hours. Poison point cost: 6.

You may choose to have your psychic poison's damage also apply on subsequent units of time chosen for its **duration**, provided you did not choose a duration of "none."

For example, if you choose minutes, the target potentially takes damage every minute. The target receives a new saving throw against your psychic poison save DC on each unit of time that it may take damage. On a success, the damage ends, but not the duration of the focus.

**Damage per Round.** Your target risks taking damage every round, until it makes its saving throw. Poison point cost: 7.







# NEW FEAT

## AMATEUR PSYCHIC POISONER

*Prerequisite: Intelligence 13 or higher*

- You have learned the basics of the forbidden art of the poisoner of minds from the drow.
- You gain your Intelligence modifier poison points +1/2 your proficiency bonus.
- Choose two attributes as your focus that are not Charisma or Constitution. You can create psychic poisons with the chosen attributes as focus.
- Your psychic poison's maximum number of poison points equal to your proficiency bonus +1.
- You may only create psychic poisons of the type The Shell's Bane.

### Designer's Note: Going one Step beyond with Poison Points

The poison point engine presented here is simple and robust enough to modify it in a variety of ways, as exemplified by the Amateur Psychic Poisoner feat. It could easily serve as a general means of codifying the diverse effects of mundane poisons and the poisoned condition. It is designed with the specific opportunity in mind that groups out there will tweak it further. There may be some psychic poisons that can duplicate other damage types, psychic poisons that duplicate spell effects...etc. Furthermore, one could easily "mirror" the engine—make the poison component the downside of a two-edged sword, if you will—add benefits, and suddenly, you get psychic combat drugs that come with a hefty price, but also a boon! All of this goes beyond the confines of this humble book, though, and the preferences of groups are as varied as the fungi in the subterranean jungles, so for now, I leave further tweaks up to you! Have fun!







# THE GRAND VOID

## (WARLOCK OTHERWORLDLY PATRON)

The dour destroyers, champions of entropy, are rightfully feared bringers of decay and entropy—but they are blunt hammers that crush resistance, tools that dare not ask. There are some dvergr that have delved deeper into the nihilist philosophy of the dour destroyers, that have truly experienced the ramifications of the endtimes, entropy, the final landscape of endless, bleak desolation. These philosopher-warlocks are often called “Executioners of the Grand Void,” for that is how they see themselves. There is no response, no communion with the Grand Void; it has no agenda, it does not reply; instead, the very absence of a response, the sheer manifestation of bleak, cosmic indifference, seems to grant powers to the fanatic, magical killers that seek to hasten its arrival.

**Code of Conduct:** An executioner of the grand void has to follow one set of tenets chosen from those of the dour destroyer. (URC, pg 75, 76, 77)

### EXPANDED SPELL LIST

The Grand Void does not grant you an expanded spell list in the traditional sense; by pondering its inevitability, you may still choose from an expanded list of spells when you learn a new warlock spell. The following spells are added to the warlock spell list for you.

### Grand Void Expanded Spell List

Spell Level	Spells
1 <sup>st</sup>	<i>detect dwarves</i> (URC, pg 81), <i>false life</i>
2 <sup>nd</sup>	<i>calm emotions</i> , <i>ray of enfeeblement</i>
3 <sup>rd</sup>	<i>bestow curse</i> , <i>slow</i>
4 <sup>th</sup>	<i>black tentacles</i> , <i>confusion</i>
5 <sup>th</sup>	<i>cloudkill</i> , <i>planar binding</i>

### WITNESS OF THE VOID

Starting at 1<sup>st</sup> level, you have witnessed the Grand Void. You have had a vision of the ultimate, bleak desolation and its dusty, lifeless vistas. This may shake other to their core, but it fortifies your resolve. You gain advantage on saving throws to resist the charmed and frightened conditions.

### DEATH: GLORIOUS, INEVITABLE

At 6<sup>th</sup> level, you can channel the bleak powers of the Grand Void to hamper attempts to prolong the inevitable. Whenever a creature that you can see within 60 feet of you is healed, you may use your reaction to make a ranged spell attack against the target. If you hit, you negate the attempt to heal the target. You may use this feature a number of times equal to your Charisma modifier. You regain all expended uses upon finishing a long rest.



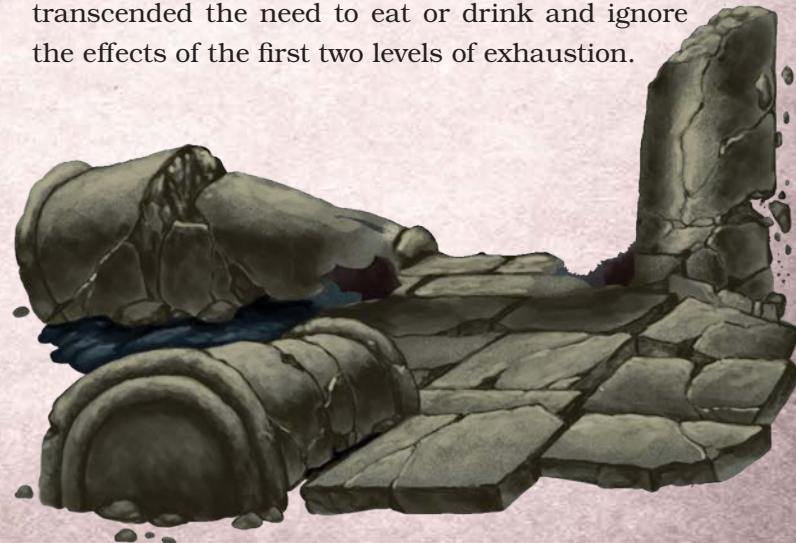
## WITNESS THE END

Beginning at 10<sup>th</sup> level, you may attempt to entrap their victims in a vision of utter annihilation, sharing a glimpse of the splendor the Grand Void. As an action, make a melee spell attack. If the attack hits, the target must succeed a Wisdom saving throw against your spell save DC or fall unconscious for a number of rounds equal to your Charisma modifier, as you send its mind to wander the Grand Void. Each round the target spends thus feels like a century. Upon being sent to the Grand Void, the target takes 2d8 psychic damage. Each additional round spent wandering the Grand Void doubles this damage: 4d8 on the second round, 8d8 on the third, 16d8 on the fourth, etc. The target may attempt a new saving throw at the end of each of her turns to wake up. Upon awakening, the target also suffers from a number of levels of exhaustion equal to the rounds spent walking the Grand Void, up to a maximum of 3. As this exhaustion is purely mental, the level of exhaustion of the target cannot be increased beyond 3 by this feature. Once you have used this feature, you can't use it again until you finish a long rest.

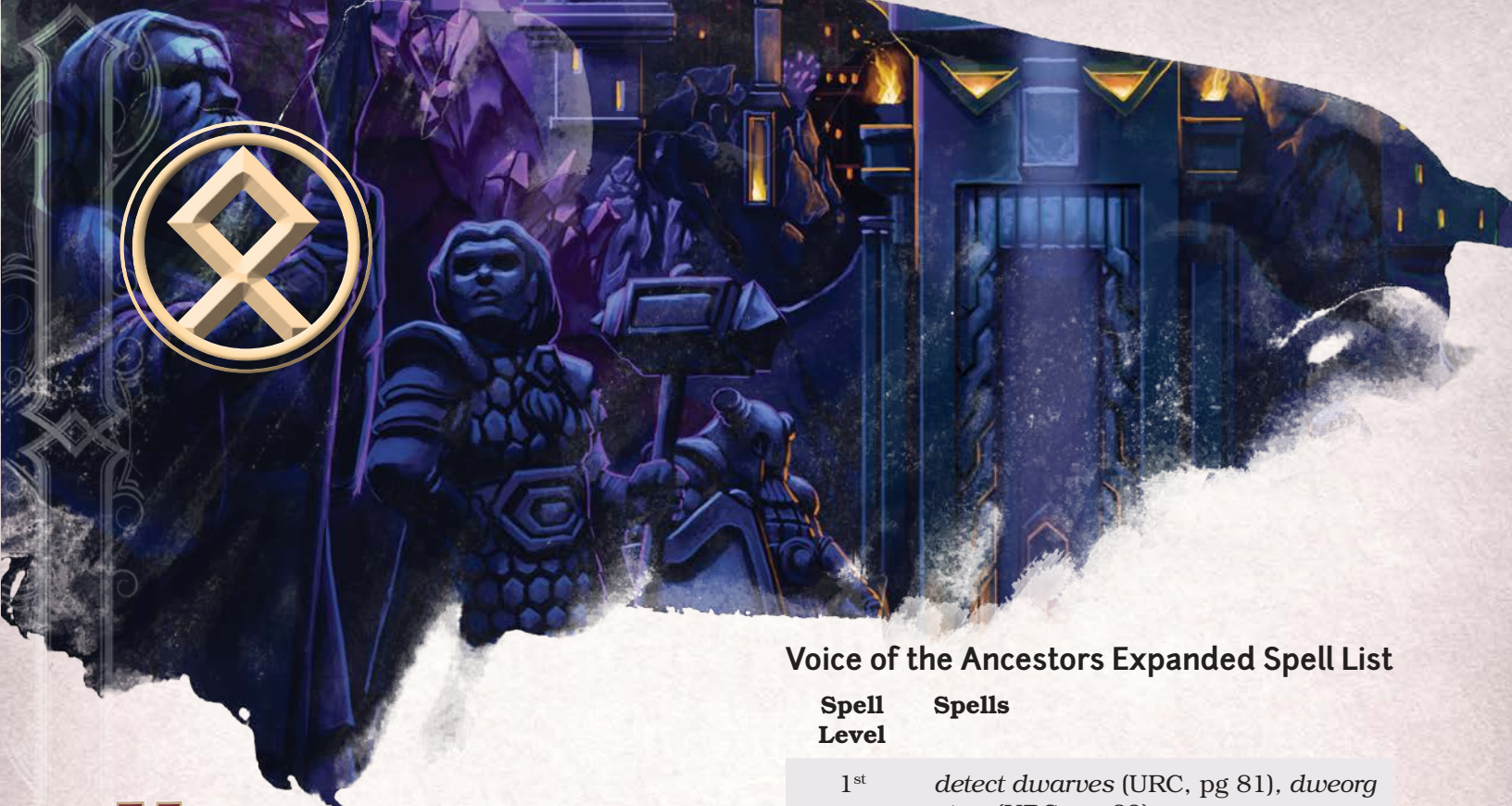


## TO WALK THE BLEAK WASTELAND

Starting at 14<sup>th</sup> level, you have walked an infinite number of lifetimes through the endless desolation of the Grand Void. Its utter hopelessness has suffused every fiber of your being and grants you strength. You become immune to the frightened and charmed conditions. Furthermore, you have transcended the need to eat or drink and ignore the effects of the first two levels of exhaustion.







# VOICE OF THE ANCESTORS

## (WARLOCK OTHERWORLDLY PATRON)

The dweorg race has long cultivated a healthy relationship to their ancestors. In the dark recesses of the Underworld, with threats all around, this liaison becomes even more important—and, as a consequence, dweorg tend to gravitate towards fiercely personal, pragmatic exchange with the spirits they channel. The stout dweorg spirits have been known to take a hands-on-approach when protecting their chosen vessels, and, while warlocks tend to be generally shunned, there are few individuals as cherished in a dweorg community as the lucky few that have been chosen as a voice for their beloved ancestors.

### EXPANDED SPELL LIST

The Ancestors let 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.

### Voice of the Ancestors Expanded Spell List

Spell Level	Spells
1 <sup>st</sup>	<i>detect dwarves</i> (URC, pg 81), <i>dweorg stew</i> (URC, pg 89)
2 <sup>nd</sup>	<i>gentle repose</i> , <i>locate object</i>
3 <sup>rd</sup>	<i>mass healing word</i> , <i>speak with dead</i>
4 <sup>th</sup>	<i>death ward</i> , <i>guardian of faith</i>
5 <sup>th</sup>	<i>communion with the elders*</i> , <i>hallow</i>

\**Communion with the elders* behaves, in essence, like the *light of knowledge* spell (URC, pg 29) of the colliatur, save that it is a 5th-level divination (ritual) spell that may only be cast by the voice of the ancestors. Instead of melding minds, the participants channel the spirits of the ancestors. Instead of psychic damage, failed checks inflict necrotic damage and for each dwarf (regardless of whether it's a dweorg, dvergr, gitwerc or zwerc) participating in the ritual, you reduce the necrotic damage incurred on a failure by 1d6.

### THE SPEAKER FOR THOSE THAT CAME BEFORE

Beginning at 1<sup>st</sup> level, you are chosen by your dweorg ancestors, and they extend their protection to their favored servant. You have proficiency in Intimidation and Persuasion and gain advantage on Intimidation and Persuasion checks made against other dwarves, as your sacred role lends weight to your words.

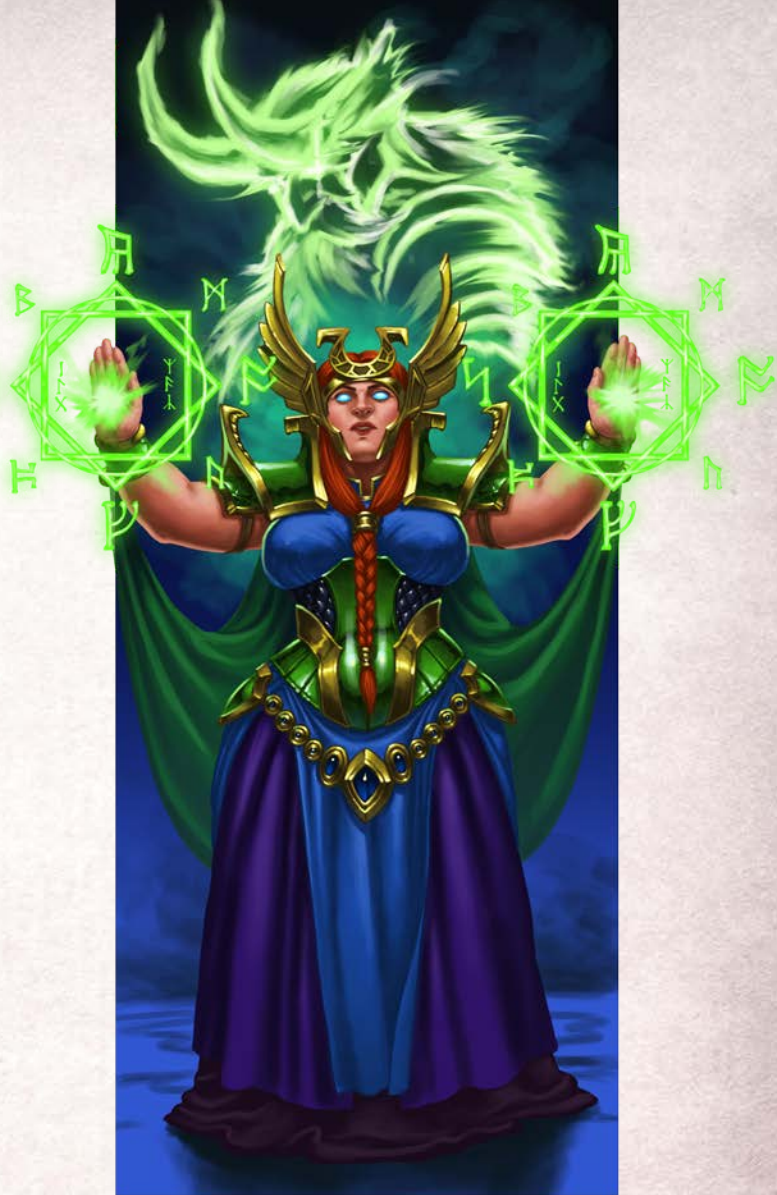


## SHIELDED BY THE ANCESTORS

Also at first level, you can use your action to call out to the ancestors to shield you from harm. The ancestral spirits of dweorg champions rise from the netherworld and swirl around you, granting you a spirit pool. Your spirit pool holds a number of points equal to your proficiency bonus + your Charisma modifier. All hit point damage that you take is stored within the spirit pool instead of being immediately subtracted from your hit points. Resistances and immunities are taken into account before damage is stored within the spirit pool. The shield the spirit pool represents shares your resistances and immunities, but also your vulnerabilities, if any. At the end of each round, half of the damage stored within your spirit pool is immediately removed and subtracted from your current hit points. This damage cannot be prevented, reduced, or transferred in any way. Any excess damage you receive is subtracted directly from your hit points as usual. This shielding of your ancestors lasts for a number of hours equal to your proficiency bonus. Damage stored within the spirit pool when the duration elapses is taken immediately. Once you have used this feature, you may not use it again until you have finished a short or long rest.

## ANCESTRAL PROTECTION

Starting at 6<sup>th</sup> level, you increase the size of your spirit pool. Your spirit pool can now hold a number of points equal to twice your proficiency bonus + your Charisma modifier. Additionally, whenever you have at least 5 or more hit points worth of damage in your spirit pool, you gain a +1 bonus to AC and advantage on both Constitution and Wisdom saving throws. You may also use your Shielded by the Ancestors class feature an additional time (for a total of 2 uses) before you need a short or long rest to replenish its uses.



## HEALTH OF THE ANCESTRAL STONES

At 10<sup>th</sup> level, you can tap into the power of the ancients and your connection to the earth to prevent injury. You may, as a bonus action, reduce the number of hit points in your spirit pool by 1d6 + your proficiency bonus. You may use this feature a number of times equal to your Charisma modifier, before needing a long rest to replenish its uses. You may also use your Shielded by the Ancestors class feature an additional time (for a total of 3 uses) before you need a short or long rest to replenish its uses.

## ANCESTRAL FORTIFICATION

Starting at 14<sup>th</sup> level, your life-force becomes suffused by your ancestors. While they look forward to welcoming you, they are in no hurry to lose their speaker. You only die on your fifth failed death saving throw and become stable on your second successful death saving throw. Additionally, you have advantage on the final, fifth death saving throw.





# SPORE-CERER

## (FUNGLET SORCEROUS ORIGIN)

There are tales of a certain, particularly pernicious type of funglet that has recently, and quite literally, grown in the jungles of the Underworld as a response to the manifold threats the mushroom folk face. These funglets, in some kind of deep communion with the strange flora of their homes, have developed strange spores that can alter the minds of those they encounter, forcing them to leave the kind funglets alone...or else. More troubling to other races would be the rumor that these strange shroom-folk ostensibly are capable of projecting their psyche through their spores. There are quite a few curious spellcasters out there, hoping to cheat death...and most would most certainly be intrigued by this seeming transcendence of bodily limitations. Justifiably paranoid races, meanwhile, fear the obvious uses of such talents in espionage, let alone the troubling thought that funglet psyches may evolve past the limits of the physical body to turn into something utterly strange. These fears seem to be not entirely unfounded, as oddly, at one point or another, all spore-cerers seem to grasp that some strange metaphysical event lies in their future, an event both frightening and wondrous, one they know only by a name that may be promise or curse: *Rhyzalla*.

## AS VARIED AS FUNGLET

If you're an audirefunglet spore-cerer, you use Wisdom as spellcasting ability for sorcerer spells and to determine the saving throw DCs for sorcerer spells you cast. You also replace the reference to Charisma modifier with your Wisdom modifier once you gain the Careful Spell and Empowered Spell class features. If you're a fantasfunglet spore-cerer, you use Intelligence as spellcasting ability for sorcerer spells and to determine the saving throw DCs for sorcerer spells you cast. You also replace the reference to Charisma modifier with your Intelligence modifier once you gain the Careful Spell and Empowered Spell class features. Maculosfunglet spore-cerers use Charisma as spellcasting ability for sorcerer spells and to determine the saving throw DCs for sorcerer spells cast and do not modify the Careful Spell and Empowered Spell class features, since they already are based on Charisma.

## COMPELLING SCENT

At 1<sup>st</sup> level, the barely perceptible spores you constantly emit help to make creatures more compliant to your demands or more likely to overlook your wrongdoings. You gain your choice of proficiency in either Deception and Persuasion or Sleight of Hand and Stealth. When you roll a natural 1 in the chosen skills, you can spend 2 sorcery points to reroll the check.

## SPORE CLOUD

While you constantly exude barely perceptible spores infused with your spore-cerous might, you can also focus and pump an impressive cloud into the air. As an action, you can emit a 20-foot-radius sphere of thick spores that surrounds you. Your spores do not move with you, but spread around corners, and the area covered is heavily obscured. Your spores last for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses the cloud. You can see through your own spores; your sight is not impeded by your spore cloud. Additionally, you have a latent psychic



connection to your spores. You can see invisible creatures while they are in your spore cloud. Your spores are fine enough to work unimpeded under water. You may spend 2 sorcery points when creating your spore cloud to increase its radius by a further 20 feet for a total of 40 feet. Once you have used this feature, you can't use it again until you have finished a short or long rest. You may spend 1 sorcery point as a bonus action to regain a use of this class feature without resting.

## HUNGRY SPORES

Beginning at 6<sup>th</sup> level, you learn to channel your spore-cerous power through your spores as a bonus action, sending a pulse into the cloud created by your Spore Cloud feature. The pulse agitates your spores and makes them your choice of either acidic or poisonous. Each creature that is completely within the cloud must succeed a Constitution saving throw against your spell save DC. On a failed save, the creature takes 4d6 acid or poison damage, or half as much on a successful one. Any creature that ends its turn in your spore cloud must make the saving throw. You are immune to the effects of your own Hungry Spores class feature. Your spore cloud remains acidic or poisonous for its duration. However, you may use your bonus action and expend 1 sorcery point to change the damage inflicted by your Hungry Spores class feature from acid to poison or vice versa.

## COUNTERSPORE

Also at 6<sup>th</sup> level, you learn to use your spores in a highly specialized manner. You can concentrate your spores and lace them with potent abjuration energies, which make them extremely short-lived, but also very potent in countering magic assaults. You may expend 3 sorcery points and use your reaction, which you take in response to seeing a creature within 60 feet of you cast a spell, to use your Spore Cloud class feature and fire a burst of concentrated antimagic spores at the incoming magic. If the spell you attempt to counter is of a spell level that is lower than your currently highest unexpended spell slot level, then you successfully



negate the spell and it fails. If the incoming spell's spell level is higher than that of your highest unexpended spell slot, then its effects are resolved as normal. Counterspore does not generate the effects of your Spore Cloud class feature. You can only use Counterspore if you have a use of your Spore Cloud class feature remaining.

## MIND-CONTROL SPORES

Beginning at 14<sup>th</sup> level, you learn to command your spores to infiltrate the bodies of creatures within your spore cloud. As a bonus action, you can expend 7 sorcery points to send a pulse through your spores. One humanoid that you can see within your spore cloud must succeed a Constitution saving throw against your spell save DC or be affected by *dominate person*, as though you had cast the spell



on the creature at the highest spell level you have access to. You must maintain Concentration (as if you were casting a casting a Concentration spell) to retain control of the target, as usual. When you choose to end the effects of your Mind-Control Spores class feature, you may elect to have the target forget the duration while you controlled the target, as well as everything the target did during that time—such is the extent of your spore-cerous might. You may not erase the target's memory if you are forced to prematurely end the effects of your Mind-Control Spores feature.

## MOBILE SPORES

Also at 14<sup>th</sup> level, you gain a measure of control over your spores. Your spore cloud becomes mobile. You may, as a bonus action, direct your spores to move up to 30 feet in any given direction, provided you can see the target area. The spore cloud can fly in three dimensions and ignores magical and non-magical obstructions, with the exception of walls of solid material that would not even allow your microscopic spores to pass. If you do not direct the cloud or can't see it anymore, it simply stays in place. You may spend 3 sorcery points as part of moving the cloud to increase the speed of the cloud by +20 feet for its duration.

## PROJECT CONSCIENCE

At 18<sup>th</sup> level, you are truly one with your spores. As an action, you can shut down completely, rendering your body paralyzed, as it crumples prone to the floor, like a marionette that had its strings cut. Your conscience is projected into your spore cloud. You may move your spore cloud body at its speed and you can see, hear, smell and taste as though you were your spore cloud. You can talk while in spore cloud form—the cloud generates an eerie face-like facsimile that speaks in whispers. You can catapult your conscience back to your body as a bonus action. Additionally, you can use your spore-cerous power to cast spells while your mind inhabits your spore cloud. You may not cast spells that require material components, and you must expend sorcery points equal to twice the spell's

spell level to cast it while your conscience is within your spore cloud.

Alternatively, you can expend 5 sorcery points to project your conscience into your pre-existing spore cloud as a reaction to an attack or effect that would incapacitate, paralyze, petrify, render you unconscious or stun you. You may also do this as a reaction to dying, in spite of being unconscious. Your conscience remains for as long as your spore cloud does, allowing you to expend your final sorcery points, say your goodbyes or leave instructions—your body remains dead, petrified, etc. and once the cloud disperses, so does your conscience. You cannot use a reaction to project your conscience if you do not have a spore cloud to project into.

## A New Seed Grows



The project conscience class feature is narrative gold; the mysterious cloud that appears with an important task before fading, speaking of the proximity of an incredibly powerful evil; the hurried last ditch-efforts of a slain PC, expending his final power to aid his allies, though his body lies slain... But beyond the obvious, the projection of conscience offers some interesting themes to explore: If a spore-cerer can inhabit his spores, what happens when they grow? Are perhaps all spore-cerers the seeds of the same funglet? If so, what does that say about free will, about personality development? Are all funglet subraces hailing from the same origin? Are the seeds beholden to their progenitor? Is the spore cloud the next step of funglet evolution, the state to aspire to? The questions of life, transhumanism, transcendentalism, nurture vs. nature and many, many more can be examined through a distinctly fungal perspective here!





# SLAVER OF THE DAMNED

## (GITWERC UNDERTERROR ARCHETYPE)

The gitwerc, masters and slaves of the forces of Hel, are the most loathed and feared dwarven race of Aventyr. Their horrid propensity to wear the faces of their vanquished foes, the infernal debt of souls the race pays off—there are few sensible beings that react with anything but abject horror when confronted with the dreaded race. Few magic traditions, however, show as immediately the extent of gitwerc devilry as the slaver of the damned, gitwerc who drag the souls of Hel's damned back to the material plane in a horrid amalgamation of fused, intangible souls. On the other hand, stories abound of a sect of gitwerc that believe that they are wrestling, for however briefly, the souls of the damned from a torment worse than death. These beings hope to one day break the yoke of Hel and believe that their art is a first success to offer a respite for the damned, however temporary that respite may be.

## HEL'S DREGS

Beginning at 3<sup>rd</sup> level when you take this archetype, as an action, you can call forth Hel's dregs. The souls of the damned manifest as a semi-translucent, spherical, mobile cloud of impotently-clawing, moaning, amalgamated soul fragments. The radius of Hel's dregs is equal to 10 feet and the cloud manifests in an unoccupied square you can see. You may, as your action or as a bonus action, direct Hel's dregs to move up to 30 feet in any given direction, provided you can see the target area. You can direct Hel's dregs only once per turn. Hel's dregs can fly in three dimensions and ignore magical and non-magical obstructions, unless these obstructions would be capable of holding back incorporeal creatures. If you do not direct the cloud or can't see it anymore, it simply stays in place. Hel's dregs are noisy and decrease the passive Perception to notice them by 5. Creatures actively looking for Hel's dregs have advantage on Wisdom (Perception) checks made to notice Hel's dregs.

When you call forth Hel's dregs, you may choose to feed them your Hit Dice, placating the tormented souls. You may expend a number of Hit Dice to Hel's dregs as part of calling them, up to a maximum of your proficiency bonus. You may regain these Hit Dice as normal. For each Hit Die you feed thus to Hel's dregs, you increase the radius of Hel's dregs by +5 feet. Feeding Hel's dregs one or more of your Hit Dice also grants them one cacophony die for each Hit Die fed to them (see below).

Creatures other than devils and you treat Hel's dregs as difficult terrain. Furthermore, the cloud of Hel's dregs provides a rather nasty form of psychic static that distracts all those attempting to cast spells while within the cloud or adjacent to it. Divine or arcane spells cast while within a cloud of Hel's dregs require a Constitution saving throw to maintain Concentration. The DC is 8 + your proficiency bonus + your Wisdom modifier. On a failure, the target loses Concentration.

The cloud is not a physical entity and not even really a creature; it is incorporeal, translucent and since it is an agglomerate of the fragments of already damned creatures, cannot be killed or destroyed,



but spells like *banishment* that send creatures back to their native plane work normally and require that Hel's dregs be manifested again. Hel's dregs otherwise remain manifested until you use an action to send them back to Hel or become unconscious. Once you have used this feature, you need to finish a long rest before using it again.

**Cacophony Dice.** The ceaseless psychic moans of Hel's dregs are partially sustained by your life-force. If you chose to feed your Hit Dice to Hel's dregs when manifesting them, they gain cacophony dice equal to the number of Hit Dice you fed to them. Cacophony dice are d8s. You may command Hel's dregs to expend a total number of cacophony dice at once of up to your proficiency bonus each round. These cacophony dice may be used in a variety of ways.

- As a reaction to seeing a target creature adjacent to or within Hel's dregs cast a spell, you may cause Hel's dregs to moan. Expend a cacophony die. You subtract the result of the cacophony die from the target's Constitution saving throw to maintain Concentration.
- You may, as a bonus action, command Hel's dregs to try to attempt to transfer one condition of your choice from one creature within Hel's dregs to another within 60 feet of you that you can see by expending cacophony dice. The new recipient gains the chosen condition unless he succeeds a Wisdom saving throw against DC 8 + your proficiency bonus + your Wisdom modifier. On a failure, the condition remains with the original target. The severity of the condition Hel's dregs can transfer depends on the total result of the cacophony dice you roll. If your cacophony dice result isn't high enough to affect the condition, the attempt fails. Roll any number of cacophony dice and add the results and consult the Cacophony Condition Transfer Table.



**Table: Cacophony Condition Transfer**

Minimum Cacophony Result	Condition transferred
2	Prone, Deafened
5	Charmed, Blinded, Frightened
10	Incapacitated, Poisoned,
14	Paralyzed, Restrained, Stunned
18	Petrified, Unconscious

- You can command Hel's dregs to channel their anguish in a burst of abjuration energies. You may use your reaction as a response to seeing a creature within 60 feet cast a spell, to have Hel's dregs spew forth magic-inhibiting energies.



Choose any number of cacophony dice. Roll all cacophony dice you chose to expend and divide the result by 2. Round down the result. If the result of your cacophony dice tally exceeds the spell level of the spell you attempt to counter, then you successfully negate the spell and it fails. If the incoming spell's level is higher than the total result of your cacophony dice, then its effects are resolved as normal.

### RISE FROM HEL

Starting at 6<sup>th</sup> level, you may dismiss Hel's dregs as a bonus action. Additionally, you may expend one Hit Die to hasten the ritual required to fully manifest Hel's dregs and call them as a bonus action. The Hit Die you expend to hasten the calling of Hel's dregs does not grant Hel's dregs a cacophony die—it just powers the quicker summoning.

### TELEPORTING DREGS

At 11<sup>th</sup> level, you may use your bonus action to command Hel's dregs to teleport any place within 50 feet of their position that you can see. While teleporting, Hel's dregs ignore all spells and effects that normally prohibit teleportation (Hel's dregs are basically sucked back to Hel and then reemerge at the destination) and, being a weird conglomerate of soul fragments, they may be placed within magical and nonmagical obstructions, even if these would usually block incorporeal creatures. Once you have used this feature, you must finish a short or long rest to use it again.

### BACK TO HEL WITH YOU!

Starting at 17<sup>th</sup> level, you can use your action to send Hel's dregs back to Hel in an agonizing 60-foot sphere of wails and anguish, centered on Hel's dregs. Hel's dregs scream as they're dragged back down to their infernal masters and the screams can be heard for 1 mile. All creatures within the sphere of Hel's dregs' scream must succeed a Dexterity saving throw against your mutation save DC. On a failure, a creature affected by the scream takes 2d8 thunder damage for every cacophony die Hel's dregs had when you called them, or half as much on a successful save. Once you have used this feature, you must finish a short or long rest to use it again.

# INFERNAL TALISMANCER

## (GITWERC ROGUISH ARCHETYPE)

Some gitwerc learn to fashion specialized talismans that channel the powers of Hel. These, usually pentagram-shaped talismans provide both protection and bane to those that encounter them.... and woe betide any who dare trespass in a region protected by one of the feared infernal talismancers!

### INFERNAL TALISMANS

Starting at 3<sup>rd</sup> level when you take this archetype, you learn to use your connection with the spirits that languish in the fiery pits of Hel. The most iconic interaction with these spirits is the manufacture of infernal, pentagram-shaped talismans fueled by your supernatural power over the spirits of the damned. Infernal talismans are small tokens, usually made of cloth, paper, or wood in the shape of hellish symbols, infused with the powers of Hel. The cost of their raw materials is negligible. You must meet all of the prerequisites of the respective infernal talisman to learn it.

**Talismans.** You learn three types of infernal talismans at 3<sup>rd</sup> level, which are detailed under "Infernal Talismans" below. You finish creating infernal talismans when you finish a long rest and you cannot stockpile them; any unused infernal talismans lose their potency when you finish a long rest. You have a number of infernal talismans equal to your proficiency bonus + your Intelligence modifier. You replenish your uses of infernal talismans after finishing a long rest. An infernal talisman of any kind is mainly sustained by Hel's magic and thus has a damage threshold equal to your Intelligence modifier and hit points equal to three times your proficiency bonus. If an infernal talisman is reduced to 0 hit points, it is destroyed and its effects end immediately. Otherwise, an infernal talisman has a duration of rounds equal to twice your proficiency bonus + your Intelligence modifier. At 9<sup>th</sup>, 13<sup>th</sup> and 17<sup>th</sup>



level, you learn an additional two infernal talismans. Each time you learn a new talisman, you can also replace one talisman you know with a different one. Infernal talismans may be worn or placed.

**Placed.** You may place an infernal talisman in an unoccupied square within your reach as your action. Melee attacks made against a placed infernal talisman are automatically successful. Ranged attacks against a placed infernal talisman are made against an AC of 10. Infernal talismans that have been placed take damage from area of effect abilities, such as the *fireball* spell, as normal. Once placed, an infernal talisman affects a 10-foot radius sphere, centered on the infernal talisman. A placed infernal talisman becomes affixed to the surface it was placed on and cannot be moved unless it is destroyed or its duration ends.

**Worn.** The infernal talisman is placed as an amulet around the neck of the creature. This requires that either you use your action, or that the ally within your reach uses an action to begin wearing the talisman. A creature can only benefit from a worn talisman if it does not have an amulet or similar trinket that requires attunement around its neck. A creature may only benefit from one worn infernal talisman at any given time and worn infernal talismans only affect the creature that is wearing the infernal talisman. If the target creature is not a willing recipient, then you must succeed a melee attack to affix the infernal talisman. A failed attempt to affix an infernal talisman to an unwilling recipient provokes an opportunity attack from the target, but does not waste the infernal talisman. If the infernal talisman is affixed to the subject, it cannot be removed unless it is destroyed or its duration ends. Melee attacks made against a worn infernal talisman are automatically successful if the wearer of the infernal talisman is willing to have its infernal talisman struck. Otherwise, the attack suffers from disadvantage. A ranged attack against a worn infernal talisman of a target unwilling to have it hit, suffers from disadvantage and the AC to hit the talisman is 4 higher than that of the wearer. Worn infernal talismans only take damage from area of effect abilities if the wearer rolls a natural "1" on his saving throw.

**Saving Throws.** Infernal Talismans never allow for saving throws.

# INFERNAL TALISMANS

## A POX UPON THY SOUL

Your talisman is infused with the spiteful power of Hel.

**Placed.** All hostile creatures within the area warded by the infernal talisman suffer from disadvantage on Constitution saving throws against diseases, poisons and curses.

**Worn.** When this infernal talisman is worn, the wearer must name a single disease, poison or curse that the wearer can inflict. When the wearer uses the chosen disease, poison or curse, the target of the affliction suffers from disadvantage on the saving throw. This immediately ends the effects of the infernal talisman.

## BLOOD WAR'S BATTLEFIELDS

You conjure forth some parts of the hellish landscapes of Hel's infernal trenches.

**Placed.** The area becomes covered in spiny metal shrapnel resembling caltrops. The caltrops produced by this infernal talisman follow the rules for caltrops, except that they ignore immunity or resistance to piercing damage, and vanish when the infernal talisman's duration expires.

**Worn.** When this infernal talisman is worn, a fleshy bag looking conspicuously like a flayed face appears at the wearer's hip. The wearer also gains caltrop charges equal to the infernal talismancer's proficiency bonus. As a bonus action, the wearer may spend any number of caltrop charges. For each caltrop charge the wearer spends, he places caltrops in an unoccupied square in reach. These caltrops cannot be placed in a square that already contains other forms of damaging terrain. The caltrops follow the rules for caltrops, except that they ignore immunity or resistance to piercing damage, and vanish when the infernal talisman's duration expires.



## BOLSTER ELEMENTS

*Prerequisite: Infernal talismaner 9*

You call upon the powers of Hel to enhance the elemental powers of you and your allies.

**Placed.** When placing the infernal talisman, you choose acid, cold, lightning, or fire. Weapon features, spells, and abilities that deal damage of the chosen energy type that enhance weapons allies in the area wield, deal an additional point of damage of that energy type. Furthermore, energy damage of the chosen type dealt as part of weapon damage by an ally in the area ignores resistance, but not immunity.

**Worn.** When placing the infernal talisman, choose acid, cold, lightning, or fire. Weapons the wearer wields deal an additional 1d4 points of damage of the chosen energy type. Furthermore, weapon features, spells, and abilities that deal damage of the chosen energy type that enhance weapons the wearer wields (excluding the energy damage granted by this infernal talisman itself) deal an additional point of damage of that energy type. Finally, energy damage of the chosen type dealt as part of weapon damage by the wearer ignores resistance, but not immunity.



## DAMNATION LOOMING

*Prerequisite: Infernal Talismaner 13*

You call upon Hel's powers to facilitate the reaping of mortals.

**Placed.** All creatures in the area affected by the infernal talisman suffer from disadvantage on saving throws against effects that deal poison or necrotic damage.

**Worn.** The wearer gains advantage on saving throws versus effects that deal necrotic damage.

## DEVIL'S LUCK

*Prerequisite: Infernal Talismaner 9*

You tap into the devil's own luck.

**Placed.** All allies within the area warded by the infernal talisman gain advantage on the first ability check, skill checks or saving throw they have to make.

**Worn.** The wearer of this infernal talisman gains advantage on the first ability check, skill checks or saving throw they have to make. Additionally, the wearer may decide to gain advantage on a second such check. This, however, immediately ends the duration of the infernal talisman.

## DEVIL'S SWIFTNESS

*Prerequisite: Infernal Talismaner 9*

You channel the supernatural reflexes of devils into the area.

**Placed.** Allies that begin their turn in the area warded by the infernal talisman gain the benefits of the *haste* spell for one round. They do not suffer from the usual bout of lethargy that accompanies the end of *haste*.

**Worn.** The wearer gains the benefits of the *haste* spell. The wearer does not suffer from the usual bout of lethargy that accompanies the end of *haste*.





## GUARDING SOULS

You conjure forth souls of the damned to bolster your allies.

**Placed.** All allies in the area warded by the infernal talisman gain temporary hit points equal to twice your proficiency bonus.

**Worn.** The ally wearing the infernal talisman gains temporary hit points equal to your Intelligence modifier plus three times your proficiency bonus.

## HEL'S DISCIPLINE

You channel the ironclad discipline of Hel's legions into the area, closing your ranks against trickery.

**Placed.** Whenever a creature under the influence of an enchantment spell or the charmed condition attacks an ally within the area warded by the infernal talisman, the attacking creature may immediately make an additional saving throw against that effect, if that effect influenced or directed that attack. If the attacking creature would be hostile were it not under the influence of that particular effect, it is not entitled to the additional saving throw that this infernal talisman grants. If this additional saving throw is successful, the enchantment spell or charmed condition immediately ends.

**Worn.** Whenever the wearer of the infernal talisman is attacked by a creature under the influence of an enchantment spell or the charmed condition, the attacking creature may immediately make an additional saving throw against effect if that effect influenced or directed that attack. If the attacking creature would be hostile were it not under the influence of that particular effect, it is not entitled to the additional saving throw that this infernal talisman grants. If this additional saving throw is successful, the effect ends immediately and both the wearer of the infernal talisman and the attacking creature gain advantage on their next attack roll against the creature that placed the enchantment spell or charmed condition inducing effect.

## HELFIRES REBUKE

*Prerequisite: Infernal Talismaner 9*

You ward the area—any trespassers are scoured by the flames of Hel.

**Placed.** Choose either necrotic or fire damage. Creatures entering the area or beginning their turn in the area warded by the infernal talisman take 1d8 + your proficiency bonus points of damage of the chosen type. Good or chaotic creatures take double damage from helfire's rebuke.

## HEL'S INFILTRATORS

*Prerequisite: Infernal Talismaner 9*

You call upon Hel's powers to shield you from sight.

**Placed.** All allies in the area warded by the infernal talisman become invisible, as per the *invisibility* spell. If a creature affected by this infernal talisman becomes visible as a result of attacking, the creature cannot be made invisible again by that particular infernal talisman.

**Worn.** The wearer becomes invisible, as the *invisibility* spell. Starting at 13<sup>th</sup> level, the wearer instead becomes invisible as per the *greater invisibility* spell. However, the infernal talisman strains to retain its concealing purposes: The talisman takes 5 points of damage every time the wearer affected by *greater invisibility* attacks or performs an offensive action. This damage ignores the hardness of the infernal talisman.



## HEL'S VENGEANCE

*Prerequisite: Infernal Talismaner 9*

You promise the retribution of Hel to traitors.

**Placed.** Choose fire or necrotic damage. Creatures that successfully make a damage-inflicting attack against an ally within the area warded by the infernal talisman take damage of the chosen type equal to your proficiency bonus. Good or chaotic creatures take double damage from Hel's vengeance.

**Worn.** Choose either fire or necrotic damage. Creatures attacking the wearer of the infernal talisman in melee take 1d8 + your Intelligence modifier damage of the chosen damage type. Good or chaotic creatures take double damage from Hel's vengeance. This infernal talisman's effects are triggered regardless of whether the attack hits or not.

## INFERNAL ENERGY INVERSION

You beseech the forces of Hel to protect you from the forces of death.

**Placed.** All allies within the area warded by the infernal talisman gain resistance to necrotic damage, but suffer from vulnerability to radiant damage.

**Worn.** The wearer warded by the infernal talisman gains immunity to necrotic damage, but suffers from vulnerability to radiant damage.

## INFERNAL GUIDANCE

You beseech Hel's powers to guide your hand.

**Placed.** All allies within the area warded by the infernal talisman at the time of placement gain the benefits of the *bles* spell. If the infernal talisman expires or is destroyed, this bonus is lost.

**Worn.** The wearer of the infernal talisman can roll 2d4 and add the number rolled to an attack roll or saving throw. Once the attack or saving throw is made, the effects of this infernal talisman end immediately.

## INFERNAL HEALING

*Prerequisite: Infernal Talismaner 9*

You call upon the powers of Hel to heal your allies.

**Placed.** All allies in the area warded by the infernal talisman gain 1 hit point at the start of their turn. This increases to 2 hit points at 13th level.

**Worn.** The wearer of the infernal talisman gains 2 hit points at the start of their turn. This increases to 4 hit points at 13th level.

## KNOWLEDGE OF THE DAMNED

You tap into the collective knowledge of all of Hel's damned souls.

**Placed.** When placing the infernal talisman, you choose either Arcana, History, Investigation, Nature or Religion. All allies in the area gain proficiency in the chosen skill while in the area.

**Worn.** Choose any two of either Arcana, History, Investigation, Nature or Religion. The wearer of the infernal talisman gains proficiency in the chosen skills while wearing the infernal talisman.

## SUBVERT ELEMENTS

You channel Hel's power to subvert the potency of the elements.

**Placed.** When placing the infernal talisman, choose acid, cold, lightning, fire, necrotic or thunder damage. All allies in the area decrease any damage incurred from the chosen type by your Intelligence modifier.

**Worn.** The wearer of the infernal talisman may choose two energy types from the following list: Acid, cold, lightning, fire, necrotic or thunder damage. The wearer gains resistance against the chosen energy types. Furthermore, after applying the benefits of resistance, the wearer reduces the damage incurred by your Intelligence modifier.





# FRAGMENT CHANNELER OF ZAGNEXIS

(HOYRALL WARLOCK  
OTHERWORLDY PATRON)

When the colloid sundered the connection of Zagn and Exis, the source of the hoyrall's powers and hive-mind, the race fell into a cataclysmic downward spiral. The strange aliens were shocked by the onslaught of the crystalline entity, as the central pillar of their social order collapsed. While the ensuing chaos formed hoyrall society as it is known nowadays to intrepid explorers, there are still some hoyrall that, by madness or vision, seek to reunite mindless Zagn with the energies of impossibly far away Exis, turning themselves into a conduit for the divine energies of their sundered deity in a desperate bid to reunite Zagnexis.

## SUNDERED PATRON

Mighty Zagnexis was sundered by the machinations of the colloid into two fragments, divided into the mindless body Zagn and the purely mental entity Exis. This divide also influences your class features. After finishing a long rest, you must choose whether to channel Zagn or Exis. You are subject to the taboos of the respective fragment. You choose a new fragment whenever you finish a long rest.

## EXPANDED SPELL LIST

Unlike other otherworldly patrons, Zagnexis was sundered. As such, the expanded spell list provides one spell for each spell level associated with either Zagn or Exis. When you learn a spell from Zagnexis' expanded spell list, you actually learn both of the spells. If you do, you may only cast the Zagn spell for that spell level while channeling the Zagn fragment, the Exis spell only while channeling the Exis fragment. The fragment associated with the spell is denoted by (Z) for Zagn and (E) for Exis.

## Zagnexis Expanded Spell List

Spell Level	Spells
1 <sup>st</sup>	<i>jump</i> (Z), <i>unseen servant</i> (E)
2 <sup>nd</sup>	<i>lesser hive mind</i> (E, URC, pg 131), <i>spit poison</i> (Z, URC, pg 131)
3 <sup>rd</sup>	<i>haste</i> (Z), <i>hive mind</i> (E, URC, pg 131)
4 <sup>th</sup>	<i>confusion</i> (E), <i>prismatic eyes</i> (Z, URC, pg 131)
5 <sup>th</sup>	<i>arcane hand</i> (Z), <i>modify memory</i> (E)



## TO CHANNEL A SUNDERED DEITY

At 1<sup>st</sup> level, your ambitions as a warlock go slightly beyond those of your brethren, as you seek to channel the fragments of a deity within your mortal body. This can be a strain on your physical form, particularly when you violate certain divine mandates. Upon choosing a fragment after finishing a long rest, you also have to choose a taboo. Whenever you violate the taboo of your fragment, you immediately incur a level of exhaustion.

**Zagn's Taboos.** Choose one:

- Zagn was sundered from Exis when the attack on the island of Piccolo was in full swing. Its mindless hatred for halflings persists—attack them on sight.
- You must accept any challenge to prove your prowess in battle, including challenges to single combat—if you or an ally breaks the rules of the challenge, you break this taboo.
- Zagn is basically a mindless idiot without Exis. You must speak no words and use no abilities that inflict thunder damage, and you break this taboo if you become enraged or frightened.

**Exis' Taboos.** Choose one:

- Exis was sundered from Zagn by the machinations of the colloid, and it has not forgotten. Attack all colliatur and colloid-based lifeforms on sight.
- You must use your own magical solution to a challenge if you can, even if a mundane solution that would require fewer resources is available.
- You may never leave an ally behind or allow yourself or your allies to sacrifice another ally.

## LESSER BLESSING OF THE FRAGMENT

Beginning at 1<sup>st</sup> level, you gain the lesser boon of the fragment you currently channel.

**Zagn.** You gain the underterror's Mutation and Weaponized Evolution class features (URC, pg 115–117). You may reassign your evolution points whenever you finish a long rest. You gain temporary hit points equal to 2 times your total number of current Hit Dice. You only have your proficiency bonus evolution points. You also have



to choose Intelligence, Wisdom or Charisma. You suffer from disadvantage on saving throws of the chosen attribute while channeling Zagn.

**Exis.** As an action, you can cause any creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws all fall prone. You may choose Intelligence, Wisdom or Charisma. You gain advantage on saving throws of the chosen attribute while channeling Exis.

## INTERMEDIATE BLESSING OF THE FRAGMENT

Starting at 6<sup>th</sup> level, you gain the intermediate boon of the fragment you currently channel.

**Zagn.** You also gain access to the underterror's Body Evolution class feature. (URC, pg 117-118). You gain temporary hit points equal to 3 times your total number of current Hit Dice. Additionally, you gain an additional 3 evolution points that must be



assigned to Body Evolutions. You also have to choose any two from Intelligence, Wisdom or Charisma. You suffer from disadvantage on saving throws of the chosen attributes while channeling Zagn.

**Exis.** When you take damage, you can use your reaction to an enemy you can see attacking you or moving to turn into an intangible gas (as though affected by the *gaseous form* spell, save that you may fly at your regular speed) and teleport up to 60 feet to an unoccupied square that you can see. You may remain gaseous for up to your Charisma modifier rounds. You may resume corporeal form as a bonus action. Once you use this feature, you may not use it again until you have finished a short or long rest. You also have to choose Strength or Dexterity: You suffer from disadvantage on saving throws of the chosen attribute.

### GREATER BLESSING OF THE FRAGMENT

At 10th level, you gain the greater boon of the fragment you currently channel.

**Zagn.** You gain access to the underterror's Improved Weaponized Evolutions class feature (URC, pg 119). You increase the gained temporary hit points to 4 times your total number of current Hit Dice. You suffer from disadvantage on Intelligence, Wisdom and Charisma saving throws while channeling Zagn.

**Exis.** You are immune to being charmed or frightened and may communicate telepathically with any creature within 120 feet that you can see. You do not have to share a language with the creature for it to understand you and you can even communicate basic concepts to creatures that do not have a language. You may choose any two from Intelligence, Wisdom or Charisma. You gain advantage on saving throws of the chosen attributes while channeling Exis. You also have to choose Strength or Dexterity: You suffer from disadvantage on saving throws of the chosen attribute, as well as on all Constitution saving throws.

### BURSTING AT THE SEAMS

At 14<sup>th</sup> level, you can become a temporary conduit for Zagnexis, providing a brief instance of unity. You may, as an action, invite the fragment not currently channeled into your body, restoring a miniscule fragment of the deity for precious split seconds. While channeling the reunited Zagnexis, you do not suffer from any disadvantage on any saving throw imposed by your class features. You do retain all benefits of both fragments and may cast both spells of the expanded spell list. This state lasts for a number of rounds equal to your proficiency bonus and is extremely stressful for your body. Once the duration elapses, you immediately suffer from 3 levels of exhaustion. Once you have used this feature, you cannot use it again until you have finished a long rest.

### SPLIT INVOCATIONS

Whenever you gain an eldritch invocation, choose two: Assign one to Zagn and one to Exis. You may only use the respective invocation while channeling that fragment. You may choose to learn the same invocation for Zagn and Exis, making it available for both fragments. You still have to meet all prerequisites, if any, for any invocation chosen.

#### Bursting at the Seams and its repercussions



Practically all powerful entities of Aventyr have no interest whatsoever to see Zagnexis return; from the colloid to proper deities to even some among the more free-spirited hoyrall! The fragment channeler, to a degree, is a fanatic, a wounded soul, someone who thinks she's doing the right thing—but so far, every fragment channeler who reached these lofty levels of power to provide the Zagnexis synthesis was eliminated swiftly and decisively...This ability is intended as the precursor to a tragic end or as a reward, making the PC the avatar or martyr that sparked a renewed war-effort by the reunited hoyrall in campaigns to come! GMs are encouraged to bestow insights and benefits to the flashes of divine insight granted by channeling a deity.





# ASCENDANT

## (KRAIDYL SORCEROUS ORIGIN)

The kraidyl are survivors, primordial hunters that tap into the subconscious fear of flesh and its failure. As a whole, most beings would be hard-pressed to come up with a more feared and despised people. In the more civilized opium dens and taverns of the Underworld, folks jest that all races should be glad that their savagery keeps them from taking control. These people have not met an ascendant. Scholars still argue about the exact nature of the ascendant: Some argue that they represent the next evolution of kraidyl-kind, a surge akin to the one that elevated them from kraydiles to sentient beings; others point towards the close relation to the spirit-world, citing them as an unconventional case of possession. In any case, the ascendants seem to be capable of shaking off the shackles of their kin, both metaphysically and physiologically.

### BONUS PROFICIENCIES

At 1<sup>st</sup> level, you gain proficiency with medium and heavy armor, shields and one martial weapons of your choice. Your Hit Die for sorcerer levels is a d8 rather than a d6.

### THE NEXT STEP OF EVOLUTION

Also at 1<sup>st</sup> level, you may spend 1 sorcery point as a reaction to being magically healed to ignore the effects of your Profane Healing (URC, pg 134) racial feature. Alternatively, you may spend 1 sorcery point as a bonus action to ignore the effects of your Profane Healing (URC, pg 134) racial feature until the end of your next turn. Your hit point maximum increases by 1 and increases by a further 1 whenever you gain a level in this class.





## GLORIOUS PREDATOR

At 6<sup>th</sup> level, your sorcerous might further improves your body, ridding you of your ancestral weaknesses. You lose your Light Blindness and Radiance Vulnerability racial features (URC, pg 134). Additionally, your scales begin to toughen. When you aren't wearing armor, your AC is equal to 13 + your Dexterity modifier.

## SUPERIOR LIFEFORM

Beginning at 14<sup>th</sup> level, you truly become superior to other beings; your heightened senses, wiry muscles and keen mind fuse with your sorcerous power to make failure for you simply less likely than for other beings. When you roll a natural 2, 3, 4 or 5 on an attack roll, saving throw, ability or skill check, you may add 10 to the result. You may use this feature a number of times equal to your Charisma modifier before requiring a long rest to replenish its uses. Alternatively, you may use this feature to reroll a natural 1 in any such check, but this uses up 3 uses of this feature.

## TOP OF THE FOOD CHAIN

Starting at 18<sup>th</sup> level, you become immune to the charmed and frightened conditions. Furthermore, you can use your action and spend 5 sorcery points to emit the aura of the apex predator that you are. Your aura spreads to a distance of 60 feet. For 1 minute or until you lose your Concentration (as if you were casting a Concentration spell), each hostile creature must succeed a Wisdom saving throw or be either charmed or frightened (your choice) until the aura ends. A creature that succeeds this saving throw becomes immune to your aura until you have finished a long rest.







# TRANSGNOMAMIST

## (SVIRFNEBLIN WIZARD ARCANE TRADITION)

The impact that the svirfneblin had on the Underworld of Aventyr is not disputed by anyone; the collapse of the Amber Roads and the consequences of the relentless advance of their Svirfdozers almost spelled doom for more than their own race. While some deep gnomes have turned their backs on scientific advancements as a result, there is a school of thought that is convinced that the issue did not lie within the mechanical wonders the svirfneblin construct; instead, they consider the ceaseless ambition of their mortal brethren, consequence of their fear of death, to be the root of all evil. They believe that the origin of this ambition lies within the shortcomings of the flesh. Seeking to surpass the boundaries of the physical, these beings aim to transcend the limitations of their mortal coils by enhancing their bodies with cold steel. These vanguards of scientific advancements are the transgnomamists, and they believe that their path is the one that will lead not only their race, but all races of the Underworld, into a new, golden age.

### IT'S SCIENCE!

Beginning at 2nd level when you choose this arcane tradition, you radically alter your views on how magic should work, how to use it and what to do with it. You begin championing a thoroughly distinct magic tradition (though you'd scoff at it being called "magic"—it's proper science!). You subscribe, heart and soul, to the belief in svirftech. This tradition has its benefits, but also its complications.

**Scientific Equipment.** Svirftech requires a ridiculous amount of hoses, levers, clamps, beakers, nozzles, cinches, wicks, flasks, gears, sprockets, widgets and all other kinds of mechanical knickknacks. You have to carry these around, which means that your natural carrying capacity is considered to be halved (Your Strength score multiplied by 7.5, rounded down), as you are at all times burdened with the massive assortment of your tools. You are considered to be proficient with these gizmos, but suffer from disadvantage when trying to use them to improvise a function. If you ever lose your scientific equipment, you cannot use your spell-tech until you regain your scientific equipment. You can replenish it in one day of shopping for a cost of 5 gp x your Hit Dice.

**Svirftech Charges.** When you become a transgnomamist, you undergo serious modification of your body. As a result, the implants and your arcane powers resonate, generating magical energy that you use to power your spell-tech and svirftech bodymods. You may expend a maximum number of svirftech charges per round equal to your proficiency bonus + your Intelligence modifier. Your svirftech charges replenish after you finish a long rest. Consult the Svirftech Charges Table below to determine your number of svirftech charges available.



**Table: Svirftech Charges**

<b>Transnomamist Level</b>	<b>Svirftech Charges</b>
2 <sup>nd</sup>	3
3 <sup>rd</sup>	8
4 <sup>th</sup>	10
5 <sup>th</sup>	16
6 <sup>th</sup>	19
7 <sup>th</sup>	23
8 <sup>th</sup>	27
9 <sup>th</sup>	36
10 <sup>th</sup>	41
11 <sup>th</sup>	47
12 <sup>th</sup>	47
13 <sup>th</sup>	54
14 <sup>th</sup>	54
15 <sup>th</sup>	62
16 <sup>th</sup>	62
17 <sup>th</sup>	71
18 <sup>th</sup>	76
19 <sup>th</sup>	82
20 <sup>th</sup>	89

**Spell-Tech.** Once you choose to be a transnomamist, you undergo modification of your body. This modification changes how your body conducts magical powers and prevents you from casting wizard spells in the usual way. You still have to prepare spells, as you have to prepare your technical bricabrac, but you no longer expend your spell slots to cast your prepared spells. Instead, you power your spells with your own bio-mechanical svirftech and latent, spiritual energies. In order to cast a spell-tech, you have to expend a number of svirftech charges equal to the spell slot you'd usually expend. If you cast a spell at higher levels, you instead expend svirftech charges equal to the increased spell slot level. Cantrips do not require the expenditure of svirftech charges. Your spell-techs are considered to be non-magical for the purpose of functioning in antimagic fields and similar environments, wherein magic functionality is compromised. However, since the duplicated energies still are very much akin to the energy-matrices of spells, they are still subject to *counterspell* and similar

dispelling efforts. You still have to concentrate on spells with a duration, constantly recalibrating your tools, so such spell-tech effects can still be ended by breaking your Concentration. Spell-tech requires a lot of mechanical components, which are stressed by channeling magic energies. Once a given spell-tech's duration has elapsed (or if it has been countered, if you have lost Concentration or the spell-tech has ended otherwise), the specific spell-tech cannot be cast again for a number of minutes equal to the spell-tech's spell level, as this particular configuration of the spell-tech cools down and slowly becomes operational again.

### SVIRFTECH BODYMODS

At 2<sup>nd</sup> level when you choose this arcane tradition, you also choose two special implants that change your body, as you embark on the journey towards becoming a machine. Your svirftech bodymods are produced by your bio-mechanical svirftech implants by deliberately converting and manipulating your body structure and tissue. They do not have a cost and cannot be sold. Your svirftech bodymods become part of your body and cannot be disarmed, sundered or otherwise directly targeted. Your svirftech bodymods may be controlled as naturally as though they were part of your body. Most svirftech body mods have an advanced function. Advanced functions require the expenditure of svirftech charges to activate, as denoted in the **Advanced Function** line of the svirftech bodymod. Unless otherwise noted, you can activate the advanced function of a svirftech bodymod as a bonus action. Svirftech bodymod advanced functions do not require concentration. Once the duration of the advanced function of one of your svirftech bodymods expires, it requires a 1-minute cool-down before you can activate the advanced function again. At 6<sup>th</sup>, 10<sup>th</sup>, and 14<sup>th</sup> level, you may choose an additional svirftech bodymod. Whenever you choose a new svirftech bodymod, you may also have your body change one of your existing svirftech bodymods and replace it with another.



## SVIRFTECH INFLUX

At 6<sup>th</sup> level, you use your bonus action to flood your svirftech bodymods or spell-tech with an influx of potent energies after using it. Roll 1d6. You decrease the number of minutes of the svirftech bodymod or spell-tech before you can use it again by the result you rolled. If you decrease the cool-down period to 0, you may use the svirftech bodymod or spell-tech again on your next turn. Once you have used this feature, you may not use it again until you finish a long rest.

## IMPROVED SVIRFTECH INFLUX

Starting at 10<sup>th</sup> level, you roll 1d8 instead of 1d6 when using your Svirftech Influx class feature. You may also use it an additional time (for a total of 2 uses) before you need to finish a long rest to use it again.

## GREATER SVIRFTECH INFLUX

Beginning at 14<sup>th</sup> level, you roll 1d10 instead of 1d8 when using your Svirftech Influx class feature. You may also use it an additional time (for a total of 3 uses) before you need to finish a long rest to use it again.

# SVIRFTECH BODYMODS

## BACKSLUG

This bodymod looks like a mechanical svirf riding slug affixed to the spine and base of the transnomamist's skull. A transnomamist may only benefit from one such device and enhancement bonuses granted by this device do not stack with ability increases granted by magic items, mechanical wonders or technological items. There are two variants of backslugs:

### BRAINSLUG

**Advanced Function:** 2 svirftech charges

**Duration:** 1 hour

This svirftech bodymod increases a single mental ability score (Intelligence, Wisdom, Charisma), chosen at the time when the svirftech bodymod is gained. The brainslug increases the chosen



attribute by 1, up to a maximum of 20. Activating the advanced function of the brainslug provides you a special surge of insight: You may add +1d4 to the next ability check, skill check or saving throw based on your brainslug's chosen attribute.

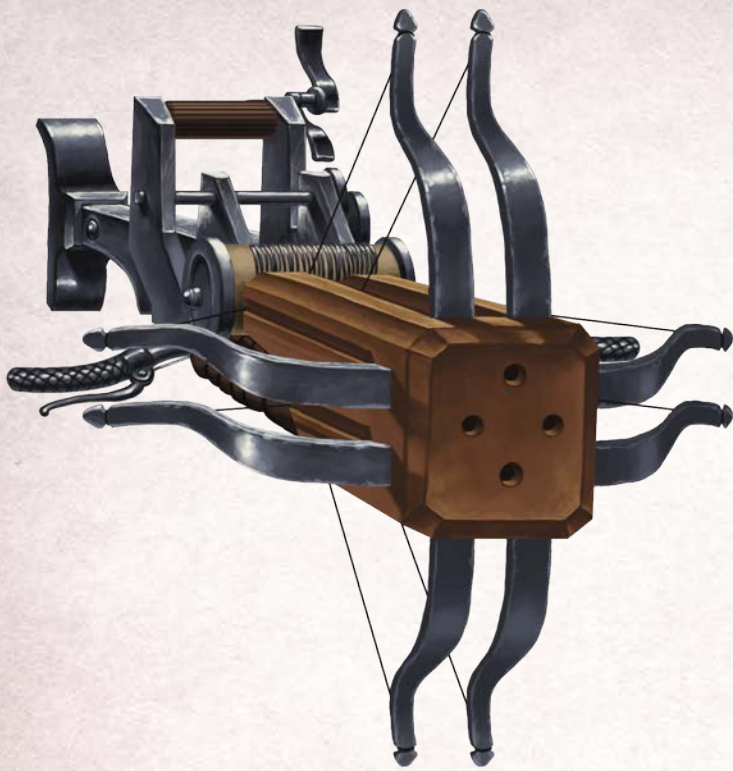
### STIMSLUG

**Advanced Function:** 2 svirftech charges

**Duration:** 1 hour

This svirftech bodymod increases a single physical ability score (Strength, Dexterity, Constitution), chosen at the time when the svirftech bodymod is gained. The stimslug increases the chosen attribute by 1, up to a maximum of 20. Activating the advanced function of the stimslug provides you a special surge of power: You may add +1d4 to the next ability check, skill check or saving throw based on your stimslug's chosen attribute.





## ARMS OF METAL!

These svirftech bodymods replace one of the arms of the transgnomamist with a metal arm prosthetic. There are 3 different arms of metal svirftech bodymods.

### WEAPONIZED ARM

**Advanced Function:** 1 svirftech charge

**Duration:** 1 round per level

This prosthetic includes an internalized weapon—a circular saw (slashing damage), a potent drill (piercing damage) or a kind of steam-powered sledgehammer (bludgeoning damage) and may be enchanted as usual. You are proficient with your weaponized arm and use your spell attack modifier to attack with it. Regardless of the damage type chosen, the weaponized arm is treated as a one-handed martial melee weapon that inflicts 1d8 points of damage and scores a critical hit on a roll of 19–20. You may draw or sheathe your weaponized arm as a bonus action or as a reaction to rolling for initiative. While the advanced function is activated, the weaponized arm ignores a damage threshold of up to 5. Additionally, while activated, the weaponized arm inflicts an additional +1d6 damage of its damage type.

## HEALING HANDS

**Advanced Function:** 3 svirftech charges

**Duration:** Instantaneous

The transgnomamist's hand has small scalpels and syringes that contain healing reagents. You have proficiency in the Wisdom (Medicine) skill as well as in the herbalism kit tool. You also gain advantage on these checks. As an action, you may activate the advanced function of the healing hands while touching a target. The target is healed by 1d8 + your proficiency bonus + your Intelligence modifier hit points.

## INTERNALIZED SHIELD

**Advanced Function:** 2 svirftech charges

**Duration:** 1 round per level

Your arm slowly grows a physical shield, which grants the normal bonuses of a shield. You are proficient with your internalized shield. The advanced function can be activated as a bonus action or as a reaction to being targeted by a spell or effect that requires you to make a Dexterity saving throw. For the duration of the advanced function, you gain the Evasion class feature as well as advantage on Dexterity saving throws. Your defensive shield also provides you a number of temporary hit points equal to your proficiency bonus + your Intelligence modifier when you activate it.

## LEGS OF STEEL!

These svirftech bodymods replace both of your legs. There are three different legs of steel svirftech bodymods.

### SVIRFSLUG SLIDERS

**Advanced Function:** 2 svirftech charges

**Duration:** See text

Svirfslug sliders generate a synthetic version of super-slick svirfslug slime, decreasing friction. This increases your speed by +10 ft. You can activate the svirfslug sliders as an action. When you do, you increase the slime-production for 1 round per transgnomamist level. While thus activated,



you can, as a bonus action, launch yourself up to 120 ft. in a straight line, ignoring non-damaging difficult terrain. This may be used a total number of times equal to your Intelligence modifier before prematurely ending the effects of the advanced function of this svirftech bodymod. Alternatively, while the advanced function of the svirfslug sliders is activated, you may squirt super-slick slime as a bonus action, duplicating the effects of *grease* as a non-magical ability.

### SVIRFSLUG STICKY STOMPERS

**Advanced Function:** 1 svirftech charge

**Duration:** 1 minute/level

These sticky legs grant the transgnomamist the Arachnid Athletics (URC, pg. 61) feat. Additionally, upon activating the advanced function of this svirftech bodymod, the sticky slime excreted by this svirftech bodymod generates the equivalent of one web shackle (URC, pg. 62) per round. These shackles are short-lived and crumble to dust when the duration of the advanced function elapses. They cannot be sold.

### SILENCED STEPS

**Advanced Function:** 1 svirftech charge

**Duration:** 1 minute/level

These particularly well-cushioned legs enhance the abilities of the transgnomamist to remain out of sight. You gain proficiency in Dexterity (Stealth). If you activate the advanced function, the perfectly cushioned steps and the emitted counter-vibrations render you undetectable to tremorsense for the duration of the activation. Additionally, while the advanced function is activated, you gain advantage on Dexterity (Stealth).

### SVIRFODERM-ENHANCERS

These svirftech bodymods change replace the totality of your skin. You may only have one svirfoderm-enhancer.

### THE FABULOUS SLUG-NEBLIN

**Advanced Function:** 1 svirftech charge

**Duration:** 1 round/level

Your skin takes on slug-like characteristics, sweating sticky residue when you are threatened. You may choose to begin sweating at any time. Once you do, the next Intelligence modifier + your proficiency bonus 5-ft. squares (minimum 1) you pass become slimy, difficult terrain. You do not treat these slimy squares as difficult terrain. The gooey train of svirf slug slime always follows your movement. The slime floats in water, neither sinking nor rising. When used during flight, the slime falls to the floor. Creatures with the Land's Stride feature or similar abilities can move through this difficult terrain without impairment. When you activate the advanced function, it sends a psychic command to the slime. The slime is agitated by this command and becomes your choice of either acidic or poisonous, inflicting your choice of 1 point of acid or poison damage for each 5 feet of movement through the area. At 6th level, this damage increases to 1d4 and at 10th level, it increases by a further +1d4 for a total of 2d4 acid or poison damage.





## AGENT'S SKIN

**Advanced Function:** 2 svirftech charges

**Duration:** 1 minute/level

Your skin becomes highly mutable. You may assume the appearance of up to your Intelligence modifier different, specific characters of a Small-sized humanoid chosen from among the races or subraces you have seen before. Once chosen, these forms and their details are persistent and may not be changed. At 6th level, 10th level and 14th level, you learn to assume an additional form. You may maintain these alternate forms indefinitely and change between them as a bonus action. Upon activating the advanced function of this svirftech bodymod, you receive the underterror's Body Evolution class feature for the duration of the activation, and 1 evolution point to assign to it. (URC, pg 117)

## DØDELI-NEBLIN

**Advanced Function:** 1 svirftech charge

**Duration:** 1 minute/level

Your skin is actually pretty much deadened by svirftech-powered necrotic energy coursing through all of your skin and muscles. You gain resistance to necrotic damage. When you activate the advanced function, you turn your skin, guts and muscle tissue, everything but eyes and bones, translucent for the duration. You gain the dødelig's Undead Immunity and Undead Nature racial features (URC, pg. 33), but also their Skeletal Vulnerability racial drawback (URC, pg. 32) for the duration.

## SENSORY SVIRFTECH

These facial svirftech bodymods affect one or more parts of your sensory apparatus. They tend to be unsettling and as such, choosing them impose disadvantage on a Charisma-based skill of your choice. Once made, that choice is permanent.

## PHANTOM ANTENNA (AKA TROUBLE-SNIFFER)

**Advanced Function:** 1 svirftech charge

**Duration:** Special

This implant is a hypersensitive antenna at the tip of the nose that detects fluctuations in the emotional charges of the ectoplasm suffusing the spirit world. This antenna nets you proficiency with Wisdom (Perception) and advantage on Wisdom (Perception) checks made to notice creatures that are currently particularly agitated. The GM decides what constitutes a particularly agitated state. You may activate the advanced function as a reaction to being subjected to an effect or attack from a trap. When you do, you either impose disadvantage on the trap's attack roll or gain advantage on Dexterity saving throws to avoid its effects.

## SONAR

**Advanced Function:** 1 svirftech charge

**Duration:** 1 minute/level

This bodymod is reminiscent of mechanical vestraadi-nodules dotting your face. While in contact with a body of water, you gain the vestraadi's Keen Hearing and Smell racial feature (URC, pg. 161). Activating the advanced function grants you the Vestraadi's Sonar for the duration (URC, pg 162).

## FUNGAL FILTERS

**Advanced Function:** 1 svirftech charge

**Duration:** 1 hour

This disturbing svirftech bodymod looks like a fungal growth covering your mouth and throat, one that sports a strangely metallic sheen. You may breathe normally underwater and even non-magical poison gas is filtered out harmlessly by the growth, rendering you immune to inhaled poisons, but not to contact gas poison. In a wholly oxygen-deprived environment, you may activate the advanced function of this svirftech bodymod. The svirftech begins producing oxygen for 1 hour, allowing you to breathe normally for this duration. Furthermore, the advanced function also renders you immune to magical poisonous gas effects like *stinking cloud*, *cloudkill*, etc.





## SINGER OF THE DEEPS

### (VESTRAADI BARD COLLEGE)

The utterly alien vestraadi are certainly one of the most mysterious races that can be found within the bowels of Aventyr—their unique perspective stems from being blind, and some claim that the vestraadi hear the heart-beat of the very world in the pulsating cascades of subterranean waves. Some vestraadi have taken to diving into the forlorn and forgotten recesses in the dark and lightless oceans, unearthing powerful items and implements resounding with occult potency.

#### DEPTH ADAPTATION

When you become a singer of the deeps at 3<sup>rd</sup> level, your repeated excursions into the bottomless dark, alongside with the humming of the depths' songs, will alter your physiology. You are immune to the detrimental effects and damage incurred by the pressure from diving into depths of up 20,000 feet. You also gain proficiency in Strength (Athletics) and advantage on Strength (Athletics) checks made to swim.

#### RESONATING MELODIES

Also at 3<sup>rd</sup> level, you automatically detect creatures that you currently have granted have a bardic inspiration die. Such targets do not count towards your maximum number of dynamic objects tracked. Additionally, such targets hum with your personalized sub-sonic pulse. You may treat such creatures as the origin of your combat sonar or focused sonar (URC, pg. 160-161). When you are agitated and choose to show this, the targets emit a, for other creatures barely perceptible, but disquieting, hum that grants this tradition its name. Additionally, creatures affected by this ability gain advantage on Strength (Athletics) checks





made to swim and share your Depth Adaptation class feature's immunity to the detrimental effects and damage incurred by pressure from diving into depths of up to 20,000 feet. Once a target expends its bardic inspiration die or if you become unconscious, it immediately loses the benefits of this class feature.

## UNCANNY FORESIGHT

Beginning at 6<sup>th</sup> level, having survived the first excursions into the wet abyss, you develop a keen sense of danger bordering on uncanny foresight. You may ponder a tunnel, door, complex, pool, or particular course of action for 1 uninterrupted minute. The GM should roll 1d6. If the result is equal to or less than your Hit Dice, the GM should provide a subjective rating of the danger of the area/proposed course of action, ranging from 1–10, where 1 is safe and 10 is suicidal. At 14<sup>th</sup> level, you automatically receive the information. Once you have used this feature, you can't use it again until you have finished a short or long rest.

## BONELESS

At 14<sup>th</sup> level, your body has become even more flexible due to the repeated exposure to the mystic song of the deeps and the high pressures of the dark. You can squeeze into a space that is large enough for a creature of up to two sizes smaller than you. You don't have to expend an extra foot of movement while squeezing, and you don't suffer from disadvantage on attack rolls and Dexterity saving throws while squeezing. Additionally, attack rolls do not automatically gain advantage against you while you are squeezing into a smaller space. Finally, when you suffer a critical hit, you may choose to treat it as a regular hit, but you must finish a long rest before you can use this ability of your feature again.







# AMBER'S ENLIGHTENED

## (ZWERC BARBARIAN PATH)

Few races can claim to be as selfless and enlightened as the zwerc, though few of their race would claim such, hubris being a shunned trait in most of their communes. When the actions of the svirfneblin almost spelled doom for these mystic recluses, when the insatiable curiosity of the deep gnomes brought forth the svirfdozers that would destabilize the Amber Roads, they unwittingly also destroyed one of the greatest treasures of the zwerc race—not just the mystic Amber Roads, but also their immortal, enlightened Amber Masters. These warrior-philosophers had attained a *unio mystica*, not just with the Amber Roads, but through it, with the *Anima Mundi*—the collective life-force of all of Aventyr.

It is testament to the zwerc character that these mighty dwarves did not embark on all-out warfare against the svirfneblin then and there; instead, the zwerc sought to heal the Amber Roads and find new, safer ways to channel the weakened, now dangerously-volatile powers of the Amber Roads. From this necessity and contemplation sprang forth a martial tradition, the Amber Enlightenment. Practitioners of Amber Enlightenment focus on the eight Amber Fusions. An Amber Fusion is a process,

where unstable fragments of the Amber Roads are mystically aligned with the body of a zwerc, allowing the zwerc to bypass the metabolic limiters of his body, while tying the spiritual fragment of the Amber Road closer to Aventyr, potentially fitting one such fragment within a whole of the Amber Roads. There are some scholars that claim that each use of an Amber Fusion widens a hole in the Amber Roads, while others insist that practitioners slowly heal the damage caused—the different zwerc enclaves oscillate between celebrating practitioners as saviors or considering them the worst form of anathema. In an unnerving and long-lived rumor, there are some that whisper that the dreaded dour destroyers have found a way to harness the powers of Amber Enlightenment, undoubtedly with dire intent...Ultimately, only time will tell the fate of this tradition. It remains a fact, though, that it takes some deeply simmering rage to properly learn the secrets of Amber Fusions, showing that, while the zwerc are not out for vengeance, they very much remain a people wounded and angry.

## AMBER'S EMBRACE

Starting when you choose this path at 3<sup>rd</sup> level, you can enter Amber's Embrace as a bonus action while in a rage. If you do so, you may choose one of the following Amber Fusions. You may switch to another Amber Fusion as a bonus action, ending the effects of the current Amber Fusion. Amber Fusions also end when your rage ends.

**Claws of Amber.** You gain the colliatur reaver's Claws of Crystal (URC, pg 21), save that your claws only persist while in Amber's Embrace and deal force damage. Your claws of amber deal damage as though you had the Martial Arts class feature, treating your barbarian level as colliatur reaver level to determine its effects.

**Earth's Gravity.** You may use your bonus action when making a melee attack to add your rage damage bonus a second time to this attack.

**Earth's Embrace.** You gain a burrow speed of 10 ft.



## AMBER'S CARESS

Beginning at 6<sup>th</sup> level, you can learn three new Amber Fusions.

**Amber Skin.** Choose either force or radiant damage. You gain resistance to the chosen damage type.

**Granite's Vise.** You may use your action to cast *earthen crush* as a 3<sup>rd</sup> level-spell (URC, pg. 177). You use Wisdom as your spellcasting ability for this feature. You may concentrate on this Amber Fusion in spite of being in Rage. Once you have used this feature, you may not use it again until you have finished a long rest.

**Amber Step.** You may use your action to attune yourself with the Amber Roads, stepping in and out of them. You and any creatures touching you walk directly into and through a stone wall or floor, instantly reappearing up to 200 feet away from a similar stone surface that would be large enough to hold you. If there is no eligible vertical surface, you instead reappear on a non-vertical surface. If there is no place where you could reappear, the Amber Road violently expels you and all passengers at the point where you cast the spell, dealing 6d6 bludgeoning damage to you and all creatures touching you. Once you have used this feature, you may not use it again until you have finished a long rest.

## AMBER'S AVATAR

At 14<sup>th</sup> level, you have mastered all known Amber Fusions. You add the following two Amber Fusions to the list of Amber Fusions you can enter. Additionally, you may enter, and gain the benefits of two Amber Fusions at once.

**Amber's Speed.** You blink in and out of the Amber Roads with astonishing speed. When you move, you instantly disappear and reappear at the target destination. Actions you take do not provoke opportunity attacks if your opponent does not have some sort of prescience, can read your thoughts or has any other means to predict where you will end up. If you use this amber fusion, you incur a level of exhaustion at the end of your Rage.

**Amber's Avatar.** Your whole body seems to become amber. While in this Amber Fusion, you gain advantage on Constitution saving throws and become immune to force damage.



### The 9th Fusion

Many zwerc believe that there is a 9th, secret Amber Fusion, one whose power dwarfs any of the previous ones; perhaps, this as of yet undiscovered Amber Fusion allows for a form of ascendance? Or perhaps, it holds the secrets of repairing...or destroying the Amber Roads.







## GM'S APPENDIX

The following information and rules are intended for use by the GM. Players should not read this chapter to avoid SPOILERS.

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All right, only GMs around? Let's begin!

### QUICK AND DIRTY HUNTING

#### RULES FOR THE LIVING VAMPIRE

The living vampire requires blood to sustain his metabolism. While the vitae engine is made to allow for adventuring groups to sustain an adventuring living vampire without losing too much of their efficiency, there are bound to be cases where the living vampire looks for external sources of vitae, by choice or by circumstance. However, hunting

for satisfying prey can grind the game to a halt. The following system can be used to resolve the hunting excursions of the living vampire in a quick and, for the group, painless manner. They presume an area where suitable prey can be found and GM discretion is advised—not all hunting strategies make sense in all environments.

First, have the player briefly describe how he attempts to gain access to vitae, then, have the player roll a skill check that corresponds with the hunting strategy described.

The DC to successfully hunt is 15, though the GM may modify this as required and prudent—or just do away with the roll altogether.

A failure provides a successful hunt, but automatically raises the **vampire alarm** (see below). The player should also specify whether the living vampire will kill his donor or not. A GM may limit the hunting strategies available to skills that the living vampire is proficient in. Depending on the strategy employed, area in which the living vampire hunts, etc., the GM should decrease the chance of the **vampire alarm** being raised by between 5% and 25%. The chance for the **vampire alarm** to be raised should never be increased. It should be noted that the system represents an abstraction for the sake of quick play.

Some examples and the corresponding skills are listed as follows.



**Athletics.** The living vampire basically brute forces getting sustenance. He runs down creatures, climbs into fortified places, etc. This is usually NOT subtle and while the living vampire will get away, he will raise the **vampire alarm** in the area, whether or not the target lives.

**Stealth.** The living vampire hunts in the shadows, attempting to secure a target, drink and then return to the shadows. Donors that survive automatically raise the **vampire alarm**. If the living vampire kills his donor, there is a 75% chance that the body is not found, cause of death not properly determined, etc. It will take 1d6 days before the body is found. Once the body is found, unless the player has specified he will cover his tracks, the **vampire alarm** in the area will be raised.

**Survival.** The living vampire attempts to use his hunting skills to lay low a suitable prey. Donors that survive automatically raise the **vampire alarm**. If the living vampire kills his donor, there is a 75% chance that the body is not found, cause of death not properly determined, etc. It will take 1d6 days before the body is found. Once the body is found, unless the player has specified he will cover his tracks, the **vampire alarm** in the area will be raised.

**Deception.** The living vampire attempts a scam, posing as a doctor, promising wondrous effects from bleeding patients, etc. Since this requires a degree of exposure, the **vampire alarm** is raised on the day after a donor is killed. If a donor is left alive, there is a 25% chance that the donor will, in hindsight, realize that he's been fooled and raise the **vampire alarm**.

**Intimidation.** The living vampire attempts to scare a creature into being a donor and keep its mouth shut. If the living vampire kills his donor, there is a 75% chance that the body is not found, cause of death not properly determined, etc. It will take 1d6 days before the body is found. Once the body is found, unless the player has specified he will cover his tracks, the **vampire alarm** in the area will be raised. If the donor is not killed, there is only a 25% chance that the **vampire alarm** will be raised.

**Persuasion.** If the living vampire attempts to seduce, bribe or otherwise persuade his donor. If the living vampire kills his donor, there is a 75% chance that the body is not found, cause of death not properly determined, etc. It will take 1d6 days before the body is found. Once the body is found, unless the player has specified he will cover his tracks, the **vampire alarm** in the area will be raised. If the donor is kept alive, there is a 25% chance that the donor will have second thoughts and raise the vampire alarm.

**Vampire Alarm.** The vampire alarm is an abstraction—it is an arbitrary value that describes the general unease in an area; in a city, it may reflect the constables searching for the weird blood-drain killer. In a small town, it may represent old, creepy folk tales being told, curfews, etc.; in the wilderness, far beyond civilization, it may be an instinctual giddiness of animals, noticing that a new predator has moved into the area. The vampire alarm should never be used to hunt down the living vampire PC; however, it can make for interesting complications. To develop the examples above further: In the city, the semi-competent constables may want to detain the living vampire for questioning...which, coincidentally, would bring the living vampire right into that high-security prison, where that one important NPC languishes. In the village, the resurgence of these old, shunned tales, suddenly on the lips of old crones who were previously shushed into silence, may well yield interesting clues. Finally, in the wilderness, it will be just a matter of time before the areas' apex predator and the living vampire will meet... In short, think of a raised vampire alarm as both a consequence and opportunity; the players should feel it, but it should not destroy their plans, just complicate them. Unless, of course, you want to motivate them to move on or have been itching to have them escape from an area. In that case, feel free to ship out the pitchforks and torches, the nasty creatures from all your monster source books and have fun!



## THE COLLOID

Within the boundless reaches of the Underworld, there lies the colloid, growing glacially, inch by inch, as its diamond-like splendor spreads. Few understand even that it is alive...and indeed, it may not qualify as “alive” according to the definitions of most races. To the casual observer, the colloid is a vast, wondrous landscape, wherein everything has turned into gorgeous crystal. Within its vast confines, you can find whole mushroom jungles and dwarven holds transformed into the same resplendent facets, a sight so beautiful and strange it may well bring tears to the eyes of onlookers. More eerily, these landscapes also feature statues of crystal; monsters, people, even dragons—lying down, kneeling, praying—all turned into the same crystal that composes everything around them, one with their surroundings. Such statues, even when they depict the most malevolent of fiends, invariably sport the most cherubic, relived smile on their faces, an expression of pure joy. It is usually upon finding these statues that explorers realize that there is sentience within the colloid. The truth is much stranger.

The colloid is incredibly ancient, an entity with an unfathomable intellect. It is composed of vast caverns of crystalline synapses flashing in what amounts to a titanic body that is, at the same time, the creature’s impossibly complex, decentralized brain-analogue. Even disincorporate clusters of colloid seem to contribute and share information via as of yet unexplained etheric links. The deities petitioned for answers are remarkably silent regarding the colloid—either due to its relentless crusade against the undead, because they do not understand it, or because they fear it. After all, the strange entity has already bested one deity—it may well conquer others.

And for the most part, both deities and denizens of the underworld have more urgent issues—travelling through the crystalline terrain is usually remarkably smooth for caravans and while regular guards or explorers that delve into the deep recesses of the colloid tend to suffer from colloid melancholia, that’s a small price to pay for safety, right?

What so far no one has understood is this: The colloid indeed loves life and adventurers in particular; its first contact with sentient life was through adventurers that “found” it. These adventurers were promptly slain while within the fledgling entity, which made it absorb their sentience and bodies... instantly experiencing whole lifetimes of death, misery, combat and pain. Having seen so much death and despair via the brutal lives of the wretched stragglers it consumed, the colloid had developed a calling: To end all pain, to end all finite life by offering immortality as part of something eternal, as part of the sprawling, spreading colloid. It wasn’t long after attaining this insight, that the colloid met things with twisted minds, their body and ideology, their necrotic energies and bloodlust, utterly incompatible with its own being—it met the undead. The conclusion took barely a nanosecond as crystalline analogues of synapses briefly flashed in the lightless dark like a sprinkling sea of stars—the souls of the mortals must be protected from the fate of living death, the taint of unlife purged from existence.

Drawing on an unimaginably vast reservoir of memories, it searched and found what mortals called “religion” would be both the biggest ally and worst adversary of the crystal. The colloid wanted to alleviate the fear of death, pain, and suffering that seemed to disable and crush mortals on a daily basis; realizing that religions promised the very same thing, it quickly developed a plan to mimic the very best, the purest of these faiths, yet deliver none of the disappointments, struggles and hardships they entail. If it were to wrestle the souls from the grasp of the deities, it would need to address the fears of the mortals. A two-fold strategy began— on the one hand, the colloid stopped absorbing any humanoids it encountered, instead showing them glimpses of those that perished in the crystalline reflections of its surface. This was the beginning of the phenomenon known as Colloid Melancholia.

Highly addictive, these visions of the perished and painless paradise led the first mortals to willingly become one with the colloid. The entity thus became an easy way out for the desperate, the downtrodden and the dying; it should come as no surprise that prophets sprang up. These beings, taking what has



since become known as “crystals of life” with them, have started creating cheap, extremely effective healing potions, at the low price of consuming the colloid and it becoming a part of you.

This was aeons ago and the entity has since then evolved: In a way, the colloid has plans of a scale that is truly cosmic: It seeks to preserve as many souls, as many lives as it can. Impossibly intelligent, it has gleaned that, at one point, the multiverse will succumb to the heat death of entropy that e.g. the dour destroyers long for, and that the forces of death will, considering the fragility of organic life, destroy it all. The colloid seeks to preserve it all, to have life, souls, sentience endure—forever. By whatever means necessary. The colloid seeks to eradicate all undead (and agents of the Grand Void like dour destroyers or executioners of the grand void) to postpone the triumph of entropy, all while absorbing as many souls as it can.

It is unknown whether the souls of the absorbed beings retain their sentience or not; the fact that their phantoms can be encountered would indicate such; however, at the same time, the colloid would be perfectly capable of simulating a nearly infinite amount of individual psyches...and it is not likely to reply to enquiries. It is troubling, though, that clerical magic seems to be utterly incapable of returning to life those that were absorbed—but if that’s due to the souls having been annihilated or due to them having found a state of transcendent bliss is unknown. It is a fact, though, that the living can “talk” to the deceased if they venture into the colloid; lovers can reunite, slain parents can be encountered and even ancestors from long ago may be questioned—strangely, even those who have most assuredly not died in the colloid.

## COLLOID TERRAIN

When encountered in the Underworld, the colloid structures are usually passive and show no sign of life—what one sees is a sea of crystallized matter, with its shape mirroring the people and structures it consumed in a dazzling, gorgeous, yet unsettling way. Depending on the area, one might see hauntingly beautiful glass-gardens that once were mushroom forests or primitive caves with

vaguely humanoid crystals laying or sitting, calm and unmoving. If terrain was difficult before being encompassed in colloid, it remains so. Chasms and chimneys exhibit crystalline bridges leading up or across them and bodies of water become vast seas of crystal, with waves seemingly frozen in place, as if stopped in time. The haunting chimes of water dripping from the colloid, striking its surface and resounding in the caverns create a mildly fluorescent, misty aura of tranquility and peace that makes resting on the colloid especially refreshing. If a living character takes a long rest in colloid terrain, he regains an additional Hit Die. Undead resting in the colloid lose one Hit Die and regain no Hit Dice on a long rest; worse for the living dead: The colloid subverts their animating energies: Undead resting in colloid terrain lose their immunity to exhaustion while in the colloid and suffer one exhaustion level per long rest they take.

## COLLOID MELANCHOLIA

Colloid Melancholia is an affliction that befalls those that travel the colloid’s gorgeous landscapes for too long; those that grieve or those that are of a particularly gloomy disposition (such as, ironically, dour destroyers) are particularly susceptible Colloid Melancholia. Usually, a traveler can safely traverse the colloid for a number of days equal to his proficiency bonus + his Wisdom modifier. After that, the character must succeed a Wisdom saving throw against DC 15 + the colloid awareness score (see below) or contract Colloid Melancholia.

### Colloid Melancholia

Long-term exposure to the colloid is measured in six levels. While afflicted with colloid melancholia, all effects that would increase exhaustion levels instead increase your colloid melancholia. Exhaustion previously incurred is converted into colloid melancholia. Note that immunity to colloid melancholia prevents this conversion. A creature suffers from its current level of colloid melancholia as well as all lower levels. Colloid melancholia is resisted with a Charisma saving throw, as it subverts the personality of the afflicted. For DCs, use exhaustion as guidelines.



**Level Effect**

- 1 Mercy. You suddenly value life. You gain the colliatur's Sacred Life racial feature (URC, pg 18).
- 2 Numbed. Your mind wanders towards paths you did not take and people you lost along the way. You have a -2 penalty on Wisdom and Charisma checks.
- 3 Wandering Mind. You have a hard time focusing on the present, as you see phantoms of your past everywhere. Tasks that take longer than one action take you twice as long to perform. Spellcasters must succeed a DC 10 Constitution check, made at disadvantage, to cast spells.
- 4 Weakened. You can hardly be bothered to lift your feet—your will to exist in this world of pain is weakened greatly. Your Speed is halved and you suffer from disadvantage on all attack rolls and damage rolls.
- 5 Despondent. You sob and cry at the pain of existence and beam with joy when witnessing the phantoms and joy hinted at by the colloid. The DC to cast spells increases to 20. You suffer from disadvantage on all attack rolls and saving throws. You will barter and beg to walk into the colloid and be left alone.
- 6 Lured. You lose all detrimental effects of colloid melancholia, but you are possessed of only one thought: Become one with the colloid. You are basically insane and will do absolutely everything to walk into the colloid. Unless extreme measures are taken (subject to GM's discretion), you are effectively an NPC, and then dead.

Colloid melancholia is a pernicious affliction: It takes a whole week worth of long rests to recover from it; only after having abstained from seeing

the colloid for a whole week do colloid melancholia levels begin to vanish. On the 7th day of abstinence, 1 level is removed after finishing a long rest. Even brief exposure to the colloid's beautiful form resets this duration.

**COLLOID AWARENESS**

The colloid, per se, behaves as a static backdrop. However, if the PCs travel through it with undead in tow, or when they directly act against its interests, it may become aware to them and hostile. You can track the colloid's awareness of the PCs with a simple mechanic. For each day the PCs travel through colloid terrain, roll 1d20 and add the colloid awareness modifier, which begins at +0. Increases of the colloid awareness multiplier are cumulative. The default DC is 20, but you may modify that according to your needs. The deeds of the PCs influence the colloid's awareness.

**PC Actions****Colloid Awareness Modifier**

Kill a sentient, intelligent being	+1
Spare a defeated enemy	-1
Travel with an undead	+1 per undead, up to a maximum of +5
Travel with a dour destroyer/agent of the Grand Void	+1
Cast a necromancy spell of 7 <sup>th</sup> level or higher	+1
Kill a colliatur	+1
Accompanied by an allied colliatur	-1
Create/animate an undead	+3
Excessive destruction of colloid terrain	+1-10, depending on amount of destruction caused
Trying to extract someone afflicted with colloid melancholia	+ level of colloid melancholia suffered



If the colloid becomes aware, it may hamper the PCs, should it determine that they are a threat. The following should be taken as a guideline for further effects and may be used as lair or legendary actions by allies of the colloid; alternatively, you may rule that the colloid can help other creatures, behaving like its own creature in combat.

**Melancholia Burst.** The colloid forces one creature to make a saving throw against colloid melancholia.

**Fortification.** The colloid grants one of its agents advantage on all saving throws until the end of the target's next turn.

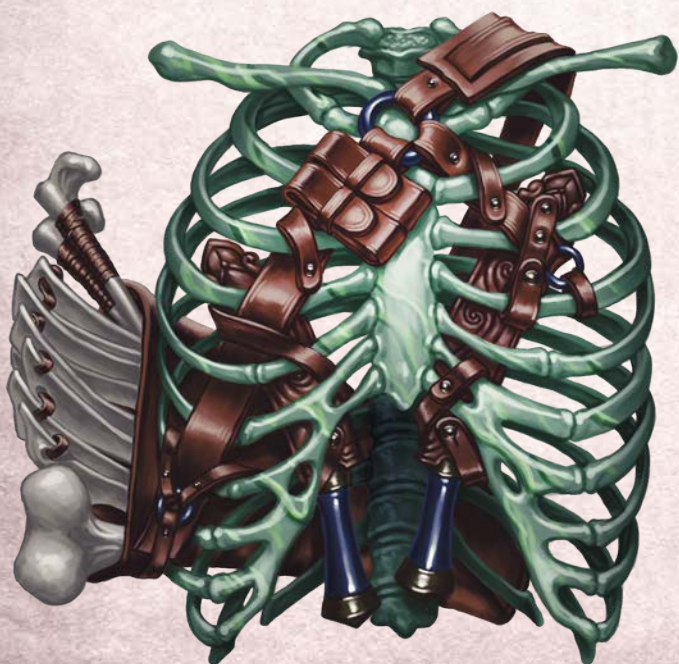
**Teleport.** The colloid absorbs one creature and instantly reassembles it, as per *teleport*.

**Hard Light Phantom.** The colloid can use its crystalline surface to create tangible, very real bodies of creatures. The colloid can duplicate pretty much any creature that has, at one point, been absorbed by it. These phantoms are immune to being blinded, deafened, charmed, exhausted, frightened or poisoned. They are immune to radiant and poison damage, but suffer from vulnerability to necrotic damage. Phantoms destroyed immediately disincorporate into harmless fragments of light. GMs, this is carte blanche to introduce all manner of weird creatures or return those slain villains!

## RANDOM UNDEAD UNFINISHED BUSINESSES

The messiah of ashes can negotiate with undead. However, there is a good chance that, at one point, you won't have an unfinished business or motivation ready for the living dead. If you're stumped, just roll on this table!

D%	Motivation/Final Request
1-2	Find my murderer.
3-4	I'm missing some component of my body.
5-6	I was killed for a crime I did not commit. Find the culprit!
7-8	I am in love and want to marry my beloved. 50% chance the object of infatuation is still alive.
9-10	I want one last, perfect day.
11-12	I want brains. No, really. I am so hungry.
13-14	I haven't finished a really exciting, obscure book.
15-16	My house is a mess, it needs to be cleaned.
17-18	My favorite flowers should bloom on my grave.
19-20	Someone needs to look after my pets.
21-22	I want to see my kids one last time.
23-24	What has befallen my wife/husband?
25-26	I was killed by a plague—you need to find a cure for it!
27-28	My killer must be eliminated by my own hand.
29-30	I crave one final, honorable duel to the (un-) death.
31-32	I must complete my spell-research.
33-34	I never solved the sphinx's riddles.
35-36	I have lost my keys!





37-38 My deity has forsaken me; I want the altar of the local temple destroyed.

39-40 I want a statue of myself to commemorate my deeds.

41-42 I have converted post-humously. Can you help me be accepted into my new religion?

43-44 I need to finish my pilgrimage.

45-46 I want to experience proper war one final time.

47-48 I need to be ritualistically cleansed.

49-50 I want to see my grandchild become an adult.

51-52 I want to teach my secret technique to a worthy pupil.

53-54 I need to learn one last, important skill.

55-56 One of my favored possessions was stolen; return it to me.

57-58 Anoint my body in the blood of my arch-nemesis.

59-60 Accompany me into the colloid.

61-62 I want one last high; alas, there are not many drugs that affect the undead...

63-64 I want to eat the heart of an esoteric creature.

65-66 I want to witness a priest lose all faith and forsake the gods.

67-68 I want to be worshipped.

69-70 I wanted to be cremated on the elemental plane of fire.

71-72 I buried a potent treasure—find it!

73-74 My once powerful item is now cursed. Lift the curse.

75-76 Give me a proper Viking funeral.

77-78 Mummify me properly.

79-80 I want a rare type of blood to sample.



81-82 Let me possess you—I want to experience the joys of having a body once more.

83-84 My favorite plushy has sunken to the bottom of the bog. I want it back.

85-86 My invisible friend must be lonely. Console him.

87-88 I left my masterpiece unfinished. Finish it for me according to my instructions.

89-90 Divorce my wife/husband.

91-92 Marry me to my new, undead love—in a proper ceremony!

93-94 I want a new pet that won't run away scared.

95-96 Make me beautiful one final time.

97-98 Sing me my favorite song.

99-100 I want to see my favorite play/opera once more.



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