SIR ALKIAN'S GUIDE TO
SURVIVING THE APOCALYPSE

ANNE GREGERSEN

Rules and guidelines to survive in an apocalyptic
version of 5th Edition Dungeons & Dragons

GUILD

Sir Alkian's Guide to
Surviving the Apocalypse

This book is dedicated to my family and friends, people whose continuous support motivate me to keep making weird stuff

Also, I need them in order to survive the oncoming apocalypse, as I would most definitely be the first one to die otherwise

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PREFACE

To whoever finds this journal...

If you are reading these words, I am afraid my mission has been unsuccessful. I, Sir Alkian Bowguard, sworn shield of the Lady of Light and knight of her holy order, have failed to uphold my vow to continue the fight against the scourge of terror that grips this land. I have perished. Now I shall have my rest in the world beyond.

Alas, none will be surprised at my failure. I was called a madman for my beliefs. A madman! Bah! They were not shy to tell me only a crazy person would dare to fight alone against the unholy forces that has claimed this world. In that case I swear, on the honor that is my order, I take pride in being called deranged, foolish, even mad!

Pardon my passions, dear reader. It has been generations since the world last saw any kind of noble civility, and I fear the poor manners of the mob may have rubbed off on me. I have spent the better part of my adult years protecting a world desiring apparently nothing but its own demise. Doleful it is, to have lost spirit when honor and glory awaits any who dare seize it.

For as was my decree, I was to be attentive in my fighting. Mark down the weaknesses of my enemy, seek knowledge and powers thought lost. I hope it finds better use in your hands, dear reader, and I pray you succeed where I have failed.

Signed

Sir Alkian Bowguard

INTRODUCTION

The sun sets over a barren landscape. The wind is picking up, carrying a howling wave of dust with it that whips against the ruins of what was once a sprawling city. Figures move around among the rubble. Some are animals, scrounging for what little food that might be left or on the hunt for small critters they can eat. Some people can be seen too, settling in for the evening. Some have gathered around campfires. Others have pulled away, wanting to spend the night in peace.

You cannot reason with the apocalypse. Annihilation does not hold back and destruction does not engage in civil discussion. In some way or another, the world has ended. The civilization that had sprawled to be growing and healthy is gone. The peoples and cultures and history have vanished.

Playing D&D in an apocalyptic setting is not exactly an easy thing to accomplish. Not because the adventurers might be overwhelmed by the threats of the new world, but rather because they are much too capable of handling any danger thrown at them. With magic and sorcery at their fingertips, a lot of the elements that define the apocalyptic survival genre is taken away. Scrounging for food becomes irrelevant because of spells that can create food. An approaching army of undead becomes less of a threat after the cleric presents their holy symbol, turning half of the group to ash. Adventurers of D&D rely on their powers to survive what the world throws at them. They are self-sufficient, capable, and strong. It's no wonder that they are among the last living people in the world.

Ever since I was a child, I have loved the idea of characters constantly on the run from danger, surviving and even thriving in a world that is doing its best to bring them down. When it comes to telling stories and playing games, I have always enjoyed this survival aspect of the process, and was disappointed that D&D wasn't able to offer this kind of experience to me.

This book will provide a detailed guide on how to run an apocalypse in a D&D 5e setting. It is not a setting book, as it does not provide a premade world for the players to explore. Instead, it provides tools to shape the already existing realms of D&D into an apocalyptic wasteland. The first part will explain the nature of an apocalypse. How laws and lives change in response to total world destruction. It will also provide examples of premade apocalypses to draw inspiration from, either to create your own or to insert into your own campaign.

In the second part, the focus shifts to the people living in the apocalypse. This section will introduce mechanics that can be inserted into the game to make the hardships and survival elements of the apocalypse more involved in the how the players move and act in the world. Mechanics for scavenging, altered rests, trauma, and other optional rules can be found here.

The third part will hone in on the players, providing them with multiple options for creating a character who were born and raised in the apocalypse. This includes player subclasses and backgrounds, as well as player races with thematic ties to some of the pre-written apocalyptic scenarios.

A lot of the content within this book is tied directly to the theme of the world coming to an end. However, many of the mechanics and player options can easily be lifted into any other setting to be utilized outside the intended boundaries of the apocalypse.

Not everyone can survive the harshness of the new world. Not everyone has the mental fortitude to power through the trials and dangers the apocalypse has faced them with. Luck is needed just as much as skill in this destroyed world, and trust in your fellows is more valuable than even the sharpest of blades.

Best of luck out there. And watch yourselves, adventurers.

— Anne Gregersen, fellow survivor

WHEN THE WORLD HAS ENDED
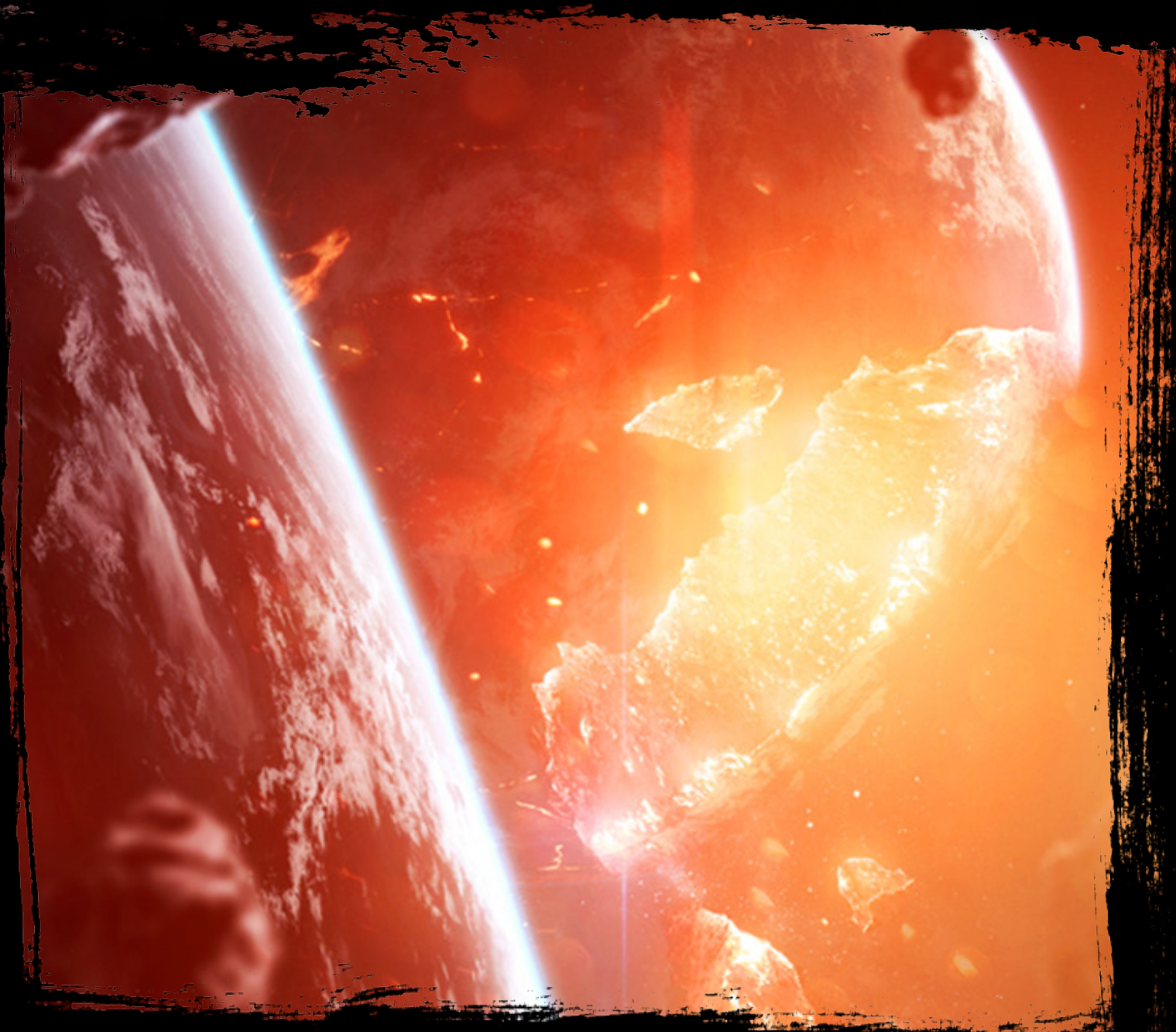
CHAPTER 1 – ADVENTURERS IN THE APOCALYPSE

The world has come to an end. The cities and societies that were the foundation of the world as we knew it, are gone. The kings and queens, the guards and lawmen, the politicians and magicians. All have been lost to the fall of civilization. We, the survivors, are all that remain. So what do we do now?

This section of the document is all about creating an apocalypse. It will look into the nature of different people in response to catastrophe, as well as offer templates of different kinds of apocalypses you can drag into your own adventure or setting.

LIVING IN THE APOCALYPSE

We're all just trying to make it through to see another sunrise. Kindness and honor are values lost in the battle for survival.

— Naigar Ollisios, raiding captain and criminal

One of the first things you have to consider when tailoring your apocalypse is when it actually took place. How a character behaves can be vary wildly depending on if the apocalypse happened centuries ago or if it was an event that shook the world just a month past.

WITNESSING THE END

Those who lived to see the world come to an end will be able to remember how the world was before. They can remember the structure of society, for good or bad, and people will most likely be trying to emulate how things used to be instead of accepting that the world has drastically changed. The rulers of the old world will want to cling onto their power and keep everything relatively the same, or at least try to. This time is a time of stress, strife, and stupidity, as people have not yet accepted the new laws of the world and will suffer tremendously as a result.

Death and violence becomes prominent as the thugs of the world rise to take advantage of the newly created chaos. Society and law will fall apart and crime will rise to uncontrollable levels as the laws of the previous world are lost.

In the first few months after an apocalypse, some people will try to join together in groups, believing their chances of survival would be greater if they stuck together. This situation could work out for the better. Under a strong, capable leader and with a little luck thrown in for good measure, the group might survive beyond the first waves of chaos and prosper into a strong settlement. The alternative, and much more likely, scenario is that the settlement will collapse within the first few weeks of its creation. Be it either due to infighting, an oncoming horde of monsters, an attack from an opposing group of survivors, or a series of unlucky, unfortunate events, many of the settlements created immediately after the apocalypse will likely not survive, simply because their occupants know so little about the destructive events happening around them.

A NEW WORLD ORDER

The greatest threat to any group of survivors during these first waves of destruction is the lack of information they have about what is happening in the world. Most people knew and understood the rules of the world prior to the apocalypse and could move around, comfortably knowing their place in society. That is no longer the case. With the apocalypse, some jobs and skills have become obsolete while others have become critical to

surviving. Painters and musicians who could make their living displaying wonderful pieces of art will probably have a much harder time surviving the new dangers of the world than a mercenary or hunter would.

This type of apocalypse can offer great venues of storytelling. With the end of the world so recent, people still have clear memories of what life was like before and most will wish to return to that life. Setting out on an adventure to find the cause of the apocalypse and perhaps bring it to a definitive end is a worthwhile endeavor that most people would want to see completed. In a world where civilization is a thing only present in faint memory, this sort of adventure would be met with a scoff and little else in way of support. However, as a response to a recent world-ending calamity, adventurers willing to set out in search for a solution would be treated as heroes by the common populace for their bravery.

FALL OF CIVILIZATION

When the apocalypse hit, the major cities of the world are always the places that are hit the hardest. The amount of people gathered in one place means outbreaks can move through the population like wildfire. As is often the case with waves of infection or an approaching horde of undead, large groups make big targets and can easily snowball something maintainable into an epidemic.

Immediately following the dawn of the apocalypse, the major cities will be so full of danger that it is pretty much impossible to venture into them without a serious risk of injury or death. Living in the cities is incredibly dangerous and most people avoid it at all costs, opting instead to leave the remnants of civilization behind and venture into the wilderness where the apocalypse has not yet left as deep of a mark on the world.

Cities can still be very useful in this situation, however. Because of the mass exodus happening from the major townships at the start of an apocalypse, many valuable resources can still be found within the city walls. Brave survivors and adventurers can

travel into the infested streets of a previous thriving metropolis to retrieve valuable equipment, such as tools, magic items, weapons, and armor.

The best equipment has most likely been left behind in these cities by the artisans who created them. The best artisans tend to set up shop in major cities, as this is where they can find the most customers and earn the most revenue. As a result, most great artisans were in the center of the apocalypse when it happened and most likely fell victim to it very early on, leaving their best wares behind to gather dust in an abandoned store.

REASONS FOR ADVENTURE

When facing the potential loss of the known world, unique avenues of adventure might present itself if the adventurers in question are brave enough to explore them.

Build a Community. Gathering people together in a place where they can be safe and protected against the dangers of the world is a worthy endeavor to pursue. Building and maintaining a large group of people in the apocalypse is not easy and it requires focus to properly make it a reality. Building a community in the face of an apocalypse needs strong, brave leaders, as well as defenses and artisans to make life worth living in response to destruction.

Collect History. In the battle for survival, the importance of saving history and ancient relics can become lost. To many, the fight for survival takes all focus and little care is taken to protect the artifacts of religious and historic importance gathered by the people throughout the ages. Some adventurers will heed the call to protect these facets of society, traveling deep behind enemy lines to retrieve information thought lost in the chaos.

Save People. When chaos struck, many undoubtedly got left behind. Some powerful people will be stuck behind hordes of advancing monsters or are trapped by advancing storms of pestilence and disease. Some of these people might hold answers as to what caused the apocalypse, or maybe even how to stop it from advancing even further.

A fool's errand it's called when a faithful servant travels into the land of ungodliness to retrieve artifacts of his faith. Such a fool am I apparently, but I have been a fool for years and I shall bear that title with pride.

Saving them and acquiring the information they have can be a vital step to combatting the end of the world.

Search for a Cure. Not all apocalypses involve world ending destruction. Some instead involve viral diseases sweeping the nations, infecting those it encounters with rapid speed. In such cases, finding a cure quickly becomes a main priority. Helmed by powerful individuals or groups, such as religions convents or members of the nobility, a group of adventurers might be employed to go search for this potential cure in order to save what remains of society.

BORN IN THE APOCALYPSE

Though the apocalypse might do its best to extinguish all life until nothing living remains in the world, chances are it will fail. People are strong and resilient, and though many will have died in the early stages of the apocalypse, enough people were able to make it through the first waves of destruction to successfully bring new life into the world.

The children of the apocalypse will have little understanding for the things that were, mostly because they simply were not around to witness them. They have no concept of government or massive cities, just as they will have no knowledge of a world without the daily horrors of the apocalypse affecting their each and every decision. The end of the world might have happened to the generation before them, meaning they grew up listening to stories about how the world once was and dreaming that it might one day return to that state. Alternatively, they might be the youngest in a long line of survivors going back enough generations that the stories of the world prior to the apocalypse has drifted from being history to being fairy tales.

Raised in Chaos

People raised in the mayhem and danger caused by an apocalypse have grown up witnessing several horrors and terrors before they even became adults. Death, ruin, and betrayal became aspects of life that everyone grew at least somewhat familiar with early on, as the dangers of the world meant that loss, of some kind at least, was inevitable.

Having known nothing but danger and hardships all their lives, most adventurers who grew up in the apocalypse are hardened survivors who know that their time in the world is limited and that they are unlikely to die of old age. They have seen friends and family be killed or left behind because of small mistakes, and know better than anyone how to move around in this world torn apart by destruction.

Small Townships

In response to total destruction, civilization and the structure it was able to grant the world crumbled to dust. Lawlessness and chaos are more reliable ways of governance in the apocalypse and it is seen in how settlements expand, or rather how they don't.

Children of the apocalypse have never experienced the bustling of great cities and societies. At most, they grew up in a well-fortified township of a few thousand people at most, and that is an unlikely scenario. Depending on how harsh the world has become, many people choose to live nomadically. By constantly wandering, they are able to keep a safe distance to whatever dangers the world throws at them and can choose to rely only on their own intellect instead of the frail security offered by city walls.

Likewise, the settlements that do exists are most likely not very welcoming of newcomers. Strangers, whether they are in need of assistance or even offering it, are not welcome to most closed settlements in the apocalypse, leaving those raised in its chaos weary and suspicious of the intentions of people they don't know.

Reasons for Adventure

Adventurers are uniquely able to handle some of the more dangerous parts of everyday life that the apocalypse is able to offer.

Combat Danger. When societies and settlements in the apocalypse are getting overwhelmed by monsters or other dangerous natural phenomena, adventurers can be employed to rid the area of whatever it is that is considered dangerous. It might be an outpost

that has been overrun by monsters, thereby making travel to and from it impossible. Or it might be a wish of expansion that is pushing a settlement to get rid an area of danger if it lies in close vicinity to their home.

End the Apocalypse. To those who grew up in the apocalypse, the dangers and terrors it brings has become a simple part of day-to-day life. Ending the apocalypse is considered a fool's errand by many, but among the races that can live for many hundreds of years, such as the elves and dwarves, stories of a world devoid of this danger might have survived down through the generations, including tales of how the apocalypse can be ended.

Search for Lost History. When the world ended, people fled the cities in mass. Multiple castles, temples, and great structures stand abandoned of life and are filled with treasure and history just waiting to be claimed. Chances are that most of the obvious locations have already been looted long ago, so the few buildings with treasure remaining lies far behind enemy lines with many threats and dangers standing between the motivated adventurers and the loot they are seeking.

THE LOCALIZED APOCALYPSE

An apocalypse does not have to be world consuming, at least not at first. Whereas some world ending scenarios strike globally and expand quickly, others are slow in their progression. They start as minor tremors and signs of danger, slowly building into scenarios so powerful that they can wreak havoc all over the world. This kind of apocalypse typically originates in one area and then spreads across land and ocean until it has consumed everything in its path.

Stories will travel from the area first affected by this apocalypse, turning into warnings and rumors as they spread across the continent. These stories will most likely be exaggerated the further away from their source they come, turning from accounts of strange, otherworldly phenomena to tales of mythical creatures threatening to tear the world asunder. On the other hand, the stories of this world-ending situation might be completely factual, but brushed off as simple tales and gossip. If the apocalypse is not taken seriously it is likely it will soon become too expansive to control.

The apocalypse can be tied to a specific location, such as a country, town, or landmark, where a supernatural event or some sort of cosmic intervention instigated the chaos of the apocalypse. The danger and chaos it brought was devastating enough to force those who lived in the area to flee, taking with them warnings of the impending end of the world.

A localized apocalypse does not need to have happened recently. It can have first made its mark on the world several years ago, becoming a natural, if not frightening, facet of the environment. In this case, people who live far from it are more likely to romanticize its effects than those who have actually seen the destruction it can cause. Likewise, travelers will make the journey to see the destruction at first hand, either to bring back stories of its power or to confirm the rumors they have already heard of the apocalypse.

Curious Rumors

If they are not there to see the effects of the apocalypse themselves, most people will only hear of if through tales and stories told by those who have witnessed its effects. The seriousness of the situation might be alleviated by these stories being treated more like rumors than fact, or drive the local populace to panic if told convincingly enough.

Those brave, or foolish, enough might decide to find out the validity of these rumors for themselves, traveling to the source of the stories to see the effects of the apocalypse at first hand.

Seeking Sanctuary

The people who lived where the apocalypse first appeared either quickly succumbed to its power or tried to flee from it. In an attempt to save themselves from destruction, they traveled from their home to neighboring regions in search of safety for themselves and their families.

This sort of exodus is bound to garner attention from the powers on high, who might be more or less positively inclined towards

the new people suddenly appearing at their borders. The fleeing people bring with them stories of the apocalypse, stories which will begin to seed fear and worry in the people who hear them. Other people who have not seen the effects of the apocalypse might choose to join the people fleeing from the destruction, spawning caravans of people fleeing an apocalypse they have only heard stories of. Alternatively, those guarding the borders of a county or nation will be unwilling to let the survivors of the calamity pass through. They do this because they believe that to protect the rest of the world from the advancing destruction, quarantine and lockdowns are the only ways they can guarantee the safety of their charges.

Those who choose to stay behind are unwilling to believe in the rumors brought to them by strangers, or they were forced to remain in the dangerous area by forces outside of their control. These people will most likely

soon get to experience the destructive effects of the apocalypse as it begins to engulf the area they once believed was a place of safety.

REASONS FOR ADVENTURE

The rumors of strange happenings and dangerous creatures is enough for most people to turn the opposite direction. However, adventurers are not most people and are hungry for unsolved mysteries to solve.

Find the Cause. Though many people are able to say where the apocalypse is happening, less people are able to explain why it is happening. In many cases, the immediate danger felt when facing the apocalypse didn't allow the people who first came into contact with it to do much other than flee. Finding out what exactly happened to cause the destruction is vital to figuring out how to stop it from spreading.

Hold the Line. The apocalypse might have spread too far too fast, picking at the borders of several nations and threatening to engulf major cities and landmarks. In this case, soldiers and warriors are employed at the chaos border created by this destruction, warriors whose job it is to beat back the advancing threats and hold the line until the apocalypse can be stopped.

Scavenge for Loot. Those who fled the apocalypse left a lot of their belongings behind. Homes and keeps stand empty of life, and are ripe for the pickings for those willing to brave the dangerous creatures roaming the area, as well as the devastating effects of the apocalypse.

No one asks for destruction, of course not. That would be a mad thing to do. Some just seem to be more naturally inclined towards surviving its effects, according to my observations. Dwarves, for instance, are hardy and strong, capable of surviving all manners of infections and injuries. Humans, such as myself, are less fortunate in this regard. We must rely on our ingenuity and smarts to survive, unlike some of the more physically apt races.

Some people become angry when I say that, and I do not understand why.
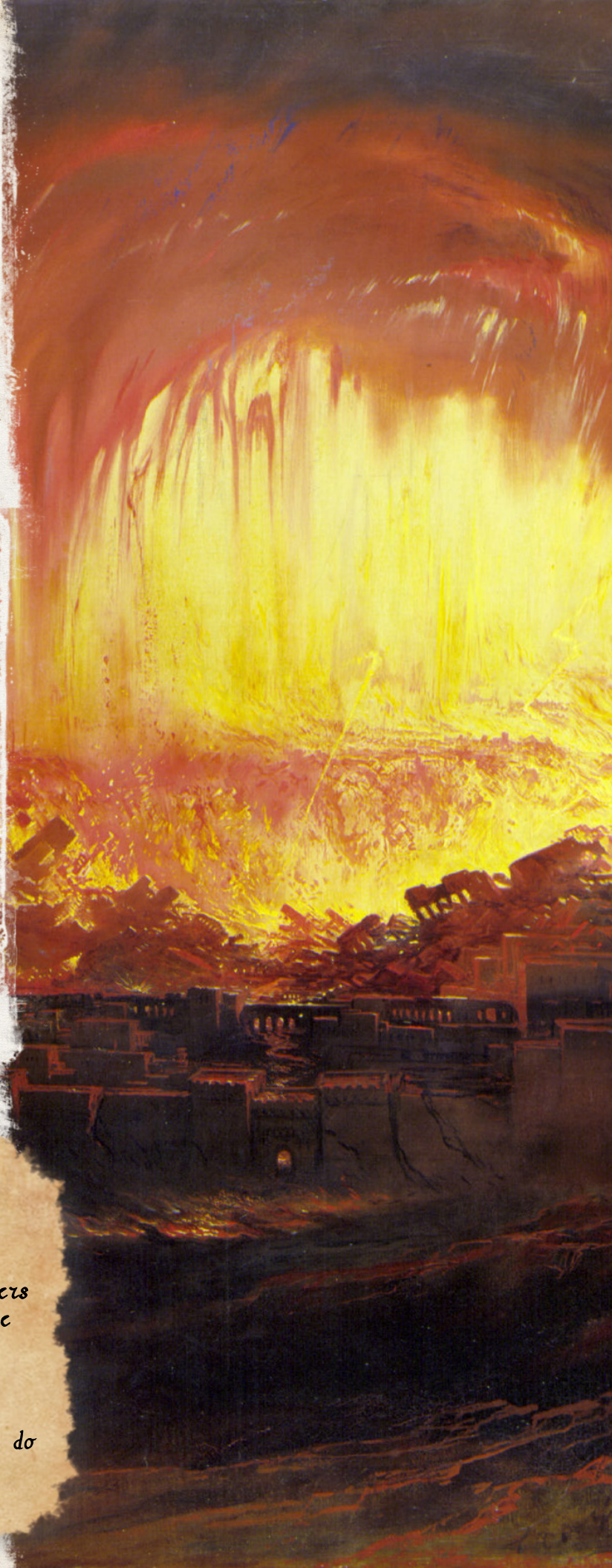
CHAPTER 2 – CREATING AN APOCALYPSE

An apocalypse can mean many different things. An epidemic of rampant disease leaving cities and homes void of life. A shambling group of undead advancing on an unprotected settlement. An unexpected visit from creatures that exist beyond the borders of our reality. The world's end can come from many different sources, surprising those who believed the world was safe to live in.

This chapter will offer different kinds of apocalyptic scenarios that you can add to your setting, or you can be inspired by to create your own stories and campaigns. These pre-written apocalypses are merely suggestions as to how to handle different kinds of world ending scenarios and can be altered to fit the campaign you are playing. You can choose to take only some elements from one of the pre-written scenarios, or to mix and match them as you see fit. Maybe the occurence of one apocalypse spawned the creation of another, or perhaps two scenarios happened at the same time and are influencing the world in different destructive ways. An example of this could be mixing the Frost and the Inferno, with one side of the world dealing with an eternal winter where the other lives in the heat of a constantly burning fire.

Preparation! That is the mark of a true knight. Chivalry as well, of course, but preparation is the shield of survival. It is the wall between you and certain death. The fates have deemed this world a savage one, and it will wait patiently for you to make just one small mistake. One misstep, and the world takes another precious life away.

WHAT MAKES AN APOCALYPSE?

It's not just those creatures that have us hiding in our homes like scared kittens. It's the world. The entire world has become a battlefield and every hour it claims more lives.

— Eve Alain, owner of the Angelnest Home for forgotten children

The following sections will detail different kinds of apocalypse that you can utilize when creating your own world ending scenario. Each section will look into five different aspects of an apocalypse, these being *Causes, People and Settlements, Infection, Threats,* and *Monsters*.

CAUSES

When the apocalypse happens, many people want to know why or how it happened. What was it that went wrong to bring the world to such destruction? The answer to this can vary wildly, especially in a D&D setting. With otherworldly entities, meddling gods, and parallel planes of existence, there can be countless reasons for the world to have come to an end. Sometimes it is as simple as locating a single powerful entity who is insistent on the world's destruction, whereas others will be more complicated, dealing with cosmic destiny and the foretold end of the world as has been prophesied for decades or centuries.

Each of the following scenarios will have a few suggestions as to what could have caused the apocalypse. Whether or not the adventurers are aware of this reason is up to the nature of the apocalypse and the story being told. In some cases, it is best to keep the

actual cause a secret and have it be something the adventurers must travel out to discover on their own. Even though the DM will know what caused the calamity, the adventurers might not be aware of why the destruction around them is happening.

PEOPLE AND SETTLEMENTS

Despite the new and dangerous living conditions, people still manage to pull together in times of crisis, though how they end up doing this varies depending on the crisis they are facing. In some cases, flocking together in large communities becomes necessary to survive the hardships of the apocalyptic world, whereas moving around in groups is as a death sentence in other settings. It all depends on the type of world and apocalypse the people are living in.

This section will focus on how people react to different types of world ending situations and offer ideas as to how settlements and townships function in this sort of world. These ideas should always be seen as suggestions that can be modified to fit the campaign and setting being created for them.

SETTLEMENT DEFENSES

Different settlements defend themselves in different ways. It all depends on the kind of apocalypse the settlement finds itself in, and in most cases special defenses are needed to fend off the threats of the apocalyptic world. However, there are some defenses that are pretty universal no matter what kind of apocalypse the settlement is built in and which should be considered when creating a township or homestead in an apocalyptic setting. Apocalyptic settings offer few moments of diplomacy and parlay, so settlements must always be heavily defended as to not fall victim to the various scourges of the apocalypse.

Access to Food, Water, and Resources. What can make a settlement both strong and vulnerable is the fact that it is stationary. It being stationary means that better quality defenses and construction can be built, but it also means that the residents of the settlement have to rely on the local area to survive. If the grounds around the settlement aren't capable of providing food and water, as well as other resources such as medicine and building materials, the settlement won't survive very long.

Alarms. A system to warn those living in the settlement of oncoming danger is crucial to ensuring everyone's safety. Alarms can mean multiple things, examples could be that the settlement is under attack and everyone needs to get to the walls to defend it. Or it might be opposite, where the people living inside the township must seek shelter or flee along pre-planned routes to avoid the danger of an oncoming threat. Regardless, warning systems are set up to protect the lives of everyone in the settlement, capable of sending out information quickly and efficiently.

Signal Fires. Communication is key if a settlement wants to survive. Staying in touch with other outposts and warning them of oncoming danger is essential to not be surprised by a sudden attack from an advancing threat. Signal fires can be lit to communicate to other nearby townships that danger is coming their way, and likewise inform the settlement itself if they should prepare their defenses for an attack from an advancing force of monsters.

Solid Walls. No settlement is secure without its walls. Depending on the material at hand, the wall might be made out of rock, wood, or simply discarded trash and furniture stacked on top of each other. In all cases where defense is on the line, a wall, no matter how poorly constructed, is always better than no wall. This is true no matter the size of the settlement, and should always be one of the first priorities of construction when building the township defenses.

Traps. Depending on the ferocity of the monsters living in the apocalypse, merely keeping them at bay with shouts and spears might not be enough. In these cases, the pathways and routes leading to the settlement are riddled with traps meant to catch or kill the creatures looking to advance on the settlement. This can include moats and spiked barricades for dealing with the more mindless monsters, or specific traps that are tailored towards a special kind of enemy. Watery traps are good for dealing with vampires and cinder beasts, as found in the Night and the Inferno scenarios, where a line of solid archers can do wonders at keeping an advancing group of zombies at bay, as found in the Horde scenario.

Watchmen and Scouts. Knowing what goes on in and around the settlement is another important part of keeping the residents of the settlement safe. This includes patrolling the walls and streets looking for any kinds of problems that might interfere with the security of the settlement, as well as scouting the nearby wilderness to see if anything unusual is happening near the township. If a group of monsters or raiders has recently moved into the local area, it is vital that the settlement knows of it so they can begin to come up with a plan towards combating this new threat to their home.

INFECTION

Infection is a classic part of the apocalypse setting. It is seen in epidemic and zombie apocalypses where people die or succumb to a disease that slowly kills or changes them. Depending on the lethality of the setting you plan on running, you may choose an appropriate type of infection that goes well with the campaign you will be playing in.

You do not need to incorporate an infection into your world. Plenty of world-ending scenarios exist that does not involve infecting the remaining surviving populace with lethal, transforming diseases.

Immunity to disease should also be considered before deciding to employ an infection. Infection can be considered a bit of a gray area when it comes to including it with other diseases. If infections function in the same way as diseases, then people playing as Paladins will have a great advantage when it comes to surviving the apocalypse. Whether or not disease immunity is applicable to the infection in question should be decided by the DM and shared with the players before starting a game in an apocalyptic setting.

What follows are some options for creating an infection in an apocalypse. These effects are meant to be added onto the infections offered by the following pre-written apocalypses so you have the more control over how infections will function in your specific apocalyptic setting. The pre-written infections are not mandatory additions to the apocalypse in question and can be ignored if desired. Likewise, the duration and effects of the premade infections can be changed, both to more easily fit the style of your game and to keep your players on their toes. Uncertainty is a great tool for instilling nervousness and suspicion in a group of traveling adventurers.

These are some overall rules that should be considered for any infection being utilized in an apocalyptic setting. The nature of the various infections is described in the pre-written scenarios below, and you should refer to those when looking up the effects of a specific infection.

- **No Infection.** Infection does not exist in this apocalypse.
- **Chance of Infection.** When you are subjected to an infection, such as from a zombie's bite or an infectious disease, you have to succeed on a Constitution saving throw to avoid being infected. The DC equals 10 + the CR of the source of the infection rounded down. If the source does not have a CR, then the DC is 10. If you fail the saving throw, you become infected and suffer the described effects. You may consider making it so infections like this only happen to a character if they go below half of their maximum hit points or lower. That way, they don't have to roll a saving throw every time they are hit by a creature, thereby severely slowing down combat.
- **Definite Infection.** When you are subjected to an infection, such as from a zombie's bite or an infectious disease, you become infected and suffer the described effects.
- **Curable Infection.** If you are infected, you have a set amount of time to find a cure or you will succumb to the infection. The amount of time available depends on the nature of the infection and the manner which you can be cured of the infection depends on the world you are playing in. In some cases, spells like *lesser restoration* or *greater restoration* might be enough to combat the infection, or you may need to find some specific medicine in order to cure the infection. How a infection is treated is to be decided by the DM. Likewise, spells such as *purify food and drink* might be expanded to include purifying food and drink from any infection it may contain.
- **Incurable Infection.** If you are infected, you a set amount of time to live before

succumbing to the infection. The amount of time available depends on the nature of the infection.

- **Infection Immunity.** Normally, the infection reacts in one of the ways mentioned above, but certain people are immune to its effects entirely, either from birth or because of otherworldly protection.

If an infection transforms your character into another creature, as is the case with the Horde and the Inferno, you lose control of your character and relinquish control of the character to the DM.

Some of the pre-written apocalyptic scenarios, such as the Titans and the Rapture, will not have any infections attached to them. In cases of an apocalypse not having an infection attached to it, this section has been omitted from the scenario.

THREATS

The world has become a dangerous place filled with hazardous events. Some of them are natural, such as piercingly icy winds and powerful storms, while others might involve the encroaching force of an army of monsters.

There is of course also the case of people being the most dangerous monster in the apocalypse. With many lone travelers and no law to govern the land, bandits and criminals are allowed to roam free. Adventurers will always have to be on the lookout for other people in addition to any monsters or natural phenomena that might threaten them. Even people who claim to be welcoming and open might have a hidden, darker agenda, especially those who seem to be thriving despite the violent nature of the apocalyptic world.

The apocalyptic scenarios provided in this chapter each have some suggested threats that could occur following the world's end. These can give some inspiration for creating encounters for the adventurers to run into as they travel through a world touched by different kinds of destruction, as well as to add some flavor to the setting they will be exploring.

MONSTERS

Different apocalypses offer different foes. In some cases, it might be an infection that transforms what was once a docile creature into a carnivorous monster. Other times, a specific kind of monster might have risen to be dominant over other threats found in the world.

This section will provide information about the monster ecology of the world in response to the apocalypse in question, and will sometimes provide a template stat block that can turn already existing monsters into new versions of their old selves, as is the case with apocalyptic scenarios like the Horde and the Machines.

If a section does not have template like this, it will in some cases have a section dedicated to new monsters that would fit into the theme of the chosen apocalypse, as is the case with apocalypses such as the Titans and the Night. These monsters can be found in *Chapter 8 - Monsters* at the end of the document.

THE HORDE

Shambling, skulking, creeping, crawling. Dashing, groaning, biting, gnawing. They come a-running, hollow shells, empty of their souls. They come a-crawling, straight from hell, come to eat you whole!

— Faukus 'the Fool', mad entertainer

When people think of the word 'apocalypse,' most modern people immediately associate it with the word 'zombie.' The thought of a rising army of undead taking over the world is not an unknown one, and has been represented in many different types of media throughout many, many years. However, when attempting to transfer this sort of apocalypse, one that deals with an oncoming Horde of undead, you'll find that transferring it into a D&D setting can be a bit tricky.

With class options such as cleric and paladin, the idea of large masses of undead becomes less of a threat and more of a slaughter, as the holy warriors cleave their way through the attacking creatures, turning them to dust by simply presenting the symbol of their deity.

When these types of characters exist in a D&D setting, it can be hard to understand how control over the world was lost so wholly, and playing as one of these powerhouses becomes evermore appealing to a player when seeing how useful the classes can be when facing an undead scourge.

An answer to this problem could simply be to remove clerics and paladins from this sort of setting. That would both explain how the undead were able to overwhelm the world as rapidly as they did and it would give more options when creating a useful character, since the two obvious choices are now off the table. This then poses the question of why clerics and paladins do not exist in this world. There can be multiple reasons for this, one being that the connection to the divine powers beyond the borders of the mortal realm was severed, leaving clerics and paladins powerless in response to the oncoming undead threat. Without their best weapon, divine retribution, the Horde was able to overwhelm the cities and nations of the world, leaving it in ruins.

Causes: The Horde

There are plenty of reasons why the undead might have become a world-ending scourge, most of which can be boiled down to a few deciding factors.

Death Cure. Losing a loved one or a close friend can be a devastating thing for many people, devastating enough that they will do anything to get them back. If the power of resurrection magic does not work or is unavailable, some might choose to seek out alternate methods of revival. These methods proved miraculous. They restored movement and energy to a corpse. Only, though the body of the deceased was reanimated, their mind was not, leaving a murderous and carnivorous creature in place of the person it was supposed to be.

Mysterious Disease. The source or reason for this disease is unknown, but its effects are deadly. Those who recently died began rising from their graves, intruding into their old homes to terrorize their families. The infected brought with them a deadly disease, killing those who were subjected to its effects, only to have them rise hours later as a mindless member of the ever expanding Horde.

Undead Army. A powerful necromancer used their powers of ancient magic to raise an army of wandering undead. These zombies were given one task: to bring chaos and destruction to the world. This uncontrollable army soon overran the continent, killing and feasting on whoever was unlucky enough to stand in its way. Alternatively, the scourge of the undead could have come as a result of warfare. Either by sending a marching force of undead after their opposition or by introducing a strange, deadly disease into their enemy's homeland, the Horde could certainly have its uses. To control it was another matter, and it wasn't long before the undead armies were running rampant throughout the world.

People and Settlements: The Horde

In response to the many undead marching on every large settlement on the continent, most people sought away from the major cities soon after the apocalypse began. The capitals and trading stations that had before been the heart of civilization were the first to be overrun by hunger of the Horde.

Most people can safely maneuver around a single zombie, maybe even a few. They are fairly slow so outrunning them is not that difficult. Likewise, taking out a few stragglers is not much of an issue, as long as you are able to keep your distance. However, if enough of these shambling creatures get together, they are nigh unstoppable. Settlements that thought themselves safe were ill prepared for when hundreds, if not thousands, of decomposing bodies started appearing outside their homes, pressing themselves against their constructed walls until they began to give in to the ever-building pressure of the Horde.

As a result, people stay on the move, going quickly from place to place and tend to not stay in one area for too long. Settlements do exist, but there are only a few solid ones remaining after the largest of the hordes rolled through,

and these settlements have only been allowed to exist because of their strong defenses, be they natural or constructed. Holding up in a fort or castle is a wonderful way to keep yourself safe from the oncoming horde of undead, as long as you have enough supplies to survive a siege or have a way to slip out behind enemy lines to restock your stores. These settlements have survived because of rigorous rules and combat proficiency, allowing them to clear out advancing threats before they became overwhelming to the safety of the settlement.

INFECTION: THE HORDE

Those who have even just a little experience with the zombie apocalypse know that becoming a zombie is as easy as being bitten by one of the foul creatures. One bite and you are mere hours away from succumbing to a terrible fever. Your rest will not last long however, as you will soon rise from the dead as a hungry undead monstrosity.

This type of infection does not exist in 5e D&D, and for good reason. Adventurers get hit a lot, and if every successful attack from a zombie meant death, the game would be cut pretty short. In addition, most undead creatures are created by the powers of a powerful necromancer or similar magic user and is usually not caused by an infection, so turning as a result of being bitten wouldn't make much sense.

Zombies and similar creatures usually have a 'slam' attack instead of a 'bite' attack, probably to avoid discussions of any would-be infection happening at the table. If you decide to play in a zombie apocalypse and use infections as a major threatening point, you can change the zombie's attack from a 'slam' to a 'bite', which deals piercing damage instead of bludgeoning damage.

In the case of a zombie apocalypse, there is usually a type of infection present as this adds on an additional layer of danger and fear to the narrative of zombie survival. This won't be a surprising addition to most players, as the themes of a zombie apocalypse is something they will most likely be very familiar with.

ZOMBIE VIRUS

You can be infected by the virus in the following ways:

- *Bite.* You are bitten by a creature infected with the virus.
- *Consumption.* You consume a food or liquid infected by the virus.
- *Contamination.* You have let the virus enter your bloodstream, such as through a cut or through contact with an open wound.

If you are infected by the virus, you suffer the following effects. The effects has been divided into stages whose durations can be extended or lessened as seen fit by the DM. Once you transition from one stage to another, the effects of the previous stage is replaced by the effects of the new one.

- *Stage 1 - Fever.* This stage occurs 1d4 hours after infection has occurred and lasts for eight hours. While in this stage, your body temperature rises in an attempt to combat the infection. You become disoriented, giving you disadvantage on ability checks and saving throws.
- *Stage 2 - Aggression.* This stage occurs at the end of the first stage and lasts for eight hours. While in this stage, your eyes have become bloodshot and you become increasingly aggressive. You have advantage on Strength checks and on Charisma (Intimidation) checks.
- *Stage 3 - Exhaustion.* This stage occurs at the end of the second stage and lasts for eight hours. You become lethargic and have trouble moving around. You immediately gain 3 levels of exhaustion. These cannot be removed by any means while you are infected.
- *Stage 4 - Death.* This stage occurs at the end of the third stage and lasts for one hour. At the end of the hour, you rise as a zombie. The stats of your zombie is determined by following the zombie template written in the "Monsters: The Horde" section below.

Threats: The Horde

The threats when facing the scourge of undead are immense. If you are playing with the infection rules, even one zombie can prove extremely difficult to handle if you are caught out ill prepared.

One of the most dangerous parts about dealing with zombies is their mindlessness. In most cases it is their greatest weakness, but it can also be the thing that turns them into a great danger. Since zombies walk with no purpose other than searching for food, they tend to move around in groups. Not because of any sound tactic, but because one zombie might have started wandering in one direction and was soon followed by a dozen, a score, and then a hundred others. A wandering group of zombies is one of the greatest threats to a group of adventurers. Even highly powerful characters will have problems dealing with the force of an advancing undead horde.

If the nature of the infection means that it can affect creatures that are not humanoid, such as dragons or beasts, the Horde only becomes even more dangerous. Beings that usually leave the adventurers alone or even offer them no threat at all, such as a herd of deer, will now be actively pursuing them in an attempt to feast on their flesh.

The topic of infection can also pose a threat to natural resources. If a zombie has wandered into the nearby water supply or fertilized the ground where a settlement is growing their food, the township might soon be dealing with deaths as a result of infection through consuming corrupted goods. As a result, settlements take care to keep their water supply and fields clean, but the same cannot be said for the wilderness. Adventurers will have to be careful when drinking from a fresh water spring or eating wild berries, or they might soon succumb to the disease that has already claimed so many lives.

Monsters: The Horde

Zombies are decaying, shambling versions of their former living selves. They retain no memory of who or what they were prior to turning, and they no longer have any concept of identity. What remains is a shell of teeth and rot, wandering the world with no purpose or goal.

If a zombie encounters a living thing, it will go towards it by the most direct route available to the zombie. This might result in the zombie marching through fire or onto spikes, but the zombie cares little for the pain this might have caused it in life. Now all it seeks to do is feast and consume anything living it encounters in its path.

In a zombie apocalypse, the main reason for the mass extinction of civilization is because of the rampant growth of the Horde. When someone is bitten, they are already in the beginning stages of dying, slowly turning into an undead zombie themselves.

Zombie Template

You can make nearly any creature or monster into a zombie by changing its statistics following the template below. Certain

creatures, such as elementals and constructs, cannot be made into zombies. When a creature is transformed into a zombie, it retains its statistics and traits except for the changes described below.

Ability Scores. The zombie's ability scores are changed to the following: Intelligence 3 (-4), Wisdom 6 (-2), Charisma 5 (-3). These ability scores cannot be raised as a result of this feature. Constitution is raised by 2, and Dexterity is decreased by 4 to a minimum of 6 (-2).

Lost Proficiencies. The zombie loses any saving throw or skill proficiencies it might have.

Lost Senses and Traits. The zombie loses any special senses and traits it might have. This includes spellcasting abilities. Attack actions, such as a dragon's breath weapon or a beholder's magical eye rays, remain.

Creature Type. The creature's type changes to undead.

Alignment. The zombie's alignment is neutral evil.

Speed. The zombie's movement speed is reduced by 10 feet to a minimum of 5 feet.

Damage Immunities. The zombie is immune to poison damage.

Condition Immunities. The zombie is immune to the poisoned condition.

Darkvision. The zombie has darkvision out to a range of 60 feet.

Saving Throw. The zombie is proficient in Wisdom saving throws.

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

Undead Body. The zombie doesn't require air, food, or sleep.

Languages. The zombie understands all languages it knew in life but can't speak.

Zombie Samples

Some examples of zombie creatures can be seen on the following page.

Zombie Yeti

Large undead, neutral evil

Armor Class 12 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages Yeti, but can't speak
Challenge 3 (700 XP)

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

Actions

Multiattack. The zombie can use its Chilling Gaze and makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The zombie targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

Zombie

Medium undead, neutral evil

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 1/4 (50 XP)

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

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Zombie Dire Wolf

Large undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1 (200 XP)

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

THE RAPTURE

Witness me. Witness my splendor and power as I bring destruction and pain to the creatures you claim to love. See me, angel. See me and despair.

— Calthraz, infernal commander of the 13th army

The destructive battles between the upper and lower planes of existence has descended on the mortal world, bringing with it chaos and destruction. Divine angels and wicked devils clash on the battlefield, battling each other as only immortal beings can. The golden might of the angels is devastating against the unholy forces of the infernal devils, but the celestial army does not have the number of their fiendish counterparts, making the battles fought between the two groups long, grueling, and bloody.

Caught in the crossfire, the peoples and creatures living in the material realm must scramble to get out of the way as these extraplanar denizens fight for control over the multiverse. The powers of the angels and devils are so great that no mortal can hope to best them in direct combat, especially not in the great numbers they are appearing in. The raw force of the otherworldly entities and their aggressive warfare against each other makes any resistance or attempt to fight the unwanted creatures utterly futile.

None can claim to possess the divine powers and elegance that is found within the servants of the gods. Golden creatures are angels, so beautiful, so full of holy power.

As a servant of the gods myself, I am one worthy of watching their divine war against evil. It is my holy responsibility to chronicle their battles and conflicts, their victories and losses.

Even should this cost me my life, I shall remain steadfast. I shall remain vigilant. I will not fail in this, my holy vow, to educate others of the dangers found in this new world.

Because of their immortality, the celestials and fiends never cease coming. When one army is knocked down and thought beaten, a second one arrives, this one bigger and more powerful than the first. In the face of such otherworldly and inconceivable destruction, there is little to do for those who survived the first waves of the war between good and evil. The only thing they can do is pray to any god that might be listening and this war might soon end, in one way or another.

CAUSES: THE RAPTURE

The Rapture was not brought on by mere chance or accident. There must be some reason for this otherworldly destruction to wreak havoc on the world.

Armageddon. The clash between the forces of evil and good was always destined to occur. How and when was always the question, and the answer was something no one knew for certain. What is certain is that the world was destined to end in a battle of divine and unholy forces, fighting over the dominion of the material plane of existence.

Death of a God. After the death of a deity, the universe rapidly spun into complete and utter chaos. Celestial angels now stand without a leader, without orders, and the infernal devils of the lower planes sense a weakness in their divine enemies. Meeting at the middle point between their homes, this being the material plane, these angels and devils clash together in eternal and brutal combat. One side is fighting for the god they used to serve, the other simply fighting because they stand a chance at destroying something good and beautiful.

PEOPLE AND SETTLEMENTS: THE RAPTURE

The battles fought between the angels and the devils happen on such a destructive and lethal scale that it is nearly impossible for any mortals to approach this sort of combat without immediately perishing to the forces of the extraplanar combatants. Though most of

the angels might see kindly to the humanoids inhabiting the world, wishing to keep them safe as best they can, they are more concerned about winning the war against the advancing devils. That leaves little time to worry about collateral damage. This means that even though the angels will fight for what is good and pure, their radiant powers might at times fall to wreak havoc on innocents, simply because they were caught in the crossfire as the angels attacked an advancing infernal assault.

Devils will have no scruples or worries about endangering innocent lives or the integrity of humanoid settlements, going so far as to target them in an attempt to rattle their angelic foes. This leaves most major cities as burning ruins of what they once were and the people who lived there scattered around the nearby countryside.

Keeping together in smaller groups and doing their best to stay out of sight of the immortal beings that have invaded the world

becomes necessary to survive. Settlements exist, but they are small and well hidden from onlookers, as to not catch the attention of the fiendish creatures so intent on causing unholy destruction.

Because of the religious weight of the apocalypse, those who follow a god or deity will be given more attention than before. Either their words will be revered as the people are desperately looking for any kind of resolution in this destructive time, or they will be hated and alienated as it is their faith that spawned the vile creatures now tearing this world apart. The sentiment towards religious figures can vary from settlement to settlement, and almost always reflects the hardships the community have undergone during the apocalypse. Those who have felt the destructive powers of the otherworldly denizens at first hand will have less patience for this religious figures, whereas others who have only been able to watch the two armies battle from afar might be more inclined to give credence to their words.

Threats: The Rapture

One of the more obvious threats in the Rapture is that of the angels and devils fighting each other for rulership over the world. In these fights, the two armies are much too preoccupied with one another to pay any attention to the humanoid masses below, so the people don't have to worry too much about being actively targeted in these fights. However, the weapons of both the angels and the devils are powerful and destructive. Though they might have been aiming at the opposing army, one of these weapons can change course to crash into humanoid settlements and cities, causing massive destruction wherever it lands.

There also exists other threats besides the battles between the two armies. The fiery energies from the infernal planes below can grow so intense that they rip holes in the earth, leaving bright, burning chasms into the pits of hell below. From here, devils and sometimes fire elementals, can spawn to bring torment to the world around them.

The devils are most likely going to be the most dangerous threat to the people of the world. Minor devils, too weak and frail to participate in the war against the divine angels, will make do with tormenting the humanoid people of the world they are fighting over instead. Devilish antics they might conduct include kidnapping, maiming, and killing, as well as attacking humanoid settlements. The minor devils likely only do this for sport or amusement, as the humanoid settlements are able to give little, if any, support to either side of the conflict.

Monsters: The Rapture

The monsters roaming the world during the Rapture will, unsurprisingly, consist mainly of angels and devils. From the massive otherworldly armies, to smaller scouting parties and chaos inducing individuals, the celestials and fiends will make up the main portion of the monstrous threat encountered in this apocalypse.

Through the various supplements released for 5e D&D, several kinds of devils and fiends exist to bring a varied collection of monsters to the Rapture. As this is the creature type the adventurers will be fighting against the most, this provides a varied selection of enemies for them to encounter while traversing the wasteland.

As for the angelic army, they might have recruited other celestials willing to assist in the battle against the advancing devils. To further bring a challenge to your players, these celestials can swiftly be turned from divine, holy beings into monstrous murderers by corrupting them. A celestial tainted with devil blood or who has undergone substantial torture can turn evil, offering a new and unusual challenge for adventurers trying to survive in this apocalypse.

THE VISIT

You can't explain infinity. I've seen it, I saw beyond it. And it was beautiful. It had a voice, you understand? And it spoke to me. It told me all the answers, to every secret ever known. It brought a clarity that I can't begin to explain. It was... beautiful.

— Lorren Haddas, city watchman and guard

The arrival of the otherworldly, alien aberrations was as sudden and violent as one could imagine. The cause of their appearance, as well as the reason for it, was unknown to the people caught in the initial waves of destruction as the aberrant monsters swept through the major cities of the world, destroying anything that chose to stand in their path.

With the powers of the attacking aberrations being both so sudden and so immense, there was little to do for the humanoid people other than flee the destruction caused by these alien creatures. In the chaos, they were powerless witnesses to their civilization and history crumbling around them, all the while immortal, unspeakable entities rushed the city streets with unnatural powers and forces of destruction at their disposal.

This apocalypse is one that is filled with questions and provides very few answers. The alien visitors do not engage in communication, the reason for them being in the mortal world is unknown to most, and their otherworldly powers mean that they are nearly impossible to fight. It is an apocalyptic world of hopelessness and chaos, one they create just with their eldritch presence, and that chaos will remain for generations after they choose to leave the mortal realm behind. Provided that they ever choose to leave.

CAUSES: THE VISIT

Though no one knows where exactly the strange alien creatures came from, the reason for the Visit might still be found by those left to witness the world's destruction.

Annihilation. Destruction, consumption, and brutal takeover are the only things that are seemingly on the minds of these aberrant visitors. Their attacks are efficient and lethal, their power immense and impossible to understand. Diplomacy does not work. Conversation is pointless. There is only war between the mortal people of the world and the strange, alien aberrations who have intruded

on the material plane from realms far beyond mortal understanding.

Resource Harvest. As a group of nomadic travelers, moving between strange multiverses and faraway realms of chaotic energies, the purpose of these otherworldly creatures is to harvest and gather resources. Be it because their own home is lacking the resources they need or their kind have always worked as a people wandering between different worlds might vary, but what is certain is that the mortal world has something they want and they won't leave until they get it.

Strange Encounters. Whether it is because of simple curiosity or perhaps a need for gathering information from worlds different than their own, the alien creatures of the Visit have arrived to learn something about the mortal world. If this is supposed to be a peaceful study of a people different than them or a prolonged inspection that will eventually lead to annihilation is not certain, which explains the panic the presence of these creatures continue to instill in the public.

PEOPLE AND SETTLEMENTS: THE VISIT

When the aberrant creatures of the Visit arrived, the first thing most people did was to leave the major cities and flee into the wilderness. How many actually made it out of the cities safely is not entirely known, but the highest death tolls came from the large metropolises where the alien visitors could cause the most destruction. Living on the run quickly became a way of life, as the visitors were quick to figure out the natures of the humanoid peoples living in this mortal world and that the best way to dispose of them quickly was to hit the homesteads and townships where they lived.

After the total destruction the denizens of the Visit brought to any standing structure they could find, the only settlements that were left were those hidden from plain sight. Underground burrows and hidden tree top settlements. Even nomadic traveling was more

dangerous than ever because of the obvious signs of life left behind by the survivors, so those moving from place to place make sure to travel fast and travel light.

Because of the high intelligence of the aberrant visitors, discretion and secrecy surrounding an encampment is of utmost importance. If the location of a settlement gets out to the otherworldly alien creatures, it will only be a matter of time before an eldritch host arrives at the township gates, seeking to destroy the settlement and possibly imprison its residents. Settlements rely heavily on camouflage and discretion, rarely housing more than about a hundred members, and are always prepared to leave a location should it become unsafe.

THREATS: THE VISIT

It isn't just the people and the creatures of the world that are affected by the presence of the visitors. Strange and unnatural growths begin to show up in areas where the aberrant creatures often mingle, and otherworldly lettering and plant life begin appearing around the ruins of humanoid civilization.

These changes to the world are very real and can be very dangerous. Some people have

reported that eating or even just interacting with these alien growths can cause delirium and madness, and might even transform someone who was once hearty and healthy into a voidling under the control of the visitors raking through the world.

Staying clear of areas frequented by these creatures becomes very important as a result, leaving the fallen cities mostly undisturbed by humanoids. There is of course the exception of a few daring souls who venture into the ruined patches of civilization to search for resources and loot, but only few ever return from such ventures and their minds are nearly always broken beyond repair if they make it out of the aberrant bound cityscapes.

Monsters: The Visit

The eldritch horrors found beyond the known reaches of the multiverse can be unexplainable and horrifying to a mind unable to comprehend the nature of what they are seeing. Though some of the aberrant visitors that move around the mortal world have taken on aspects of other mortal creatures, most are still so strange and otherworldly to behold that the mere sight of them instills madness. These creatures are better known as aberrations, and some have already been found in the mortal realm, hiding and scheming away in forgotten nooks of the world. Now these mysterious creatures that were so rare and unusual are joined by scores and armies of other monstrous, alien beings from a place far away and far stranger than any place a mortal mind could comprehend. .

Those who do survive the assault of these creatures are forever changed and now serve as blind followers to the unknown, mythic creatures that are interfering with the natural order of the world. These creatures, called voidlings, have been molded and shaped into insane loyalty by the aberrant visitors. They have been transformed down to their very core, leaving only a husk of the creature than once was. The body of this creature has often been altered or twisted in unspeakable ways, giving it additional limbs, tentacles, or other horrifying visual defects.

Voidling Template

You can make nearly any creature or monster into a voidling by changing its statistics following the template below. Certain creatures, such as elementals and constructs, cannot be made into voidlings. When a creature is transformed into a voidling, it retains its statistics and traits except for the changes described below.

Creature Type. The creature's type changes to aberration.

Alignment. The voidling's alignment is chaotic evil.

Damage Immunities. The voidling is immune to psychic damage.

Condition Immunities. The voidling is immune to the charmed, frightened, paralyzed, and poisoned conditions.

Darkvision. The voidling has darkvision out to a range of 60 feet.

Eldritch Horror. If a creature starts its turn within 30 feet of the voidling and can see it, the creature must succeed on a Wisdom saving throw (DC = 10 + the voidling's proficiency bonus) or become affected by a random short term madness for one minute. The creature may repeat the saving throw at the end of each of its turns, ending the madness on a success. If a creature's saving throw is successful or the madness ends for it, the creature is immune to the voidling's eldritch horror for 24 hours.

Immutable Form. The voidling is immune to any spell or effect that would alter its form.

Magic Resistance. The voidling has advantage on saving throws against spells and other magical effects.

Psionics. Any spells the voidling might be able to cast are cast psionically.

Languages. The voidlings forgets all languages it knew in life. It can understand Deep Speech, but can't speak.

Voidling Samples

Some examples of creatures that have been turned into voidlings can be seen on the following page.

Voidling Griffon

Large aberration, chaotic evil

Armor Class 12
Hit Points 59 (7d10 + 21)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5
Damage Immunities psychic
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages the voidling can understand Deep Speech, but can't speak.
Challenge 2 (450 XP)

Eldritch Horror. If a creature starts its turn within 30 feet of the voidling and can see it, the creature must succeed on a DC 12 Wisdom saving throw or become affected by a random short term madness for one minute. The creature may repeat the saving throw at the end of each of its turns, ending the madness on a success. If a creature's saving throw is successful or the madness ends for it, the creature is immune to the voidling's eldritch horror for 24 hours.

Immutable Form. The voidling is immune to any spell or effect that would alter its form.

Keen Sight. The voidling has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance. The voidling has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The voidling makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Voidling Spirit Naga

Large aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +6, Con +5, Wis +5, Cha +6
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages the voidling can understand Deep Speech, but can't speak.
Challenge 8 (3,900 XP)

Eldritch Horror. If a creature starts its turn within 30 feet of the voidling and can see it, the creature must succeed on a DC 13 Wisdom saving throw or become affected by a random short term madness for one minute. The creature may repeat the saving throw at the end of each of its turns, ending the madness on a success. If a creature's saving throw is successful or the madness ends for it, the creature is immune to the voidling's eldritch horror for 24 hours.

Immutable Form. The voidling is immune to any spell or effect that would alter its form.

Magic Resistance. The voidling has advantage on saving throws against spells and other magical effects.

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting (Psionics). The voidling is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), doesn't require material components when casting its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*
1st level (4 slots): *charm person, detect magic, sleep*
2nd level (3 slots): *detect thoughts, hold person*
3rd level (3 slots): *lightning bolt, water breathing*
4th level (3 slots): *blight, dimension door*
5th level (2 slots): *dominate person*

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6+4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

THE FROST

I've heard stories of when the sun would stay up for more than an hour at a time. Stories are good in that way. They give us hope of a better world, one we can wish for and dream about. Even the worst of us need dreams like that.

— Andera Delani, poet and minstrel

The cold of winter has been used in many poems, stories, and songs to represent the themes of darkness and death. Winter is the time of year where flowers wither and die, where the sun hides behind dark clouds, and where heavy snow storms can trap people within their homes for days or even weeks. The chill of winter is natural, however, and people know that its power is a passing one. Soon, the winter will give way to the warmth and colors of spring to welcome a new year into existence.

For those surviving in the Frost, cold is constant and never ending. Fire and embers become the only shield left to survive in the eternal chill, and people starve as food begins to steadily run out. With the eternal cold, only few plants and animals remain alive, and what does survive is quickly picked clean by the people trying to survive in this apocalypse.

The world has become a blank sheet in response to the Frost. Ice and snow make the world look bright and clean. Heavy storms make the falling snow feel like needles, tracks and camps are covered in white after only a few moments, and monsters stalk the dead forests in search of living prey. These creatures, normally at home at their colder mountaintops, have sought downward as their natural resistance against the cold elements have turned them from a dangerous but distant foe into a prime predator.

CAUSES: THE FROST

The never-ending cold found in the Frost must have happened for a reason.

Curse. A powerful creature, such as a fiend, demigod, or archfey, have turned their attention to the material plane and found something they disliked. Perhaps they were slighted by a mortal or tricked by a powerful individual. Their world-altering powers were so grand that, in their anger and frustration, they called down eternal winter on the planar home of the one who had dared to anger them.

Destined. The phrase "fimbul winter" might be well known to those who are familiar with the traditions and legends of the northern, tribal peoples of the world. Ancient tales tell of a long winter meant to prelude the actual ending of the world. The world has been covered in snow and ice, and the people living in it can do nothing against the forces of prophesied destruction.

Plane Shift. The mortal realm and the plane it is resting on has shifted from its original position to come closer to the outer, colder borders of the multiverse. The elemental planes can no longer affect the mortal realm in the way it did before, causing the world to be trapped in what seems like an eternal winter.

PEOPLE AND SETTLEMENTS: THE FROST

Though not many would have been able to survive the Frost, those who do are more likely to stick together than they would be in another kind of apocalypse. In a world were it is nature itself that is the greatest enemy, banding together to fight against it is a strategy that many choose to employ.

Likewise, seeking refuge in old buildings and keeps is a fine solution to keeping away from the dangers of the howling winds outside. The idea of shelter becomes paramount in the battle for survival, as does the idea of heat and warmth. If it is impossible to create a fire or hard to find wood to make one, the shelter

doesn't offer the protection necessary to survive in this type of apocalypse and is quickly abandoned.

Since resources occur either rarely or not at all, the survivors of the Frost scout the world in search of supplies to live off. Either that, or people seek below ground to makeshift hovels beneath the earth. Certain caverns and tunnels can offer enough protection from the elements, as well as areas where farms can be planted, to ensure survival. The lack of enemies also make it easier to construct a suitable base in response to the apocalypse. As long as it can withstand the elements, it can be considered as good a place as any to seek shelter from the Frost. Of course, by seeking underground the survivors run the gambit of being snowed in and trapped in a space with no air. Many have died from suffocation because of a lack of air holes in their underground den, left forever as frozen reminders of what happens to those who believe themselves to be safe against the destructive elements of the Frost.

Infection: The Frost

Becoming sick because of the cold or the whipping winds found in the Frost, provides yet another threat to living in a white world of snow and ice. To add an additional element of danger to this apocalypse, you may choose to incorporate the idea of a deadly infection into the game, a disease brought on by the otherworldly cold of the apocalypse.

Frostlung is a lethal and horrible infection that is feared by the few people who have managed to survive the cold of the Frost. To identify it can be hard, as the infection itself grows from tree branches and mountainsides, taking on the appearance of icicles. Pricking yourself on one of these icicles will be enough to become infected. Consuming it is also a way of becoming infected, but since the frostlung icicles do not melt into water, it is nearly impossible to consume it accidentally. Only by licking an frostlung icicle or otherwise

Frostlung

You can be infected by frostlung in the following ways:

- **Consumption.** You consume a food or liquid infected with frostlung.
- **Contamination.** You have let frostlung enter your bloodstream, such as through a cut or through contact with an open wound.

If you are infected by frostlung, you suffer the following effects. The effects has been divided into stages whose durations can be extended or lessened as seen fit by the DM. Once you transition from one stage to another, the effects of the previous stage is replaced by the effects of the new one.

- *Stage 1 - Fever.* This stage occurs 1d4 hours after infection has occurred and lasts for eight hours. While in this stage, your body temperature rises in an attempt to combat the infection. You become disoriented, giving you disadvantage on ability checks and saving throws.
- *Stage 2 - Chilled.* This stage occurs at the end of the first stage and lasts for eight hours. While in this stage, your body has gotten used to its lower temperature and you begin to become more comfortable with the low temperatures. Wearing warm clothes becomes uncomfortable, and you become resistant to cold damage.
- *Stage 3 - Frostbite.* This stage occurs at the end of the second stage and lasts for one hour. While in this stage, your fingers and toes are darkening in response to the cold. Your eyes will have turned an icy blue and your breath no longer shows in the air. The pain of moving around halves your movement speed and you have disadvantage on attack rolls, ability checks, and saving throws. You are still resistant to cold damage.
- *Stage 4 - Death.* TThis stage occurs at the end of the third stage and lasts for one hour. You fall over dead, killed by

consuming the source of the infection will cause an infection in this way. The more likely cause of infection comes from being attacked by a creature already infected by frostlung or by a fimbuli, a creature that has been reanimated by the power found within the frostlung icicles.

The frostlung icicles are actually a plant of sorts and do not melt, no matter the temperatures they are subjected to. They grow in spaces where there is plenty of food for them, this being other plant life and the occasional animal who mistake the icicles for a source of water. Once ingested, the frostlung infection grows inside of its host, eventually piercing through its hide in transparent, icelike spikes.

the otherworldly frost inside of you. At the end of the hour, spikes of frostlung icicles will begin to slowly protrude from your body and your skin will solidify into a hard ice-like material. When you die in this way, there is a 20% chance that you will rise again as a fimbuli. This transformation occurs one hour after death. You can find the stats for your fimbuli in the "Monsters: The Frost" section below.

Threats: The Frost

The Frost brings with it cold, snow, and ice. Adventurers prowling the wilderness during this apocalypse will be dealing with extreme cold (DMG, p. 110), as well as snow and ice storms. These factors make it difficult to travel long distances and significantly lowers travel speed.

Because of the storms and snow, there is a high chance of becoming lost and disoriented in the wilderness. With everything being covered with white snow, locating landmarks or recognizing areas already passed through becomes close to impossible at times, making it extremely hard to track through heavily snow covered areas.

The snow also makes it harder to move around. People move slowly, taking hours to move short distances and leaving behind them an obvious trail which is easy for stalking predators or bandits to follow.

Monsters: The Frost

The creatures that once delved only in the coldest reaches of the world are now more comfortable further down the mountains they used to call home. Yetis and frost giants especially thrive in the cold, moving through the snow covered environment with ease and deadly resolve. Remorhazes are likewise at ease in this cold world. Lying in wait beneath many feet of powdered snow, they are patient predators who take full advantage of the fact that humanoids cannot move quickly through piles of heavy snow.

Occasionally, creatures who die from the frostlung infection will not remain dead. In these cases, the creature is corrupted and changed by the infection inside of them, turning them cold and cruel as a result. Their bodies become covered in rime and frost and when they receive wounds or cuts their blood does not flow, instead sticking like a half-frozen liquid. Whatever motivation the creature might have had before is replaced when this transformation occurs, changing the creature into an icy shell of cold determination and intent for spreading the frostlung infection.

Fimbuli Template

You can make nearly any creature or monster into a fimbuli by changing its statistics following the template below. Certain creatures, such as elementals and constructs, cannot be made into fimbuli. When a creature is transformed into a fimbuli, it retains its statistics and traits except for the changes described below.

Altered Actions. The fimbuli alters any actions it has that deals acid, fire, lightning, or poison damage. These actions now deal cold damage instead.

Creature Type. The creature's type changes to undead.

Alignment. The fimbuli's alignment is neutral evil.

Damage Immunity. The fimbuli is immune to cold damage.

Condition Immunities. The fimbuli is immune to the paralyzed condition.

Skin of Ice. A creature that touches the fimbuli takes 3 (1d6) cold damage from its frozen skin and the fimbuli's melee attacks deal an additional 3 (1d6) point of cold damage.

Undead Body. The fimbuli doesn't require air, food, or sleep.

Languages. The fimbuli understands the languages it knew in life, but it can't speak.

Fimbuli Samples

Some examples of creatures that have been turned into fimbuli can be seen on the following page.

Fimbuli Brown Bear

Large undead, neutral evil

Armor Class 11 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Damage Immunities cold
Condition Immunities paralyzed
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

Keen Smell. The fimbuli has advantage on Wisdom (Perception) checks that rely on smell.

Skin of Ice. A creature that touches the fimbuli takes 3 (1d6) cold damage from its frozen skin and the fimbuli's melee attacks deal an additional 3 (1d6) point of cold damage (included in the attack).

Actions

Multiattack. The fimbuli makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) cold damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 3 (1d6) cold damage.

Fimbuli Young Green Dragon

Large undead, neutral evil

Armor Class 18 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5
Skills Deception +5, Perception +7, Stealth +4
Damage Immunities cold, poison
Condition Immunities paralyzed, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages the fimbuli can understand common and draconic, but can't speak.
Challenge 8 (3,900 XP)

Amphibious. The fimbuli can breathe air and water.

Skin of Ice. A creature that touches the fimbuli takes 3 (1d6) cold damage from its frozen skin and the fimbuli's melee attacks deal an additional 3 (1d6) point of cold damage (included in the attack).

Actions

Multiattack. The fimbuli makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 10 (3d6) cold damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 3 (1d6) cold damage.

Cold Breath (Recharge 5-6). The fimbuli exhales cold in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) cold damage on a failed save, or half as much damage on a successful one.

THE INFERNO

Fire used to mean home. It meant safety. That meaning has been lost. Now fire has no meaning other than destruction.

— Borren Bran, former forrester of the
Bramblewood

When considering the four elements, fire is often considered to be the most wild and destructive of them. Out of the four, it is the least controllable as most creatures are unable to come too close to it without being harmed by its heat, but at the same time it is necessary for people to survive. People need its light and warmth. Hearths and homes are built to contain it safely, and it has become a staple of humanoid civilization. A small, red flicker in the night is a universal sign among the civilized races of the world, one that is inviting and gives off a feeling of safety.

As the inferno fell on the world, it forever changed the perception of fire. Fields and forests were now black voids of smoke and embers, ever burning and ever smoldering as the world was slowly turned to ash. Fire consumes. It is hungry and starving for feed, and it is capable of quickly eating through miles of nature and civilization with no mercy or hesitation. It is a fiery hell made reality.

What is left in this wasteland are blackened fields and scorched forests, boiled lakes and husks of cities. Travelers will be dealing with severe hazards as they move around the destroyed landscape, and people will become scarce as the natural resources are depleted before their very eyes. Clerics and druids, capable of creating water by utilizing their magical abilities, will be among those best able to combat this sort of apocalypse. They, along with the groups who choose to follow them, will be better equipped to handle the hardships of this world of fire than other people who are less fortunate with what abilities they have at their disposal.

CAUSES: THE INFERNO

The fiery destruction caused by the Inferno is so powerful and consuming it's hard to understand how it could even happen.

Opened Hellgates. The burning heat of the Hells is a well-known concept. Sinners and evil-doers are meant to roast in its flames, contained within the realm of the Hells below. In this case, the fires of Hell have spread beyond their rightful domain to plague the living people of the mortal world.

Plane Clash. The elemental planes of air, water, fire, and earth are all, in one way or another, connected to the material plane. This connection is harmless in most cases, with only little of the energies found in the outlying planes actually making it through to affect the mortal realm. However, in the case of the Inferno, the connection between the material plane and the elemental plane of fire became too close as they began overlapping. The otherworldly fires existing in the plane burned through to set the material one ablaze, causing death and destruction to fall swiftly in its wake.

PEOPLE AND SETTLEMENTS: THE INFERNO

In response to the fires of the Inferno, there are a few options for survivors wanting to construct a base or settlement. The viability of these settlements depends entirely on how devastating the nature of the Inferno actually is, and how the world responds to the constant heat of the fires.

An obvious response would be to head for the ocean. Either by sailing in large galleons and ships, avoiding land as much as possible or by constructing massive raft-like cities that float along close to the shore, it is a clever way to deal with a world that is now becoming increasingly impossible to live in. However, there is a chance this would not be possible as the heat of the Inferno could be so high that the ocean water is almost boiling. This would make living on the waves impossible and force the remaining survivors to seek back to land.

What few settlements that might be able to survive will most likely be located near or around mountain tops. With the fires burning below, the mountains will be the only remaining place in the world that has a decent temperature as well as resources that make survival at all possible.

It might also be the case that the Inferno is entirely impossible to survive in. Any structure or available food is under constant threat of being consumed and eaten up by wildfires, making traveling, gathering food, and just surviving that much harder. In this case, spells such as create food and water and purify food and drink become paramount to surviving, as the world is no longer able to offer the natural resources adventurers might be used to.

Creatures with resistance to fire damage, such as tieflings and certain types of dragonborn, will have an easier time adapting to this new world order. Their bodies being already used to heat and fire, they are more likely to survive the harshness of this kind of apocalypse.

INFECTION: THE INFERNO

To add to the threat that is the Inferno, you may choose to employ the topic of infection into the game. This particular infection will be tied to the cinder beasts mentioned in the "Monsters: The Inferno" section below.

The cinder fever is as devastating as the fires it spawned from. Taking the form of small sparks that are inhaled or otherwise consumed, the fever is hard to ward against. The best way to keep safe from its effects is to protect the orifices of your body, these being

primarily mouth, eyes, ears, and nose. This can be done by wearing a specially designed mask with glass lenses covering the eyes so you can safely move through the fires of the Inferno without risk of being infected.

Not all sparks carry cinder fever and it can be hard to tell which ones are infectious and which are just harmless sparks. The cinder fever is released from the bodies of wandering cinder beasts, creatures that have been so filled with the fires of the Inferno that most of their original nature has been lost to the energy of the flames.

Cinder Fever

You can be infected by cinder fever in the following ways:

- *Inhalation.* You inhale air that contain cinder sparks.
- *Consumption.* You consume a food or liquid infected with cinder sparks.
- *Contamination.* You have let cinder sparks enter your bloodstream, such as through a cut or through contact with an open wound.

If you are infected by the fever, you suffer the following effects. The effects has been divided into stages whose durations can be extended or lessened as seen fit by the DM. Once you transition from one stage to another, the effects of the previous stage is replaced by the effects of the new one.

- *Stage 1 - Smoldering.* This stage occurs 1d4 hours after infection has occurred and lasts for eight hours. While in this stage, your veins start glowing with a faint, golden light as the fire within you is slowly starting to burn in your body. You feel more comfortable in the heat of the Inferno and your skin is warm to the touch. You become resistant to fire damage.
- *Stage 2 - Burning.* This occurs at the end of the first stage and lasts for eight hours. While in this stage, your eyes begin to glow and flames start flicking from your fingertips. You feel warm and your skin is very hot to the touch. You know

the cantrips *produce flame* and *control flames*. Dexterity is your spellcasting ability for these spells. You are still resistant to fire damage.

- *Stage 3 - Immolation.* This stage occurs at the end of the second stage and lasts for one minute. You burst into flames, violently changing to embody the powers of the Inferno. At the end of the one minute, you will have transformed into a cinder beast. The stats of your cinder beast is determined by following the cinder beast template written in the "Monsters: The Inferno" section below.

Threats: The Inferno

The most obvious dangers of this particular type of apocalypse would be the fire and the heat. Most places are constantly suffering from extreme heat (DMG, p. 110), making traveling both hard and dangerous.

Another consequence of the Inferno is the smoke and ash that is constantly in the air. Inhaling this smoke can cause coughing fits, possibly alerting nearby creatures and monsters of the adventurers' presence. The smoke spawned from the fires is thick and black, obscuring areas and making scouting the wilderness even harder than it would normally be. Wildfires are also a constant threat and can occur quickly and rapidly. They can spread through an area of forest or plains in seconds, potentially trapping travelers and scavengers behind massive walls of fire.

Natural resources also become scarce, as the constant fires burn away most naturally occurring food sources, such as plant and animal life. Settlements will have to be both lucky and resilient to get any sort of farming space established, as the heat and fires are always threatening to consume whatever they might have managed to construct.

Monsters: The Inferno

What is expected to exist in an Inferno apocalypse is the elemental power of fire, and with that comes fire elementals. Adventurers

are much more likely to encounter denizens from the elemental plane of fire than normally because the nature of the world has become much more welcoming to their nature. Likewise, other creatures that are comfortable in fiery places, such as red dragons, will also increase in number as they now have a definite advantage over other creatures living in the world.

Another addition to this type of apocalypse is a type of creature called cinder beasts. These are creatures that were once normal, but have been changed and altered by the pure power found in the fires of the inferno. Creatures turn into cinder beasts by being infected by cinder fever, an infection that comes from the sparks of elemental energy that stem from the elemental fires of the apocalypse. Cinder beasts have lost any semblance of the personality they had prior to turning. Though they keep their intellect and mind, most of their memories are burnt away, leaving only a smoldering creature whose only goal now is to consume through fiery destruction.

Cinder Beast Template

You can make nearly any creature or monster into a cinder beast by changing its statistics following the template below. Certain creatures, such as elementals and constructs, cannot be made into cinder beasts. When a creature is transformed into a cinder beast, it retains its statistics and traits except for the changes described below.

Altered Actions. The cinder beast alters any actions it has that deals acid, cold, lightning, or poison damage. These actions now deal fire damage instead.

Creature Type. The creature's type changes to elemental.

Alignment. The cinder beast's alignment is chaotic evil.

Damage Immunities. The cinder beast is immune to fire damage.

Illumination. The cinder beasts sheds bright light in a 5-foot radius and dim light an additional 15 feet.

Skin of Fire. A creature that touches the cinder beast takes 3 (1d6) fire damage from its scolding skin and the cinder beast's melee attacks deal an additional 3 (1d6) point of fire damage.

Water Susceptibility. For every 5 feet the cinder beast moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Darkvision. The cinder beast has darkvision out to a range of 60 feet.

Elemental Body. The cinder beast doesn't require air, food, or sleep.

Languages. Ignan.

Cinder Beast Samples

Some examples of creatures that have been turned into cinder beasts can be seen on the following page.

Cinder Beast Hydra

Huge elemental, chaotic evil

Armor Class 15 (natural armor)
Hit Points 172 (12d12 + 75)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 16
Languages Ignan
Challenge 8 (3,900 XP)

Hold Breath. The cinder beast can hold its breath for 1 hour.

Illumination. The cinder beast sheds bright light in a 5-foot radius and dim light an additional 15 feet.

Multiple Heads. The cinder beast has five heads. While it has more than one head, the cinder beast has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.
Whenever the cinder beast takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the cinder beast dies.
At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The cinder beast regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the cinder beast has beyond one, it gets and extra reaction that can be used only for opportunity attacks.

Skin of Fire. A creature that touches the cinder beast takes 3 (1d6) fire damage from its scolding skin and the cinder beast's melee attacks deal an additional 3 (1d6) point of fire damage (included in the attack).

Wakeful. While the cinder beast sleeps, at least one of its heads is awake.

Water Susceptibility. For every 5 feet the cinder beast moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The cinder beast makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 3 (1d6) fire damage.

Cinder Beast Ogre

Large elemental, chaotic evil

Armor Class 11 (hide armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Damage Immunities fire
Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant, Ignan
Challenge 2 (450 XP)

Illumination. The cinder beasts sheds bright light in a 5-foot radius and dim light an additional 15 feet.

Skin of Fire. A creature that touches the cinder beast takes 3 (1d6) fire damage from its scolding skin and the cinder beast's melee attacks deal an additional 3 (1d6) point of fire damage (included in the attack).

Water Susceptibility. For every 5 feet the cinder beast moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 3 (1d6) fire damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If this is made as a melee attack, the attack deals an additional 3 (1d6) fire damage.

THE GROWTH

We woke up to William screaming. He had been sitting near a tree and had fallen asleep against its trunk, and when we woke up he was being pulled down. It seemed as though the tree roots had sprungut o from the earth and were now winding and binding around him. It happened so fast. Once moment he was screaming for us to help him, and the next he was gone. Dragged beneath the ground.

— Enid Xander, scout of the Tallhill township

Nature is home to many creatures and beasts. The forests and fields of the world are filled with animals who rely on the plants growing in the soil to survive. Humanoids do as well, growing gardens filled with flowers, herbs, and vegetables that they use for many different reasons. Building grand orchards which provide a village with food to survive the colder months of the year, or maybe to make into sweet wines and drinks. Nature has become a commodity. A thing to be harvested, tempered, and sold for profit. It has been used and changed by the denizens of the mortal realm, and has done so with no complaint.

In The Growth, nature is not as amiable as it once was. Wild sproutings of vines and thorny bushes have pierced through the ground to turn what was once a sprawling settlement into a green grove. Moss covers every surface as plants grow rapidly to cover even the smallest available surface. In many ways, it is beautiful. The bright greens contrast wonderfully with the reds and blues of spring flowers, and brown oaks stand like pillars holding a green canopy of leaves.

But The Growth expands. It hungers and consumes. It stretches and pulls forward, taking anything with it that comes in its path. It grows defensive, sprouting leaves so sharp they cut like knives and it blossoms flowers exhaling deadly poisons. And to grow stronger, The Growth takes on the shell of living creatures, piercing them with roots and vines to turn what was once a living thing into a hivemind shell whose main intent is to continue expanding and growing.

CAUSES: THE GROWTH

There can be multiple reasons for the plantlife to have begun taking over the world.

Awoken Magic. There exists spells, such as awaken, which can give a mind and sentience to plants and lesser beasts. If a powerful enough spellcaster was to use this magic enough, the very essence of the spell could possible seep into the soil that make up the earth. Here, the spellpower spread like a disease, infecting any plants and trees it encountered along the way, imbuing it with a semblance of sentience.

Earthly Defenses. Seeing the destruction caused by the humanoids living in the world, be it based in actual destruction or just a perceived act of violence against nature, the earth responded with its own destruction. Lashing out with every ounce of energy it could muster, it grew the plants that defined its destruction. It did so rapidly and violently, striking against the people who had wronged the very ground that gave them life.

Fey Power. The archfey who make their home in the faerie plane beyond the material are known for their mischief and trickery. Unfortunately, what might be seen as a prank or joke to these fey creatures, can be harmful or even lethal to mortal creatures. Invoking wild plants to twist the forests and plains into dangerous fields of terror might be fun for an archfey with a little too much time on their hands, but it can mean the end of the world to a people not prepared for its deadly effects.

The thorns of a rose are only ever dangerous if disturbed. If the hand was to cease its touching, no harm would blemish its skin and the rose would remain pure and beautiful.

My knight master taught me that, and it was vital to shaping my character.

People and Settlements: The Growth

Combating a threat as constant and expanding as the Growth takes time and strength. To beat back the advancing wilderness, people are more likely to band together in larger groups where they fortify themselves in an area still mostly unclaimed by the wild Growth. If, or when, the Growth starts advancing on their position, the settlers will have a greater chance of forcing it to retreat if there are a large group of people who can help out with the settlement defenses.

Nomadic travelers are rarer in this sort of apocalypse. With the trails and paths of the wilderness overgrown and the roads being mostly reclaimed by the Growth, traveling between areas can be hard and very dangerous. Despite the dangers of the Growth, the earth and soil is still healthy enough that farms can thrive, so fortifying a homestead to withstand the plant onslaught becomes the main priority for survival.

To improve their chances at survival, most people try to claim an area fairly open and clear of overgrown vegetation. Areas with rocky ground and soil can likewise make good places of residence as the Growth will be growing slower in those areas. Fire also becomes a necessary aspect of surviving the apocalypse. Fire is the best and most effective way of clearing out large areas of Growth infestation, and people take care to always have kindling, tinderboxes, and torches readily at hand.

Threats: The Growth

With the plants growing across the pathways and trails, moving around the world can become very slow. Most areas that aren't often cleared by fire or by people wielding special tools are considered difficult terrain, and the forests, deep as well as small, become thick with shrubbery and plantlife. As a result,

people can easily get lost in the evershifting woods, as the Growth twists and changes areas that was once familiar into something strange and foreign.

To protect itself from removal, at least by sentient beings, the Growth has sprouted some new flora that exist to deter people from venturing too far into Growth infested areas. This can make it difficult to explore, as most places are covered by these plants. They serve as defenses for the Growth in an area and can be hard to get rid of once its roots have driven deep into the ground.

The following plants can serve as ideas for Growth inspired plants that you can insert into your apocalyptic setting.

Hag's Rose. These large, purple flowers are quite beautiful to look at, but they hide a dangerous effect. If the flower is touched, it will spray out a nasty, yellow gas which affects every creature in a 15 foot radius of the flower. Every affected creature must succeed on a DC 15 Constitution saving throw. The creature takes 2d6 poison damage on a failed save and is poisoned for the next hour on a failed save. If the creature fails the save with 5 or more, it takes 4d6 poison damage and is poisoned until they finish their next long rest.

Razorvine. Thin vines growing in patches of 3-30 vines in total usually cling to walls and tree trunks, or grow in large patches taking on the appearance of shrubbery. If you touch the razorvine, the sharp leaves will cut you, dealing 1d6 points of slashing damage. If you attempt to chop down the razorvine patch, you must succeed on a DC 10 Dexterity saving throw or take 1d6 slashing damage. You can chop down 1d4+1 vines with one successful attack made with a weapon that deals slashing damage.

If you fall into a patch of razorvine, the damage will be much more severe and even potentially lethal. You take a number of d6s of slashing damage equal to the number of vines you landed on. This number is usually between 3 and 10, and is determined by the DM. You will take the same amount of damage when you wrench yourself free from the patch.

Sleepweed. These little clusters of pink flowers exude a fine powder if disturbed. Any creature that touches the sleepweed or otherwise breathes in the powder must succeed on a DC 15 Constitution saving throw or fall unconscious for one hour, until they take damage, or until a creature uses an action to rouse them.

MONSTERS: THE GROWTH

Plant creatures will find themselves right at home in this apocalypse. Blights and myconids, as well as shambling mounds, will be everywhere, seamlessly blending in with the overgrown scenery. There will also be a greater than usual appearance of fey creatures. The realm of the fey is often based heavily in the chaotic powers of the natural world, and with the Growth taking over the material plane it

is no wonder that fey creature, both malicious and kindhearted, will have taken up residence in the mortal world.

While the Growth makes a great home for plant creatures to live in, the Growth is more sinister in its expansion. It doesn't only provide a world were plants can survive and live among each other, it also creates new plant creatures.

These creatures are called blightspawn and are created by the force of the Growth itself. Vines and roots infused with the otherworldly power of the Growth will entangle living creatures, and sometimes dead ones, and twist them into a plant version of their earlier selves. These blightspawn wander the world, their intention largely unknown to the surviving people of the world. They might want to spread the power of the Growth beyond the borders of the already claimed territories, or it might wish to protect the natural realm that has been created for it.

Blightspawn Template

You can make nearly any creature or monster into a blightspawn by changing its statistics following the template below. Certain creatures, such as elementals and constructs, cannot be made into blightspawn. When a creature is transformed into a blightspawn, it retains its statistics and traits except for the changes described below.

Creature Type. The creature's type changes to plant.

Alignment. The blightspawn's alignment is chaotic evil.

Skill Proficiencies. The blightspawn is proficient with the Dexterity (Stealth) skill.

Damage Vulnerability. The blightspawn is vulnerable to fire damage.

Condition Immunities. The blightspawn is immune to the blinded and deafened conditions.

Blindsight. The blightspawn has blindsight out to a range of 60 feet. It is blind beyond this radius.

False Appearance. While the blightspawn remains motionless, it is indistinguishable from a normal plant, tree, or shrub.

Languages. The blightspawn forgets all languages it knew in life. It can understand Sylvan, but can't speak.

Blightspawn Samples

Some examples of creatures that have been turned into blightspawn can be seen on the following page.

Blightspawn Displacer Beast

Large plant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Skills Stealth +4
Damage Vulnerabilities fire
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages understands Sylvan, but can't speak
Challenge 3 (700 XP)

Avoidance. If the blightspawn is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The blightspawn projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the blightspawn is incapacitated or has a speed of 0.

False Appearance. While the blightspawn remains motionless, it is indistinguishable from a normal plant, tree, or shrub.

Actions

Multiattack. The blightspawn makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

Blightspawn Gnoll

Medium plant, chaotic evil

Armor Class 15 (hide armor, shield)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Skills Stealth +3
Damage Vulnerabilities fire
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands Sylvan, but can't speak
Challenge 1/2 (100 XP)

False Appearance. While the blightspawn remains motionless, it is indistinguishable from a normal plant, tree, or shrub.

Rampage. When the blightspawn reduces a creature to 0 hit points with a melee attack on its turn, the blightspawn can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

THE TITANS

Where were you when the mountains came alive?

— Essira Onlett, self-taught historian

Some things in the world are thought of as static. Eternal, even. Parts of the world have been there for thousands and thousands of years, watching over the developments below, being a constant part of the landscape that gave an area identity and security. Mountains and cliffsides, standing as ancient monuments to a time no one was present to remember. Now they are static no longer.

Most who are even slightly familiar with the D&D system will have heard the stories of the horror that is the tarrasques. Dormant, ancient creatures who rest beneath the earth, simply waiting for their time to rise out of the ground to wreak havoc on the world that thought of them as little more than legends.

Tarrasques are described as mythical creatures, their meaning of existence believed to be to answer a cosmic call for destruction and devastation. These city-killers are legendary, powerful, and believed to be largely unstoppable, leaving a trail of ruin behind them as they wander from city to city, from nation to nation, turning them to dust in the process.

CAUSES: THE TITANS

In the chaos of destruction caused by these Titans, not everyone will have time to stop and consider why they might have chosen this specific time to rise from their slumber.

Destiny. The Titans were always meant to rise. Be it to bring the world to ruin so that it might rise again from the debris, or to simply bring on the actual end of civilization is unknown and ultimately irrelevant for most survivors of the apocalypse. There is little that the common person can do against the deadly force of a moving mountain.

Divine Interference. A raging battle between the gods has brought their divine warfare to the mortal realms below. With many of the divine servants to popular gods living in the cities, the lesser known and more malicious gods might have combined forced to raise a Titan from the earth to destroy the centers of worship that give power to their divine competition. These Titans are given the purpose of destruction, and it is a purpose they fulfill perfectly.

PEOPLE AND SETTLEMENTS: THE TITANS

In a world plagued by wandering city destroyers, not many people choose to reside in one. Those who do are rarely there for long, and rarely survive for more than a few weeks before their home is pulverised if they do choose to stand their ground against the advancing Titans.

Unlike other apocalypses, the cities are not abandoned by its inhabitants. In other world ending scenarios, the cities are left as empty shells with the buildings left empty and slowly collapsing due to time and lack of maintenance. In a world plagued by titans, the cities have been completely destroyed. Likewise, any settlement or structure that begins showing any kind of permanency is under threat of being crushed beneath the weight of a colossal Titan.

As a result of this, settlements are a rarity and those that do exist are small and well hidden. A group of survivors could have sought to the seas, living on floating rafts that skirt the shores of the once civilized mainland. They could also have sought below ground, sharing the space of caverns and tunnels with other creatures also fleeing from the wrath of the titans. These creatures might not be willing to share their living spaces, making the fight for survival constant for those fortunate enough to have avoided the wrath of the mountains.

THREATS: THE TITANS

There is one big and pretty obvious threat when considering this particular apocalypse, this being the Titans themselves. Their destruction carve permanent paths into the landscape, making it clear where they have

recently been and making it fairly easy to know what direction they are moving. With the exception of when they enter into their slumber, in which case they often dig themselves below ground to rest, they are not exactly subtle when moving around, making them fairly easy to avoid.

The problem comes when you have to find places of rest and safety. Deep forests and underground caves have become the safest places to be in this new world, as it brings you far from civilization and the dangers it offers. However, people aren't the only ones who thinks this way. The creatures and monsters usually making their homes in cities, mountains, or just anywhere near civilization is likewise forced into these areas.

The hidden venues of the world are not exactly safe on their own either. The underground tunnels and cavernous regions of the world are not void of life, and instead offer a wide variety of creatures making their lives below ground. These creatures might welcome the surface people, actively working with them to create a better, safer way of life, but the much more likely scenario is that these creatures will have already settled into an area which they consider their home, and that they will be unwilling to share it with anyone.

Monsters: The Titans

The major addition to the monster ecology of the world is that of the titan type of monster. In officially published material, the tarrasque is by far the most famous type of Titan, but it does not need to be the only one of its kind. Various types of titanic monstrosities can exist, these having special avenues of destructive powers.

The tarrasque's main directive is to be a hammer of ruin striking against buildings and structures. It is a siege monster, created by the gods or another great otherworldly power to destroy civilization. Other Titans, such as the astral dreadnought from *Mordenkainen's Tome of Foes*, haunt the waves of the Astral Sea. Its prerogative, design, and purpose is different from that of the tarrasque, but their avenues of destruction marks them both as fearsome forces of the universe capable of great amounts of devastation.

In addition to the Titans provided by published material, a few more Titan options have been added to give variety to your Titan apocalypse. These new Titans can be found in *Chapter 8 - Monsters* of this document.

THE MACHINES

We have been brought low by those we used to regard as nothing but servants and guard dogs.

— Kirandi Eskilla, self-proclaimed fieflord

In a world ever evolving in regards to technology and science, automatons and servitor constructs begun to become a natural part of the landscape. Nobles and the richer classes of humanoid society would employ these robotic creatures into their service, using them as laborers and servants in their homes and castles. These constructs, practical and strong as they were, were created to serve humanoids and they did so faithfully for several years.

Though the reasons might vary, the Machines that used to serve the civilized world have turned against it. Using the strength and intelligence granted to them by their humanoid creators, they turned against those whom they used to call masters, wreaking havoc in their homes and cities. No one was prepared for an attack from the inside, as most were used to seeing constructs walk the city streets or running errands for their owners. The sudden violence and destruction caused by the Machines was shocking to everyone, and where seeing an automaton used to spark interest or a feeling of safety, now the mere sight of a construct is cause for panic and fear among the humanoid peoples who used to live side by side with them.

Strong and capable, the constructs of this apocalypse make up a great threat. Modified to fit the new parameters of the world order, this being tearing down the walls of humanoid civilization, they have quickly turned from servants to soldiers. They now live as creatures keen on making the world their own, a world where they might live as the new masters of the material world.

CAUSES: THE MACHINES

To many, the exact reason for the sudden rise of the Machines and the loss of control remains a total mystery.

Achieved Sentience. The constructs were built to serve and protect their humanoid creators. They did not need a thought process or any kind of sentience to accomplish this, and as a result they were not given one. Be it through the acts of an experimenting inventor or through some strange cosmic intervention, the constructs gained sentience and started to realise they did not care much for standing in the shadow of creatures much frailer and weaker than themselves.

Corrupted. In this scenario, the Machines remain mindless robots, wandering the world with little to no reason for existing that they are able to understand. Instead of turning on their creators out of malice or anger, they did so because they were programmed to do so. A corruption or virus surged through the constructs, turning them from compliant servants to humanoid killing machines.

PEOPLE AND SETTLEMENTS: THE MACHINES

The cities where humanoids used to find homes and safety are no longer capable of providing either. With the Machines rising against them, acting as a constant and deadly foe, cities have become void of any humanoid life with the exception of a few stubborn stragglers and people scavenging the abandoned buildings for resources.

Most settlements that are not well hidden will suffer the same fate as the cities did, as they are quickly overwhelmed by an advancing army of Machines with no other intent than to cause destruction against their used-to-be masters. The settlements that do exist are often built to hopefully withstand the advancing constructs, using metal and steel plating harvested from the robotic foes to fortify their defenses. Alternatively, the settlers use magic or natural resources to hide and camouflage their homes away from the sensors installed in the Machines. Placing the settlement in a hard to reach location, such as below ground or in tree tops, where it remains out of sight, is another common way of keeping a safe distance from the wandering constructs.

People also choose to move around nomadically, keeping a constant distance to the killer robots as best they can. Quickly traveling from location to location, never staying longer than a few days at most before moving on. In an attempt to stay ahead of a threat which is always moving, never tires, and never stops, some survivors attempt to do the same, always moving, never resting, never stopping.

THREATS: THE MACHINES

With the exception of the machines stalking and killing humanoids, there aren't that many threats unique to this apocalypse. The world remains as it always has and the cities still stand, falling only due to lack of care and maintenance. Abandoned towns and homes are abundant, but with the exception of other scavengers, they have been left largely untouched.

The main threat in this apocalypse is the drive and determination of the risen constructs. No matter where you go, no matter how far you run, the Machines will follow to carry out their creed of vengeance and violence on their previous masters.

MONSTERS: THE MACHINES

The constructs that used to serve the people of the world were always being studied by arcane inventors and experts. These studies were meant to find points in their design in need of improvement or enhancement to better the

construct's capability to assist its humanoid masters. This idea of improvement and enhancement was not lost when the Machines began rising, except now the constructs don't rely on any humanoid interference when modifying their design.

Taking inspiration from the creatures the constructs find wandering in the wilderness, such as wolves, bears, and larger monsters, they were able to use the intellect granted to them by their creators to make entirely new constructs. The constructs built by humanoids, though powerful and strong, were created for the purpose of service. They were servants and builders, and only in very few cases were they built for war. These new constructs, shaped and molded on the basis of wild predators, have been built by the constructs to further their destructive agenda. Framed after natural predators, these new constructs, called machina, are perfect for hunting and tracking down any humanoids who attempt to flee the wrath of the Machines.

Machina Template

You can make nearly any creature or monster into a machina by changing its statistics following the template below. Certain creatures, such as elementals, cannot be made into machina, and most machina creatures were created for a specific purpose, such as tracking or killing, which should be considered when the machina is created. When a creature is transformed into a machina, it retains its statistics and traits except for the changes described below.

Creature Type. The creature's type changes to construct.

Alignment. The machina's alignment is unaligned.

Saving Throws. The machina is proficient in Constitution saving throws.

Damage Immunities. The machina is immune to poison and psychic damage.

Condition Immunities. The machina is immune to the blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, and poisoned conditions.

Blindsight. The machina has blindsight out to a range of 120 feet. It is blind beyond this radius.

Immutable Form. The machina is immune to any spell or effect that would alter its form.

Magic Avoidance. The machina cannot cast spells, innately or otherwise.

Magic Resistance. The machina has advantage on saving throws against spells and other magical effects.

Languages. None.

Machina Samples

Some examples of creatures that have been turned into machina can be seen on the following page.

Machina Ettin

Large construct, unaligned

Armor Class 12 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Saving Throws Con +5
Skills Perception +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Immutable Form. The machina is immune to any spell or effect that would alter its form.

Magic Resistance. The machina has advantage on saving throws against spells and other magical effects.

Two Heads. The machina has advantage on Wisdom (Perception) checks and on saving throws against being stunned and knocked unconscious.

Wakeful. When one of the machina's heads is asleep, its other head is awake.

Actions

Multiattack. The machina makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Machina Tyrrannosaurus Rex

Huge construct, unaligned

Armor Class 13 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	11 (+0)	5 (-3)

Saving Throws Con +7
Skills Perception +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 8 (3,900 XP)

Immutable Form. The machina is immune to any spell or effect that would alter its form.

Magic Resistance. The machina has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The machina makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the machina can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

THE FLOOD

My dream is to one day stand on a structure that is not moved by the waves. To feel blades of grass beneath my feet.

— Ran Deacon, captain of Dorenia's Rose

So much of what people connect to civilization comes from the earth they walk upon. Farmers, foresters, and miners make their living from the gifts given to them by the ground beneath their feet. It is the foundation for great cities and history, a home to countless creatures and peoples. That was the case before the Flood made its impact on the world.

For one reason or another, massive waves of crushing water struck the world so beloved by the people living in it, changing it from a sprawling, living landmass into a massive ocean. The only land remaining are the mountaintops peaking above the bopping waves. Many people lost their lives and homes to this calamity, with only very few making it to safety before the Flood struck them. Protected either by divine intervention, magic, or just plain luck, they managed to survive the coming of the endless waters, living to witness their once green and living world now drowned by an endless ocean.

To survive, the people had to adapt quickly to this new way of life. The few races born with the gift of wither flight or water breathing were quicker to adapt to the new world order than their landbound fellows. They had an easier time staying out of danger, as well as getting food, giving them a definite advantage over other races that were not born with these innate abilities of water breathing and flying capabilities.

CAUSES: THE FLOOD

The Flood came suddenly and violently, but there has to be some reason for its arrival.

Comet Annihilation. Comets and similar otherworldly debris entering the stratosphere of the planet is not unusual, but the size of it is usually fairly small. In this case, the comet was large enough to rattle the very core of the world

itself, sending physical ripples through the oceans covering the planet. These ripples, as they might be seen from a cosmic perspective, were in reality massive waves, strong and powerful enough to destroy anything they came into contact with and covering most of the world in ocean water.

Melting Ice. The icy continents near the poles of the world have been hit by some sort of sudden, intense heat, perhaps from another plane or from a fiery creature intent on destroying the world by drowning it. The melted ice formed quickly into a massive lake, unleashed to swallow the world beneath the newly created, icy waves.

Planar Influence. Outside the material planes lies the elemental planes of air, water, fire, and earth. These four each have their influences over the multiverse and the mortal realm, some more strongly than others. In the

case of the Flood, the energies found within the elemental plane of water has begun to overlap with the energies of the material plane. It might have started out small at first, with springs and rivers flowing quicker than usual, but it soon ended up with the elemental waters rising to consume the mortal world beneath an ever growing ocean.

People and Settlements: The Flood

With little to no land anywhere, people are forced to live on the waters any way they are able. Those few who don't know how to swim must learn to do so quickly, and those who don't have any kind of floating vessel, raft, or ship must find ways to make one. The few islands that remain in existence are heavily sought after and potentially warred over, as the access to soil and earth from which to grow food is becoming extremely rare. In these cases, the soil itself is rarely ever built on and is instead used exclusively for farming. The people then construct rafts and bridges that hook off from the island where they might live without disturbing the precious soil giving them their food and resources.

Large vessels made from several rafts and ships tied together can make up an entire settlement with dozens of people living together as they float around the now nearly endless seas. They hunt the waters for food and prey, and gather clean drinking water from the rain falling from the sky. Learning how to navigate an ocean with close to no landmarks and with pirating crews always looking for easy prey becomes crucial if you wish to survive, as does identifying which sections of the ocean

is safe to travel and which might house lethal storms capable of toppling even the most well made sailing vessels.

Understand the nature of the neverending becomes paramount to surviving in this apocalypse. Just because the world is covered in water, doesn't mean that it is equally deep in all places. Finding a place with shallow water where there are not miles of sea water between the surface and the ocean floor is important for the people trying to survive the Flood, as the threats dwelling in the now endless oceans are less prominent in these locations where the water isn't as deep and dark.

THREATS: THE FLOOD

With nothing to protect or block the force of the wind, storms and heavy rainfalls can turn from a concern to a potential lethal threat very quickly. The ocean storms can whip up huge waves that can crush most ships to kindling if they are caught out in it, and push other vessels so far off course that their supplies might run out before they reach their final destination. The lack of shelter in the face of natural events, such as a storm or maybe even a hurricane, can mean the end for even an experienced sailor with a decent ship, and it's no different for a rugged survivor maneuvering a vessel made out of tied together driftwood.

Another problem faced when dealing with the Flood is the lack of food and fresh soil from which to grow things, such as medicinal herbs, edible plants, and trees for constructing and repairing ships. Those few people who are lucky to find themselves near any mainland will protect it with their lives and are extremely wary of strangers coming into their homes.

MONSTERS: THE FLOOD

Not surprisingly, the monsters most encountered in the Flood are those who live beneath the waves. Those who couldn't swim or otherwise adapt to the new watery environment were bound for extinction, leaving the ocean riddled with creatures who feel much more at home in the waters than the surviving people sailing the waves above.

Black and bronze dragons, sahuagin, merrows, and sharks are all common threats encountered after the Flood consumed the landmasses of the world. In addition, water elementals might also have a greater presence than normal, seamlessly blending in with the bopping waves and swirling waters, waiting for their prey to come close enough that they might strike at them from below the waves.

THE NIGHT

Wonderful of you to stop by. I do so enjoy having guests for dinner.

— Lady Vianka Bathory, the Blood Countess of Ecsed Castle

The powerful lords and ladies of the Night have become ill content in their roles as nightmarish shadows, stalking and hunting like petty monsters. For one reason or another, the vampires once hidden away from the public eye has made their existence known to the people they call their prey.

The people living under the oppressive rule of vampires and their armies of bound spawn live a life of constant terror. The light of the sun, if ever present, provides a short respite from the horror they must endure each night when the vampires exit their resting places to hunt and feed. Being largely powerless against the guile and force of the vampiric threat, the common people can do little more than cower in their homes. Though it is not within the vampire's interest to kill all the people in the region, as that would remove their much needed supply of food, their presence and demands of submission bring terror and fear to the region. People flee en masse, traveling as far as they are able during the day and praying that the vampires won't care enough about their disappearance to follow their tracks during the Night.

The vampires themselves care little for the opinion of the common folk, being mostly content at seeing them afraid and shaking at the mere sight of their powerful rulers. Any opposition is quickly struck down however, at least by newer vampires who are not quite used to their powers. Older, or even ancient,

vampires are more bemused at the act of rebellion, and might see acts of opposition as unworthy of their time and energy to take care of because they know, mostly rightfully so, that their power will be forever unmatched by that of most mortal beings.

CAUSES: THE NIGHT

Why the vampires chose this time to rise might vary by region and by the power of the vampire in charge of the area as well.

Hungry for Power. Being confined to the dark and being forced to hide away from lesser creatures isn't the life sought after by many vampires. They crave power and reverence, they enjoy instilling fear in their subjects. Craving more power, a few ancient, powerful vampires chose to step forward and make themselves known to the world, demanding the people of the region to submit to their rule or feel the consequences of their wrath if they refused.

The Long Night. A curse of eternal darkness has descended on the world, bringing with it the murderous denizens of the Night. With their greatest enemy, the sun, no longer threatening their existence, the vampires can walk the earth undisturbed, feasting and feeding on the people whom they used to hide from.

PEOPLE AND SETTLEMENTS: THE NIGHT

One of the biggest weaknesses found with vampires, and which makes defense against them much easier to accomplish, is the fact that they cannot enter a residence without permission from one of the occupants. Staying inside while the sun is out becomes paramount to surviving, as the vampires will have all the advantages of battle should it take place in the darkness of the Night.

Protecting against vampires outside of this, admittedly, very shallow defense is extremely hard. Vampires are clever creatures, able to trick and charm people around them with a

The undead denizens who haunt the night should be respected. Not because of the power they hold, that is unholy and wicked and should be exterminated if given the chance. No, give them respect same as you would a duelist. As you would a wolf prowling for prey. Give them the respect you would a predator, because that is exactly what they are.

simple smile. If a vampire can get someone to open a door, or simply make eye contact with them through a window, their charms can make anyone trust them completely, even so far as to give them an invitation to come inside.

The best thing to do is to avoid the places where vampires naturally reside or to settle in places where vampires are less likely to appear, such as by lakes or waterfalls. Vampires detest running water, and a common defense for settlements defending themselves against vampires is by living in wet, rainy areas, or by living in places where water is abundant. Using precise crafting and engineering, traps with flowing and streaming water can be placed throughout the settlement to protect against any nightly visitors. While this will most likely not kill any of the advancing vampiric creatures, it might deter them from relentlessly plaguing the settlement. Or it might just make the vampire in question extremely angry.

INFECTION: THE NIGHT

Most people are at least somewhat familiar with the myths that exist around vampires. The stories of their devilish charms and deadly bites make excellent villainous characteristics in a dangerous enemy intent on luring innocent youngsters away from the safety of their homes, and they might even be made into romantically misunderstood characters in works of fiction and literature. The reality is darker and bloodier than these stories, portraying a clever and manipulative enemy that hungers for power and life's blood.

Falling victim to vampirism can be devastating not only to the person suffering the infection, but for the family members of the infected as well. If the person successfully turns, they will be able to return to their home, now driven by bloodlust instead of loyalty, to feed on the people they used to call family. As a result, most people who die in the Night are not buried, even if they died from natural causes. Instead people burn or otherwise dispose of their dead to ensure that their loved ones don't rise again as a monster desiring nothing more than killing and feeding.

VAMPIRISM

If you are a humanoid, you can be infected by vampirism in the following ways:

- **Lethal Bite.** You are brought to 0 hit points by a bite from a vampire.

If you are infected by vampirism you suffer the following effects. The effects has been divided into stages whose durations can be extended or lessened as seen fit by the DM. Once you transition from one stage to another, the effects of the previous stage is replaced by the effects of the new one.

- **Stage 1 - Death.** This stage occurs immediately after you are brought to 0 hit points because of the vampire's bite. You cannot be revived from this death.

- **Stage 2 - Resting.** This stage occurs only if you are buried in the ground after you die and it lasts for 8 to 24 hours. During this time, your body slowly starts transforming into that of a vampire's, giving you longer nails with the strength of claws and long, pointed fangs.

- **Stage 3 - Rising.** This stage occurs at the end of the second stage and it always occurs at night. You claw your way out of the earth, risen as a vampire spawn. In this state, you can only be made into a vampire if a true vampire allows you to drink blood from its body. In this case, you turn from a vampire spawn into a true vampire. The stats for your vampire is determined by using the vampire template in the "Monsters: The Night" section below.

You will remain a vampire spawn until your vampire master chooses to release their hold on you by allowing you to drink their blood. Until that time, you are fully under the control of your vampire maker and must obey them in all things. The stats for a vampire spawn as is found in the *Monster Manual (p. 298)* represents your character for as long as you remain a vampire spawn.

When you rise from your earthly grave, there is a 25% chance that you will not be made into a vampire spawn. Instead, the turning process has gone terribly wrong, breaking your mind and turning you into little more than a mindless, starving beast. You turn into a feral vampire, the stats of which can be found in *Chapter 8: Monsters of the Apocalypse.* These feral vampires obey no one and can never be made into true vampires.

Threats: The Night

In a world where vampires rule through terror and murder, the powers of the vampires in the area will obviously be the main threat for the people who live there. Not only because the people live in constant fear of being hurt or killed by them, but because they constantly have to beware the consequences of potentially

Vampire Spawn
Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:
    Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.
    Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.
    Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
    Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

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

angering the vampires in the region. As the vampires are fully intelligent beings, fooling or tricking them is extremely risky as the punishment for doing such things will be a swift and immediate death sentence.

People rarely get full nights of sleep, fearing the coming of the undead creatures, and the day hours are spent working their craft to make food or tools for their families and neighbors. This leaves the people with very little energy left to incite rebellion or to fight back against their vampiric oppressors in any way.

There is also the fear of other people. If one person in a settlement begin speaking ill against their vampiric rulers, other residents of the township might become scared at the potential consequences the acts of this one person will have on the rest of the settlement. Out of fear, they might report these acts of minor rebellion to their vampire ruler, fearing that one person's rebellious or unsanctioned actions might bring devastation to the rest of the local populace. They are willing to sell out their neighbour if it means they can keep themselves and their families safe. This means that, while people can still live near and around each other, it is rarely out of any sense of kinship but instead purely out of necessity. Trust is a feeling of the past, and one that is not welcome in an area overrun by vampires.

MONSTERS: THE NIGHT

As the undead vampires are slowly taking over the world, it comes as no surprise that these are the creatures most lethal and most commonly encountered when traveling a world affected by the apocalyptic Night. Vampires of many different kinds exist and thrive in the darkness brought to the world, the screams that mark the end of their hunts echoing in the otherwise deadly silence.

Vampires exist in many different forms, molded either by their environment or by their age, and they don't always regard each other kindly. As the vampire ages, they grow much more powerful, and the most ancient of vampires are believed to be close to impossible to kill. Feral vampires are also a big problem, as their ferociousness means they attack with little to no reason, making them highly unpredictable and dangerous. Different kinds of vampires in addition to those offered in the *Monsters Manual* can be found in *Chapter 8 - Monsters* at the end of this document.

Vampire Template - Mandatory Traits

You can make any humanoid into a vampire by changing its statistics following the template below. This method of turning a humanoid into a vampire varies from the method presented in the Monster Manual, and can be safely omitted if desired. Note that using the vampire template will most likely make the transformed humanoid much more dangerous and challenging to the group of adventurers fighting it, and as such the CR of the newly created vampire should in most cases be raised by 2.

When a humanoid is transformed into a vampire, it retains its statistics and traits except for the changes described below. The following is a list of mandatory traits that are found in all vampires.

Creature Type. The creature's type changes to undead.

Alignment. The vampire spawn's alignment is lawful evil.

Saving Throws. The vampire is proficient in Dexterity, Wisdom, and Charisma saving throws. This trait is only activated if the creature being turned into a vampire has less than three saving throw proficiencies, in which case the creature chooses which saving throws to be proficient in to a maximum of three proficiencies.

Skills. The vampire is proficient in the Wisdom (Perception) and Dexterity (Stealth) skills.

Damage Resistances. The vampire is resistant to necrotic damage, as well as bludgeoning, piercing, and slashing damage from nonmagical weapons.

Darkvision. The vampire has darkvision out to a range of 120 feet.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Bite. The vampire's fangs are considered a melee weapon and the vampire is proficient when attacking with them. The vampire can only attack a creature with its fangs if the creature is willing, grappled, restrained, or incapacitated. On a successful hit, the creature takes piercing damage equal to 1d6 + the vampire's Strength modifier. If the creature is humanoid, it has to make a Constitution saving throw. The DC equals 8 + the vampire's Charisma modifier + the vampire's proficiency bonus. On a failed save, the creature takes necrotic damage equal to 1d6 + the vampire's character level or challenge rating as the vampire begins to drink their blood. On a successful save, the creature takes half damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Vampiric Body. The vampire doesn't require air or food, but it does require at least 20 ounces of humanoid blood to survive. The vampire can go without blood a number of days equal to its Constitution modifier (minimum of 1). After that, it suffers one level of exhaustion for each day it goes without blood. This exhaustion can only be removed by consuming at least 20 ounces of blood.

Vampire Template - Selective Traits

Vampires in the apocalypse are different from each other, as is shown in their selective traits. In addition to the mandatory traits, a creature that is transformed into a vampire receives one selective trait of its choice when it transforms, chosen from the list below. A vampire might choose additional traits as they grow more powerful, as decided by the DM.

Charm. As an action, the vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a Wisdom saving throw against this magic or be charmed by the vampire. The DC = 8 + the vampire's Charisma modifier + its

proficiency bonus. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's fang attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). As an action, the vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Fear Pheromones. The vampire is immune to any effects that turn or destroy undead, and it has advantage on saving throws against being frightened. In addition, once per turn, each creature that is within 60 feet of the vampire and aware of it must succeed on a Wisdom saving throw or become frightened for one minute. The DC = 8 + the vampire's Charisma modifier + its proficiency bonus. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vampire's Fear Pheromones for the next 24 hours.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space

and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Shape of Wings. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

A vampire can attack with its fangs while in bat form.

Shape of Mist. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a cloud of mist or back into its true form.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

VAMPIRE SAMPLE

An example of a humanoid that has been turned into a vampire can be seen on the following page.

Vampire Gladiator

Medium undead, lawful evil

Armor Class 16 (studded leather, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5, Perception +4, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 120 ft., passive Perception 13
Languages Common
Challenge 7 (2,900 XP)

Brave. The vampire has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the vampire hits with it (included in the attack).

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Shape of Wings. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes three melee attacks or two ranged attacks.

Spear (Vampire Form Only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash (Vampire Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a humanoid, it must make a a DC 13 Constitution saving throw. On a failed save, the creature takes 10 (1d6 + 7) necrotic damage and half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

PART 2
SURVIVING THE WASTELAND

CHAPTER 3 - APOCALYPTIC SOCIETY

Despite the fact that civilization was largely destroyed after the apocalypse hit, this does not mean society has entirely disappeared. Society is not gone, it has merely changed. Reshaping itself to fit the mold of this new, chaos-stricken world.

Depending on when the apocalypse took place, society will act a lot differently. Society will try to hold onto the norms of the old world for as long as they can, the rules and laws of old civilization often remaining in some way or another for generations before they are replaced by new rules, shaped to the new world order. Society must adapt and this adaptation around destruction does not happen quickly, sometimes taking years or decades before something even close to a functioning society can be created.

SETTLEMENTS AND TOWNSHIPS

Home is where the walls are.

— Commander Niala Bennoit, leader of Fort Sankthill

No matter how harsh the apocalypse is, there will always be people who will attempt to make something permanently safe for themselves and those they want to protect. These attempts might be more or less prosperous, but they will always be there and there might even be a few who succeed in creating a safe haven for those fleeing the destructive nature of the apocalypse.

The size and nature of the society within these different settlements might vary wildly, as people have many different ways of dealing with the trauma brought on by the apocalypse.

This includes the ways they choose to protect themselves from sources they believe to be dangerous.

SETTLEMENT SIZES

Townships and settlements can come in many different shapes and sizes, though the size is often dependant on the type of apocalypse that has struck the world. Below, a few different settlement sizes have been described and these can vary depending on the type of setting and apocalyptic scenario that is being run. In the "Township Governance" section below, the settlement sizes are tied to specific types of ruling societies to portray the potential size you might find these settlements in. The larger the settlement is, the more opportunities it will be able to offer in terms of contacting certain people or finding specific artisans.

Tiny Size. This little settlement has less than 100 members. This would be the equivalent of an outpost or hamlet.

Small Size. Village sized and with only minimal stores at its disposal. This settlement has between 100 and 500 members.

Medium Size. Township or large village. Artisans are better trained and professionals might even make their homes here. This sort of township has between 500 and 2000 members.

Large Size. For an apocalyptic setting, this is a pretty big piece of civilization, housing between 2000 and 5000 members and maybe even providing trained craftsmen and artisans for hire, as well as mercenary groups.

Huge Size. Though very rare, certain cities of this size remain in the world despite the dire circumstances it is experiencing. A huge sized settlement has between 5000 and 10000 members and is as close to a metropolis as a settlement can come.

Township Governance

With little to no higher government in a region, most settlements and townships are left largely to their own devices. They are left to come up with their own rules and laws, to create their own norms and traditions within the confines of their protective walls. This can join the members of the township together, bonding them to stand united against a world that is much more dangerous than it once was, but it can also cause all manners of problems for the residents of the settlement if the rulings of the township prove to be discriminatory or unjust.

If neighboring settlements function under wildly different rulesets, dislike and even hostility is likely to spark between the townships. Looking for someone, anyone, to blame for the calamity that has struck the world, people are unfortunately very likely to put the blame on other people who choose to live a life different from themselves.

The following sections all give examples on different types of society one might encounter

in an apocalyptic wasteland. Most societies spark up because of an agreed upon creed among the settlers of the township, be it religious, totalitarian, or something else entirely, and only very rarely does a settlement exist with a varied and non-apocalyptic type of government. In the apocalypse, you look after yourself and your own before you look after others. Generosity is the killer of good people, and people will take advantage of even the slightest sign of weakness.

Consider what kind of settlement your character is most familiar with, either what they grew up in or where they have spent a large portion of their lives. The connection with a certain type of society is likely to have shaped their worldview and affects how they act around other peoples and groups.

Ruled by Crime

The apocalypse offers a varied and continuous avenue of areas which can be described as a wretched hive of scum and villainy. In these societies, where the scum of the earth has risen to power, it is the idea of freedom in all things that motivates the members of the settlement. No rules or laws exist within the crime keeping walls. Gambling, violence, and other less than attractive aspects of society are celebrated and encouraged in this sort of settlement. As a people who seeks freedom in all things, the loss of law and rule was the best thing that could have happened to them.

Not all is equal in this sort of society, as it rarely ever is. Those with the most resources and the most power become the rulers of the settlement, swiftly striking down anyone they might suspect to be working against them. There is rarely just one of these rulers and they aren't always on the best of terms, sparking distrust and conflict within the walls of the settlement itself, as the criminal bosses of the township are battling each other for power.

Because of the lack of true order, the size of a settlement ruled by crime tends to reach no more than medium size.

Ruled by Force

It is the unfortunate case that in situations were chaos and uncertainty reigns, some people with powerful abilities and resources will step forward and demand the loyalty of those who reside around them. Their intentions might be varying scales of good, some truly believing that a firm hand and strong leadership is required to make it through the devastation brought upon the world, while others abuse their position of power to control their subjects through fear. Their ability to take on the role of leader can stem from many things, be it tradition, resources such as food or magic, or even an extreme intellect that allows them to manipulate anyone daring to oppose them.

A society like this can also be under the rule of military powers. A garrison or a section of stationed army reserves might have used their military training to create some semblance of order after the apocalypse hit. This order has created a society which is extremely hierarchical, one where people with the abilities of a soldier are allowed to advance through the ranks whereas those unable to beneficially attribute to the cause are treated like parasites. With its rigorous training, opposing settlements are hesitant to go against this sort of society as their well-trained, military background make them a formidable foe.

Needing the numbers and having the order to maintain them, societies that are ruled by force usually fall between the sizes of small and large.

Ruled by Law

Keeping a semblance of law and order in the apocalypse is important if you wish for your settlement to grow beyond a small hamlet or ever-moving campsite. However, while this law and order might reflect a need for structured rules, it does not necessarily reflect the ruleset

as found before the apocalypse struck the world. Instead, the laws governing this society might have been created based on the new, chaotic world the society is living in and have nothing to do with the laws of the world that was before.

The sense of law and order gives off an air of safety and can therefore be considered more lucrative to the people trying to survive the apocalypse. Though the society's laws might restrict essential rights, such as personal freedom and right of free speech, people are more willing to bend to a specific ruleset if it means that they and their families can be safe, even if this doesn't always turn out to be true. Just because a settlement is ruled by law and order does not mean that it is ruled justly, as the laws set in place can be complicated, overly detailed, discriminatory, and involve brutal punishments if they are broken in even the most minute ways.

Societies governed by law can often reach a higher number of members than other societies. They usually fall between medium and large sizes, and can even go all the way up to huge size.

Ruled by Race

Before the apocalypse hit, the races of the world might have been living together more or less harmoniously. Though the culture found in the different races would have separated them somewhat from one another, marking a person as "different" or "strange", the bustling cities of the world showed a varied group of people living side by side. In an apocalyptic scenario, where distrust and suspicion reign supreme, any tensions there might have been between two different peoples are likely to have flared up into hate and acts of violence. The fear felt at the changing world brought out the worst in people who now saw those who had been their neighbors not as fellow survivors, but as dangerous threats.

As a result, some societies formed that actively sought to keep out those of other races or cultures, barring them from entering their group. The rules and laws in this society are reflect the culture of the people making up

It does occasionally happen that the survivors of this wretched world will listen to the holy words I speak. In these cases, I do my best to offer advice and answers where I can, and prayer when I can offer neither.

My Lady is a gentle, warm goddess who will always be welcoming of the new souls into her embrace. She is the shepherd of the lost flock. She is the light which guides ships to safe harbor. She is the fire burning in our hearths, creating the homes we are so intent on protecting.

the group, which further separates them apart from other societies of the apocalypse.

The size of a society ruled by race rarely ever grows very big and usually lies between sizes tiny and medium.

Ruled by Religion

Following a ruleset, any kind of ruleset, is a common response for people who have experienced great turmoil or chaos in their lives. Survivors of the apocalypse are no different. Confused and scared about a world that has become unexplainable and eternally hostile, some might turn to religion in search of answers about why the world they knew was destroyed. They might also believe that it was because of a lack of faith the apocalypse was brought down upon them and that they must repent to bring the world back to what it was before.

Religious societies follow the doctrines set by the religion relevant to the group at hand. This means that things like laws and leadership can vary depending on the doctrines set by the god the society is following. In most cases, the leadership is made out of high-standing officials and priests within the group itself, or it might fall upon a random person believed to be chosen as a vessel for the god the group is worshiping.

A society ruled by religion can vary in size, but usually falls somewhere between being tiny and medium.

CHAPTER 4 - OPTIONAL RULES

Some of the most common themes of an apocalyptic story and world is the sense of dread, the danger of a world afflicted with chaos, and the near-constant battle for survival experienced by those who survived the impact of whatever calamity caused the apocalypse. In D&D, this aspect of the game - survival - is often glossed over, as it is not what the 5th Edition ruleset is designed to focus on. As a result, many tables choose to ignore or largely set aside rules about encumbrance, hunger, and dehydration so they can focus on the storytelling and combat instead. 5e was designed to be an elegant, easily approachable system that doesn't require the player to roll ten times to figure out the purity of the water source the party just found.

However, since survival is such a major theme when looking at apocalyptic settings and stories, it is not a facet of the game that should be ignored. The following chapter poses a lot of different rules, some being completely new and some being altered versions of already known rules, that you can choose to employ in your game. All of the rules, minor and major alike, are optional and not required to enjoy playing the game. Including every single of the below written rules is not encouraged as it is more likely to be overwhelming to the players than beneficial to how the game will function. Instead, you should look the rules over and discuss with your table which rules, if any, to would fit at your table. Some of the rules aren't even rules per say, but serve more as suggestions or reminders of how to add a level of survival elements to the game you'll be playing.

While these rules are designed with an apocalyptic setting in mind, they can all be lifted into other types of campaigns. The addition of these rules, especially rules like the Stress and Trauma rule, should be discussed with the table beforehand, as it can have a big impact on how the game is played.

MINOR RULES

Without rules, we are truly nothing more than beasts.

— Vick the Slick, last words before his death.

The following rules serve as reminders of already existing concepts of the D&D 5e experience, though they are concepts most tables choose to either not employ or to modify in a way where they matter less in the overall vision of the game at hand. There are also rules that deal with common assumptions about what makes the framework of a D&D 5e game.

In an apocalyptic scenario, survival and battling the elements becomes the main focus for anyone trying to make it in this new chaotic world. Looking for food and clean water, as well as being conscious of the equipment you choose to carry with you, becomes a necessary part of surviving. If the adventurers don't have to worry about spending time gathering food or consider what equipment is actually important enough to them that they are willing to carry it for hundreds of miles as they explore the wasteland, a lot of the inherent threat and themes of the apocalypse disappear.

None of the following rules are obligatory and introducing too many new rules to a game that is already somewhat complicated can be overwhelming for players who don't expect. Look through the offered rules and consider which ones fit well at your table.

You should always respect the rules of the house you are in. It is a show of proper manners, which is crucial for a knight. So always follow the rules. Even if those rules are barbaric and stupid.

Apocalyptic Horrors

To truly immerse the adventurers in a world that has supposedly been hit by destruction, consistency is extremely important. The thought of the world 'out there' should bring thoughts of dread and reluctance to the survivors of the apocalypse, as the world is no longer as inviting and open as it used to be. Monsters roam the wild, raiders lie in wait near any main road. The amount of threats, natural and otherwise, that are present in the world is larger than ever before, and it should be felt by the adventurers meant to explore it. Enhancing the theme of dread can be done in many different ways, but what is most important is that they remain consistent throughout the game.

A major aspect of creating a sense of dread is to create a sense of safety to oppose it. When the world is teeming with monsters and the adventurers will have to sneak, stalk, and flee apocalyptic horrors every day they spend out in the wild, the thought of manmade walls and the safety they offer can be an incredible motivator for them to brave the elements of the destructive world.

Because the world is as lethal as it is, the adventurers need to be reminded of this. Not every encounter is one they can win, and most times the smartest thing would be to run away from whatever threat might have appeared to chase them down. Encounters, especially those that surprise the adventurers, should hardly ever be easy, as that reinforces the idea that the adventurers are somehow elevated above the common survivor. Of course, the adventurers are in fact elevated above the common person, but that is not the feeling they should be experiencing when fighting for their life in the apocalypse. They should be careful and scared for their lives, watching each and every step, trusting no one.

Currencies

Things like gold and money means little when survival is on the line. In most settlements where trade is offered, only very few people would accept money in exchange for their services. With civilization crumbling around them, there is little, if anything, for people to spend their money on, especially if it has been years or decades since the apocalypse started.

To engage in trade or to procure any sort of needed resource or material, you must be able to offer something in return. This can be favors, protection, knowledge, items, healing, food, or some other resources necessary for those trying to survive the apocalypse. Getting rarer items, such as magical ink for a wizard's spell book or a spellcasting focus, can involve a long trek into dangerous areas where you must find suitable items you can then trade in the next settlement you find. Scavenging for useful items becomes
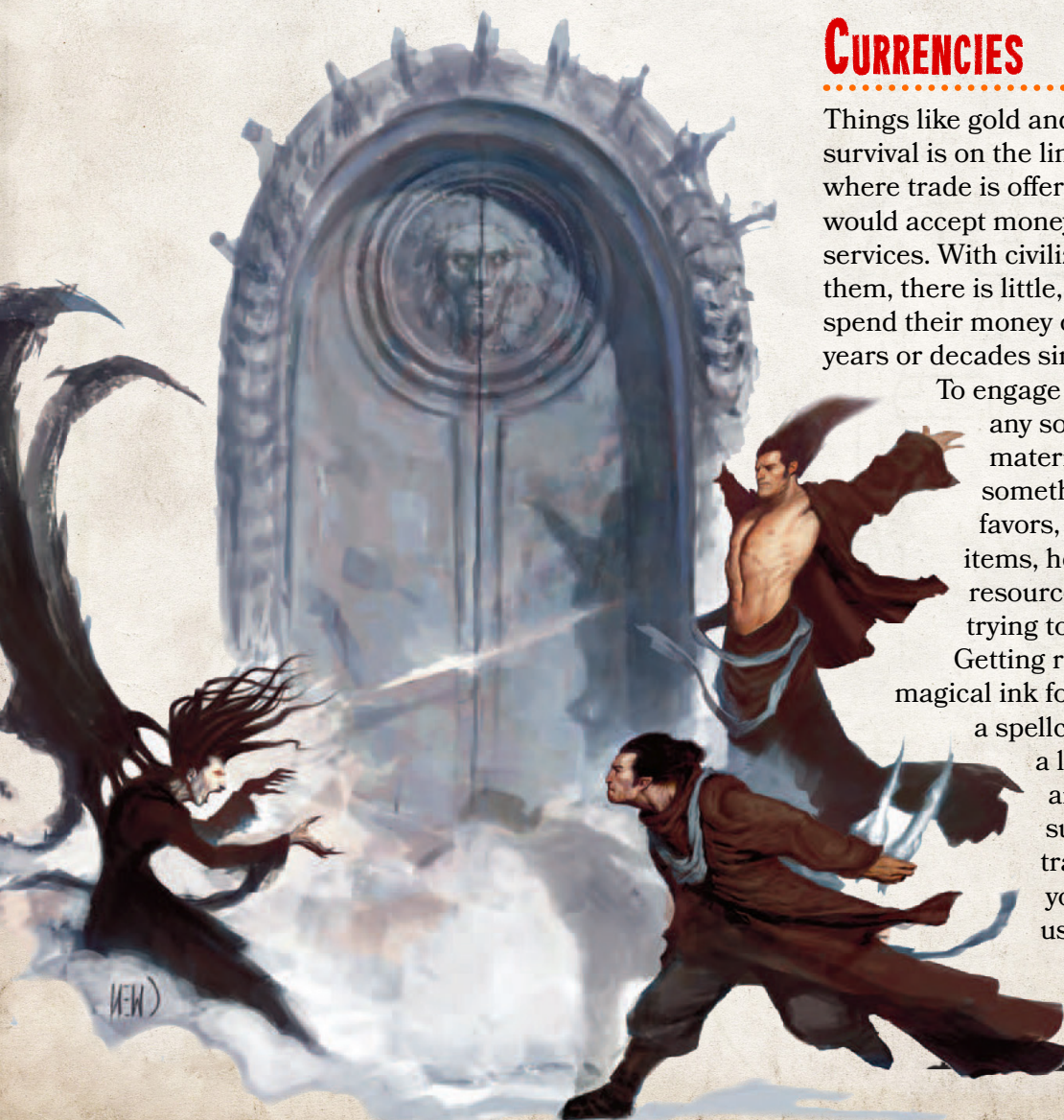
paramount for survival, as there is no longer any, or at least only very few, shops where the adventurers can buy the gear that they need.

Dehydration and Starvation

Managing your supplies when exploring a world touched by catastrophe becomes very important when you're trying to sell the dread and hardships that is so ingrained in the apocalypse genre. A large part of this is enforcing the need for food and water, especially how this food and water is gathered. A common theme amongst most apocalyptic scenarios is the lack of and battle for resources, a theme which can be expanded to play a part in the adventurer's motivations as well.

Food and Water

For ease of use, the rules for dealing with food and water as presented in the *Player's Handbook* has been written below.

Characters who don't eat or drink suffer the effects of exhaustion. Exhaustion caused by lack of food or water can't be removed until

Things that are vital for your survival: Rope, rations, waterskin, bedroll, a good pair of boots, sharp knife, torches, tinderbox, crowbar, a map, and clean bandages.

In addition, your weapons should always be kept as clean as possible. One cut, and you might be dealing with an infection and eventual death. It is not the destiny of a knight to die from disease.

the character eats and drinks the full required amount.

Food. A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food. A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion. A normal day of eating resets the count of days without food to zero.

Water. A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day. If the character already has one or more levels of exhaustion, the character takes two levels in either case.

PURIFYING WATER

A lot of water found in the wilderness, such as from lakes and rivers, can be contaminated with bacteria and must be ridden of these before you can safely drink it. The easiest ways to do so is by subjecting the water to a purify food and water spell or by boiling it over a fire. By using the latter option, this means that the adventurers will only be able to get clean water while in a camp or settlement.

SPELLS THAT CREATE FOOD

If the theme of surviving against the odds and battling other people for the precious resources that remain in the world, the ability to conjure food and water on a whim can take a bit of the edge off in terms of having to look and search for food. The adventurers no longer have to worry about it, as the party's cleric or druid can just create them a starch but filling meal without them having to risk their lives for it.

If you play in a game where hunger and thirst plays a large part, consider removing spells such as *create food and water* and similar spells that offer the adventurers food in exchange for a spell slot. The same is the case for the Outlander background, which allows for a character to easily find food for their party if they are given the chance to explore an area. Consider either changing the feature granted by this background, or baring it from the game entirely if you do not wish for your players to have an easy time finding food and water.

ENCUMBRANCE

When trekking through an apocalyptic wasteland, making decisions about what to take with you and what to leave behind can add an element of gravitas to an otherwise simple scenario. Moments where a party of adventurers have to decide between transporting food back to their home settlement or take the treasure they have just found can spark great moments of storytelling. Enforcing and using the encumbrance rule enhances the mindset of survival, as you can only bring so many things with you when traveling the wasteland.

The use of the encumbrance rules means that the adventurers will have to make short trips, never moving too far away from whatever civilization might remain in the wasteland, or they must use wagons and animals to carry their stuff around, protecting it from would-be looters and predators.

Encumbrance Rules

For ease of use, the encumbrance rules, as well as a variant for them, has been written below.

Based on the rules set in the *Player's Handbook*, your carrying capacity equals your Strength score multiplied by 15. The result is the amount of weight you can carry in pounds, but this number is usually so high that adventurers don't have to worry about it.

If you choose to use the variant encumbrance rules, you can only carry a weight of your Strength score multiplied by 5. If you go above this number, you are encumbered, meaning that your speed drops by 10 feet.

If you are carrying a weight of your Strength score multiplied by 10 up to your maximum carrying capacity (Strength score multiplied by 15), you are heavily encumbered, meaning that your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution as long as you are heavily encumbered.

Equipment Quality and Rarity

With the coming of the apocalypse, a lot of the common aspects of life were lost. Laws and norms that were once fundamental in making society function are no longer relevant, and jobs that used to be common occurrences are now scarce. With little proper training of apprentices, as well as a lack of advanced teachers, artisans tend to stick with doing what is necessary and little else. The fight for survival is paramount and there is little time left over to become an expert at a craft.

As a result, weapons and armor that require the work of a capable blacksmith is not only very rare, but also incredibly valuable. People

who have flaunted their keen greatsword one too many times are likely to find themselves the victim of a dagger to the throat in their sleep before a thief runs off with their beautiful weapon. This is less likely to happen to a regular mercenary wearing rugged leathers and wielding a simple club.

Generally, weapons and equipment that doesn't take as much work to make become more common sightings in an apocalyptic world. This includes clubs, bows, and staffs in regards to weapons, and hide and leather armors, as well as wooden shields. These items are much easier to create with the limited resources and skill sets at hand, and no one will bat an eye at adventurers equipped with this sort of gear. Heavy armor, such as plate and splint armor, and intricate weapons, such as hand crossbows and greataxes, will be less common, simply because the people and resources required to make them have become extremely rare because of the destruction caused by the apocalypse.

Likewise, weapons and equipment found in the wild or in ancient dwellings and dungeons are often in rather bad condition. The wearer of the equipment probably used it heavily, leaving it dented and broken in some places. This sort of equipment is not useable by an adventurer, not unless it undergoes hefty repairs. Such weapons and armor can be taken to a formidable craftsman, assuming the adventurers know where to find one, and can be repaired for half the cost of the equipment in question.

No matter the quality of your company, you must learn to take care of yourself. Even if you are surrounded by people you trust, you cannot be guaranteed that they will always be there to protect you.

Learn to use a blade, even poorly, and it might save your life. Train to run further and faster. To lift and pull and climb. Depend on yourself before anyone else.

Hero Points

This rule is a rather simple one and deals with portraying a character taking damage. Since some of the more common infections associated with the apocalypse, such as a zombie's bite, involve the character being physically wounded, this means that any martial character is much worse off than a ranged character.

A way to remedy this is to replace the concept of Hit Points with Hero Points. HP no longer reflects how much health a character has, but rather how well they react in response to danger. In this case, the character would only get physically wounded on a critical hit, upon hitting 0 HP, or by other circumstances as determined by the DM.

Less Magic

With people taking advantage of one another and any skill beyond the usual trades having a great chance of gathering unwanted attention, magic users might not be a very common sight in an apocalyptic setting. Either because of them hiding, a lack of teachers, or just because of the more prevalent focus on physical abilities and attributes, spellcasters are not as present as they once were, and the few who remain never reach the power levels of their predecessors who existed before the apocalypse.

Only very few settlements are able to offer items centered around spellcasting such as magical inks for spell books or spellcasting foci, and will likely not offer any kind of magical services such as healing or similar magic. It also means that, with the exception of minor magical reagents, magic items are even rarer than they were before as the people capable of creating them no longer exist. To find items with magical properties and powers, the adventurers will have to venture into a world that is even more dangerous and lethal than the world used to be.

Long and Short Rests

Surviving in the apocalypse is not supposed to be easy. One of the larger themes found in media, and especially games, that touches on the idea of an apocalypse is the battle for survival in a world that is constantly doing its best to kill you. In a D&D game, the adventurers are already better than the average person. Much better, in fact. They are heroes of the ages, meant for greatness and glory, and that style of play does not mash well with the dreary visage of a destroyed world.

A way to make the adventurers more reliant on planning and caution as they move through the world, is to lengthen the rest the adventurers usually take when exploring the world. In the case of a 5e game following this rule, a short rest would then last one day, requiring a full night's rest. A long rest in turn, would last a week.

This means that any abilities and skills with a cooldown of a short rest wouldn't be restored until they had slept through the night, and features requiring a long rest, such as a wizard's spells, would not be restored until after a full week of relaxing and resting.

Additional Rests

If you wish to stick with the normal system for rests, you can choose to deploy these additional types of rests into your game. These function alongside short and long rests, both of which function as described in the *Player's Handbook*.

Taking a Breather. Immediately after a fight, the DM may allow the adventurers to take a breather over a short period of time where they can gather themselves after a tough battle. Lasting no more than 10 minutes, you may relax, take a drink, tend to a wound, or converse with your fellow adventurers. During this time you may spend one Hit Die to regain a number of hit points equal to what you rolled + your Constitution modifier. You must have at least 1 hit point at the start of the rest to gain its benefits.

Material Components for Healing Spells

To make the trials of the wasteland that much harder to deal with, you may consider adding a material component to any spell that heals creatures or grants them hit points. This material component should be available to the players, such as by making the material component that of a harvested herb or perhaps a specially treated ingredient they will have to purchase in doses in settlements.

The amount of doses of the component they then have will detail how many healing spells they can utilize before they must go searching for more components for the restorative spellcasting.

Day's Rest. When you take a day's rest, you spend at least 24 relaxing. During this time, you may perform light activities or light labor for no more than two hours, you must spend at least 8 of the 24 hours sleeping, and you must consume 2 rations. At the end of the rest, you recover all lost hit points, regain all spent Hit Dice, and you lose 2 levels of exhaustion. You must have at least 1 hit point at the start of the rest to gain its benefits.

You cannot have a day's rest while in the wilderness, while wearing armor, or while in areas infected with danger. You must be in a safe place where you do not feel the need to have your guard up, such as in your home or in a tavern.

This sort of rest is considered a long rest in regards to recharging abilities, such as spells or similar features.

GUNS AND MORALITY

When modern people think of the apocalypse, it is often set in the context of our real world and daily life. Most depictions in media that we see are of an alternate, but equally morden or sometimes futuristic, world which is hit by destruction. In this version of the apocalypse, guns and other modern firearms play a large part in how survival is depicted for the people fighting to make it through the horrors of the world ending.

This document does not look into adding guns or firearms mechanics into the game, as it works from the mindset of an apocalypse happening in a medieval fantasy setting, a location and period where firearms having not yet been invented. Not counting magically enhanced thundercannons, of course.

A common theme in apocalyptic storytelling is the loss of normality that is found in our everyday life. Guns are a modern means of defense and war, and it therefore occurs naturally to most people that guns would be a part of the apocalypse simply because the apocalyptic media they have witnessed often includes it, making it a common theme of the genre.

We are modern people with modern ideals and morals, and though we play in a realm that is based heavily on a historical period and we try to reflect this mindset, we are still deeply affected by how we see our own modern world. This includes bringing themes of modern times into our fantasy universe because it gives us something tangible to understand as we attempt to portray characters that, supposedly, exists in a much different era of morality than our own.

In an apocalypse as portrayed by modern media, one of the many themes that occurs repeatedly, especially in a zombie apocalypse, is that man is the real monster. Despite the hordes of monsters and horrors threatening the lives of the survivors, there is always the

hero who is able to keep their morality and decency, despite the horrors of the new world. These heroes are contrasted against other people, other humans who were not able to do so, humans who have turned into beings worse than the monsters chasing our beloved heroes.

To make a story truly apocalyptic, making encounters and scenarios that challenges the players' morality and core human ideals is of as much importance as the fight for survival, because these two themes go hand in hand when dealing with the end of the world. How much of your humanity are you willing to give up in the battle for survival? If you can get your players to ponder that question, you've truly brought them into the apocalypse.

SCAVENGING

I've survived weeks living off of nothing but luck and half-rotten carcasses of starved animals. I've woken up to the floor giving way beneath me and the ceiling falling apart down on my head. I was once trapped beneath a pile of rubble for three days before someone found me and got me out. Not before they tried to rob me first of course, but I wasn't exactly surprised by that.

— Nill Swann, eccentric survivor and teacher

If you are considering using the scavenging system in your setting, you should make sure that employing this rule actually makes sense. For the players to be motivated to search for food and supplies the world will need to have a scarce supply of what they need to survive. That means that cities are rare and that loot given by searching bandit dens or robbing caravans should not be abundant. If the adventurers are given equipment and food with little to no effort from their side, scavenging becomes largely pointless.

This is not a bad thing, as some people simply don't enjoy playing the game in that way. Some people are not interested in adding survival mechanics to the game and that should be respected. The scavenging system belongs in a game and setting where the battle for survival involves having to dig through the ruins of civilization in order to survive, and to employ this rule means changing a lot about what most people consider D&D to be.

Regardless, elements of the scavenging system, such as the ruined structures, can be taken out and modified to fit into your game. Even if searching for supplies isn't high priority for your table, there are still elements in this scavenging rule that can find a home at every table.

Ruined Structures

As the world began to crumble under the effects of the apocalypse, as did the buildings and structures created by the humanoid peoples of the world. With no one to repair and maintain the integrity of the buildings, time and the force of the apocalyptic elements will eventually turn the structure into a ruin.

Depending on the material, the building might stand the test of time for longer. Stone buildings, for instance, can keep standing for years with only minor entropy damaging the structure, whereas wooden buildings will collapse in less than a few decades. Even so, if the apocalypse took place several hundreds of years ago, only very few pre-apocalyptic buildings will still be standing, no matter the ingenuity of their construction. Natural disasters, such as storms and fires, can destroy the remnants of civilization in a few quick breaths, leaving only a charred husk of what once was a thriving homestead.

When scavenging for resources, adventurers will occasionally have to explore some areas that time or destructive circumstance has made unsafe. Rotting or partially collapsed buildings can offer their own dangers as floors and walls break down or the ceiling drops down on the heads of the exploring survivors. There might even be critters, monsters, or even other survivors hiding in the abandoned structure, patiently waiting for the adventurers to either leave or to make a wrong move inside the dilapidated building.

Levels of Ruin

Buildings can be found in different degrees of ruin, the severity of which will only increase as time goes on. This means that settings where the apocalypse has just happened will still have plenty of intact buildings, where the opposite is the case for settings where the calamity struck centuries before.

The severity of the damage to the buildings also means that it is harder to scavenge for

goods. Either fallen beams and pillars block off certain areas, the rooms have already been picked clean, or the structural integrity is simply too fragile to safely explore. A character who is proficient in the Wisdom (Survival) skill will be able to determine the level of ruin of a structure by examining it from the outside for 10 minutes.

A character exploring a ruined building must succeed on a Wisdom (Survival) check to move safely through the building. The difficulty of the check depends on the level of ruin of the structure being explored. Every time the adventurers must make an Intelligence (Investigation) check to search for items (as detailed in the following section), the adventurers must make another Survival check to continue through the building. This represents them moving from one area of the building to another, such as from floor to floor of a farmhouse. If a building is totally undamaged, no survival checks are required.

Level of Ruin	Survival Check DC
Minor Damage	10
Major Damage	15
Near Ruin	20
Collapsed	30

If the exploring character succeeds on their Survival check they may explore the building safely and scavenge for any useful materials. If they fail, a Structural Accident occurs which the character must then deal with. Some of these accidents will cause damage to the character, perhaps forcing them to retreat from the building. The amount of damage taken depends on the character's level and can be read about below.

Damage Severity by Level

Character Level	Minor Damage	Moderate Damage	Major Damage
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

The damage dealt to the characters should be substantial, otherwise the act of scavenging and the dangers of exploring old buildings and structure quickly becomes trite. Therefore, the damage scales with the character's level instead of remaining static.

Structural Accidents

d100	Accident
1-25	Broken Floor
26-50	Fallen Debris
51-55	Random Encounter, Minor
56-60	Random Encounter, Moderate
61-75	Ceiling Collapse
76-90	Wall Collapse
91-95	Floor Collapse
96-100	Structure Collapse

Broken Floor. A piece of floor board breaks beneath your feet, making part of your body fall through the floor with a loud crash. You are prone and restrained, and you take minor damage from this accident. You can pull yourself free using an action.

Fallen Debris. A loose piece of wood, rock, or similar debris falls from above, striking you hard on its way down. You take minor damage from this accident.

Random Encounter, Minor. You run into some weaker creatures, monsters, or aggressive survivors while searching the building. The DC for the encounter equals half your character level (minimum of 1).

Random Encounter, Moderate. You run into some stronger creatures, monsters, or aggressive survivors while searching the building. The DC for the encounter equals your character level (minimum of 1).

Ceiling Collapse. Large sections of the ceiling come loose, raining down on top of you.

Note to self: avoid abandoned farms. Either they are too dilapidated to safely explore or they are very much not abandoned and filled with incredibly hostile inhabitants.

You take moderate damage from this accident. The floor above you is now gone and can't be crossed should you choose to explore the area above you.

Wall Collapse. A crumbling section of wall falls on top of you, pinning you to the floor. You are prone and restrained, and you take moderate damage from this accident. You can get free from beneath the fallen wall after 1d4 rounds, and half as many if you are helped free. After suffering this accident, the level of ruin for the structure increases by 1.

Floor Collapse. The floor gives way beneath you, crumbling away and making you drop to the story below where you fall prone. Along with falling, debris and various structural materials fall with you, landing on you and piercing your skin as you fall. You take major damage from this accident. After suffering this accident, the level of ruin for the structure increases by 1.

This effect can only occur if the you are not standing on the foundation of the building. If you roll this accident and you are standing on the foundation of the building, reroll for another accident.

Structure Collapse. The structural integrity of the building has become compromised and it is beginning to collapse. The building will collapse for 1d3 rounds. For each round the building collapses, the level of ruin will increase by 1, meaning that a building suffering only Minor Damage will have reached Near Ruin status after two rounds of collapsing.

For every round you spend within the collapsing building, you must make an additional Survival check, suffering a Structural Accident on a failed check.

SCAVENGING RULES

Having to scrounge and search every nook and cranny of abandoned civilization to survive is unfortunately the fate of many trying to survive in the apocalypse. Below, you will find some basic rules surrounding scavenging specifically tied together with the exploration rules as described above.

SEARCHING FOR ITEMS

The DC for searching for items is a little complicated to figure out, as it takes into account the level of ruin of the building being searched, the skill and perceptiveness of the character doing the searching, and also a good measure of luck.

Searching the Area. First thing the character must do is search the area, which they do by making an Investigation check. Searching an area takes 20 minutes to do and involves rummaging through old crates and boxes, as well as look behind any fallen rubble. The DC of the Investigation check depends on the level of ruin of the building being searched. The Survival check DC found in the "Level of Ruin" section above sets the DC for the Investigation check for the area as well, meaning that a building that has suffered major damage has an Investigation DC of 15. No more than one Investigation check can be made per area, but two characters can help each other search the same area, giving one of them advantage on the Investigation roll. The DM determines how many areas a building has.

Finding Items. If a character succeeds on their Investigation check, they get to roll a d100 on the Scavenging Table, as detailed below. For every increment of 5 they go above the DC for the Investigation check, they get to roll on the Scavenging Table again. For instance, if an area has a DC of 10 and a character rolls a 17, they get to roll twice on the Scavenging Table.

Looted Buildings. Some buildings have already been looted or thoroughly searched by other survivors. If this is the case, then a modifier is added onto whatever number the character rolled on the Scavenging table. It is up to the DM to decide if the building has been searched before based on the area the building is in and the state of the ruined structure. If a building is found in a major city, chances are that other survivors have already looked through it. The same is true for buildings that have been standing for several decades and have had multiple people travel past it. This modifier is only used when reading the main Scavenging Table, not when reading the other tables.

Previous Looting	Modifier
Never been scavenged	+10
Lightly scavenged	+0
Moderately scavenged	-5
Heavily scavenged	-15
Nearly empty	-40

Scavenging Tables

When a character decides to scavenge a building, they can find a variety of items that might be useful for their survival. The exact nature of the scavenged items in question can be decided by the DM or be rolled for randomly on the subheading tables below. The following things can be found by a scavenger:

Nothing. The area has nothing for the scavengers to find.

Food. This consists of wildly growing berries and vegetables, dead animals that are fresh enough to be eaten, as well as dried goods and water. Raw foods, such as berries, fruit, vegetables, and raw meat needs to be eaten

The world can provide enough for you to survive if you are just willing to look for it. Though the nobler classes, whose manners I strive after, would consider me a savage for what I have done to survive, living to spread the word of my Lady is paramount to me.

I shall dig through the filth of the earth, if it means I can live another day in her heavenly light.

quickly or cured to last longer, while dried goods function much like rations and can be saved for a long time without spoiling.

Miscellaneous. Random items left behind by whoever was in the area before. This might include bedroll, tinderboxes, broken instruments, or pieces of parchment.

Herbs and Medicine. Ingredients for crafting potions and poisons, as well as material components for spellcasting. If you are playing with the rule of healing spells requiring materials components, finding the required components through scavenging is an excellent method of refilling the healer's stores.

Weapons and Armor. Some locations will still have pieces of armor or well-made weapons lying around, most of which will be in poor condition and will need to be repaired by an artisan in a settlement.

Exotics. Very rarely, you may stumble upon a gem among the rubble, such as a magic potion or another low magic item. If you find an exotic item, it is up to the DM to decide the nature of the item in question or they might roll for a random item in the Dungeon Master's Guide.

Scavenging Table

d100	Scavenging Results
1-35	Nothing
36-60	Food
61-75	Miscellaneous
76-90	Herbs and Medicine
91-98	Weapons and Armor
99-100	Exotics
96-100	Structure Collapse

Food Scavenging Table

d100	Scavenging Results
1-40	1d6 pounds of raw foods
41-50	2d6 pounds of raw foods
51-65	1d4 pounds of dried goods
66-75	2d4 pounds of dried goods
76-90	1d4 gallons of water (waterskins, natural spring)
91-100	1d4 bottles of wine or other alcohol

Herbs and Medicine Scavenging Table

d100	Scavenging Results
1-50	1d6 doses of spell components (resources for spellcasting, including material components for healing spells and reagents to make magical ink)
51-75	1d6 ingredients for use with tools (alchemist supplies, herbalism kit, poisoner's kit)
76-80	Holy water
81-85	Antitoxin
96-99	Healing potion
100	Greater healing potion

Weapons and Armor Scavenging Table

d100	Scavenging Results
1-25	Random light armor
26-40	Random medium armor or shield
41-50	Random heavy armor
51-80	Random simple weapon
81-100	Random martial weapon

Miscellaneous Scavenging Table

d100	Scavenging Results
1-17	Random set of artisan's tools
18-21	Random gaming set
22-31	Random musical instrument
32-34	Ball bearings (bag of 1d100 x 10)
35-37	Bell
38-40	Blanket
41-43	Book
44-46	Caltrops (bag of 1d20)
47-49	Candles, 1d4
50-52	Chain (10 feet)
53-55	Climber's kit
56-58	Clothes, common
59-61	Clothes, fine
62-64	Clothes, traveler's
65-67	Crowbar
68-70	Grappling hook
71-73	Hammer
74-76	Healer's kit
77-79	Hunting trap
80-82	Lantern
83-85	Manacles
86-88	1d4 flasks of oil
89-90	Rope, hempen (50 feet)
91-92	Rope, silk (50 feet)
93	Spellbook
94	Spyglass
95-97	Torch
98-100	Vial, 1d4

SIGN LANGUAGE

Don't speak! Or they will hear you.

— Ander Firehorn, mad pyromancer

With danger around every corner, even the simple act of speaking can be enough to alert the monsters and beasts threatening the safety of the world's remaining survivors. In these cases, where the sound of spoken words could be enough to garner the attention of the monsters, some people learn to communicate using hand signs and signals.

With this rule, when a character is given the option to learn a new language of their choice, they may consider the option of Sign Language in addition to any other languages allowed by the DM. Sign Language uses no words to communicate, instead relying on hand movements and gestures to communicate thoughts and ideas. You must have at least one hand free to communicate in Sign Language, and then you can only communicate simple ideas. To relay complex or detailed information, you need the use of both of your hands.

If the DM chooses, the character might be granted Sign Language as a part of their backstory, having grown up with a deaf or mute sibling. Alternatively, if the Sign Language is known by every member of the adventuring party, the Sign Language might be unique to that party. This means that the Sign Language can only be understood by the people who are members of the party. Using this, they can have secret conversations with one another while in public without anyone knowing what they are talking about.

STRESS AND TRAUMA

I knew a girl once, before the world turned insane. Alyss. She was the sweetest thing, kind and caring. One night, our village was attacked by a group of raiders. They were looking for food and when they found we didn't have any they got mad, started attacking people. We found Alyss hiding beneath the floorboards of her family's house when the raiders left. She was covered in blood. She didn't speak after that. Couldn't move, couldn't talk, only ate when we forced her. A living doll. I don't know where she is now.

— Daveth Forester, wanderer and storyteller

Surviving in the apocalypse is not an easy thing. You must deal with dangers of all kinds, be they humanoid, monstrous, or natural, and they can all have a great impact on how your character reacts in certain situations.

This section introduces the ideas of stress and trauma, two factors that become vital in creating the grimdark attitude so often found in settings that have been touched by destruction. The system is intentionally made to be rather simple and takes a lot from the already implemented exhaustion system. This is done both to fit the ruleset of 5e D&D, but also to create a system players and DMs alike will already have some familiarity with.

STRESS

Stress can occur in many more situations than exhaustion can and should be used more often than its cousin system. Since the stress system is not directly lethal, it can be utilized more often thereby having a greater impact on the game itself and also intensify the dread felt by the players in the destructive world they are playing in.

Stress is measured in five levels and an effect can only give one level of stress. However, multiple effects can occur at the same time or in very close repetition, making the system both effective and dangerous.

The Stressed Condition

Any creature that is immune to exhaustion or has advantage on saving throws against becoming exhausted, has the same benefits against the stressed condition. This means that if a creature is immune to exhaustion they are also immune to stress.

Becoming Stressed

There are a few ways stress is certain to occur. The following effects are guaranteed to give a character one level of stress:

- Going unconscious as a result of dropping to 0 hit points.
- Not resting for an entire day, meaning that the character takes no short or long rests.
- Witnessing an ally die.

Another way, and probably the most common way, of becoming stressed is by witnessing or experiencing traumatic events. These events are extremely subjective and what might be a traumatic experience for one creature will have little to no effect on another. If a creature witnesses or experiences a traumatic event, such as being betrayed by a close friend or falling into a pit of corpses, it is up to the DM to decide the level of the traumatic event for the creature in question.

When experiencing such an event, the creature must make a Trauma saving throw, the DC of which is detailed below. A Trauma save is made by rolling a d20 and then adding either your Constitution or your Wisdom modifier to the roll. The DM decides which of these modifiers to add depending on the event in question.

The examples given here serve merely as suggestions, as some characters might have a worse or lesser experience depending on their background and the context of the situation at hand.

Trauma Saves

Level of Traumatic Event	Save DC	Event Examples
Low - Disturbed	10	Seeing symbols painted in blood, finding a fresh corpse
Medium - Shaken	15	Betrayed by an ally, being kidnapped
High - In Shock	20	Seeing an innocent be murdered, being tortured

As a creature is faced with traumatic events, their stress levels will increase. When they reach a new level of stress, they will suffer its effects in addition to any effects suffered from previous levels of stress.

Stress Effects

Level	Effect
1	Minor trauma
2	Proficiency bonus is not added to ability checks or saving throws
3	Moderate trauma
4	Speed is halved
5	Major trauma

If an already stressed creature suffers another effect that causes stress, its current level of stress increases by one level. A creature suffers the effect of its current level of stress as well as all lower levels. For example, a creature suffering level 2 stress has a minor trauma and cannot add its proficiency bonus to its ability checks or saving throws. However, it does not suffer it multiple times, meaning that a creature suffering level 2 stress does not receive a second minor trauma. Likewise, the creature doesn't receive another minor trauma if their stress level is lowered back down to 1.

An effect that removes exhaustion also removes stress, reducing its level as specified in the effect's description, with most stress effects ending if a creature's stress level is reduced below 1. Finishing a long rest reduces a creature's stress level by 1.

Effects suffered as a result of a trauma remain, even if the stress level is reduced below 1. There is no quick fix for sustained trauma, not even for physical injuries, and it will take longer for the trauma to go away. The recovery time listed assumes a day where the creature is able to eat and drink, as well as complete a long rest.

Trauma Recovery

Trauma Severity	Recovery Time
Low	1 day
Medium	1 week
High	1 month

Trauma

There exists two different kinds of trauma: physical and mental. Which one of these trauma types to use is decided by the DM, who can then roll for a random effect or choose one from the tables below. The DM should try to pick a kind of trauma which makes sense for the situation at hand. For instance, if a creature is physically tortured it would make sense for them to sustain a physical trauma, whereas if they witnessed a horrific event, such as a brutal murder, they would suffer a mental trauma.

The different types of trauma can be described in the following ways:

- *Physical Trauma.* This includes sustained and lasting injuries a character might have gotten while adventuring, such as wounds and broken limbs.
- *Mental Trauma.* This type of trauma is suffered when a creature is mentally pushed beyond their limits. Witnessing something horrific or being faced with a great fear could be some of the reasons for sustaining a mental trauma.

If a creature suffers more than three traumas in the same category (physical or mental) no matter the severity level, the creature will immediately die from it. Physical trauma causes so much stress on the body that it shuts down and mental trauma drives the creature into irreversible insanity.

You can choose an appropriate trauma from the tables below or roll to determine a random trauma. The traumas are accumulative, meaning that a creature can suffer the Broken Wrist and a Gangrenous Wound traumas at the same time, but a creature cannot have more than one instance of the same trauma.

In some cases, a trauma might have a lesser or greater effect on the creature in question. Barbarians would not suffer as heavily under the Headache trauma as a wizard would, and a creature with a low Dexterity modifier won't be heavily affected by a Twisted Wrist. Likewise, some feats and abilities might nullify the effects of a trauma, in which case it is up to the DM whether or not the trauma has any effect on the creature in question. Examples of this could be a sorcerer with the War Caster feat suffering the Broken Arm trauma. Because of the wording of the feat, the DM might rule that the sorcerer would still be able to cast spells despite the trauma taking effect.

Deciding which traumas are deployed and to which degree they have an effect on the game ultimately falls under the DMs jurisdiction and they have final say when it comes to how penalizing the traumas will be.

Physical Trauma

Different kinds of physical trauma and its effects can be read about below.

Physical Trauma Table

d4	Minor Trauma	Moderate Trauma	Major Trauma
1	Twisted Ankle	Broken Ankle	Broken Leg
2	Twisted Wrist	Broken Wrist	Broken Arm
3	Blurred Vision	Partial Blindness	Blindness
4	Infected Wound	Festering Wound	Gangrenous Wound

Blindness. You suffer the blinded condition.

Blurred Vision. You have disadvantage on Wisdom (Perception) checks that rely on sight, and you can't see further than 60 feet.

Broken Arm. Your AC is lowered by 2, you cannot wield two-handed weapons or use shields, and you cannot cast spells with somatic components.

Broken Ankle. Your movement speed is lowered by 20 feet to a minimum of 5 feet.

Broken Leg. Your movement speed is lowered by 20 feet to a minimum of 5 feet and you cannot walk unassisted. If you attempt to walk without aid, such as with help from an ally or the support of a crutch, you fall prone.

Broken Wrist. You have disadvantage on attack rolls made with two-handed weapons, shields only give a +1 bonus to AC instead of its usual +2 bonus, and you have disadvantage on attack rolls using spells that have a somatic component.

Festering Wound. You no longer add your ability modifier when determining your chances to hit with an attack or when you make a saving throw. You still subtract it if the modifier is negative.

Gangrenous Wound. You have disadvantage on attack rolls and saving throws, and when you roll a Hit Die to regain hit points, you only regain half of the rolled amount.

Infected Wound. You no longer add your ability modifier when determining the damage of an attack. You still subtract it if the modifier is negative.

Partial Blindness. You have disadvantage on Wisdom (Perception) checks that rely on sight, you can't read, and you have disadvantage on initiative rolls.

As a true knight, it is expected of me to console those who are fair of character and constitution when trouble enters their lives.

Fortunate, it is, that the Lady protects my mind from the horrors of the world. That way, I can better help those suffering from ailments caused by the wretched powers of the world.
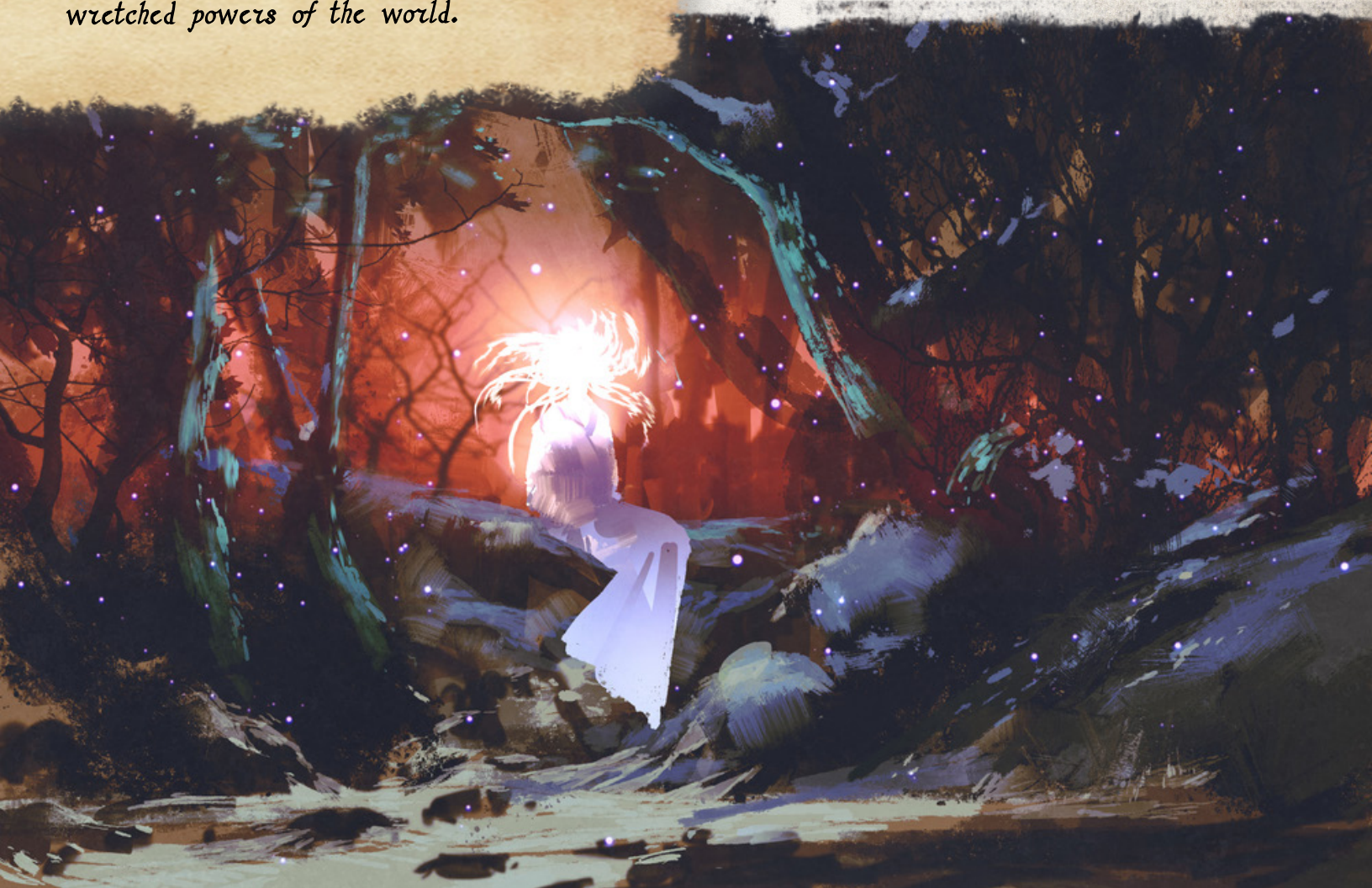
Twisted Ankle. Your movement speed is lowered by 10 feet to a minimum of 5 feet.

Twisted Wrist. You have disadvantage on Dexterity checks that uses your hands, such as Sleight of Hand checks.

MENTAL TRAUMA

Different kinds of mental trauma and its effects can be read about below.

MENTAL TRAUMA TABLE

d4	Minor Trauma	Moderate Trauma	Major Trauma
1	Forgetfulness	Hallucinations	Tics and Spasms
2	Distracted	Nightmares	Amnesia
3	Headache	Mute	Confusion
4	Concerned	Fearful	Phobia

Amnesia. You can no longer recognize the people around you and you cannot remember anything from before you contracted the amnesia. You automatically fail all Intelligence checks and Intelligence saving throws.

Concerned. You worry about all things all the time. You have disadvantage on saving throws against being frightened and charmed.

Confusion. You have problems understanding what is going on. Whenever you roll initiative, there is a 75% chance that you become confused as per the *confusion* spell.

Distracted. You have trouble staying in the moment and become easily distracted by mundane things. You have disadvantage on initiative rolls, Wisdom (Perception) checks made when keeping watch, and Intelligence checks made to remember information.

Hallucinations. You start seeing shapes and figures that aren't there. You have disadvantage on Wisdom (Insight) checks and on Charisma checks made to convince others of something.

Headache. You are plagued by a constant, piercing headache that makes it hard to think clearly. You have disadvantage on concentration checks and Intelligence checks made to recall information.

Fearful. You are afraid of a thing or creature. When you encounter the source of your fear, you must succeed on a DC 15 Trauma saving throw or become frightened for 1 minute. You can repeat the saving throw at the end of each of your turns, ending the effect on a success. If your saving throw is successful or the effect ends for you, you are immune to being frightened of the triggering instance for the next 24 hours. The source of your fear is decided by the DM when you contract this trauma and should have something to do with how you contracted the trauma. Examples of fears could be a monster type such as dragons or orcs, or an element such as fire or water.

Forgetfulness. You lose things and forget where you put them. Every day that you have this trauma, there is a 50 % chance that an item will go missing from your inventory. The DM decides what item goes missing.

Mute. You lose the ability to speak coherently, only being capable of communicating in sounds and strange gestures. You have disadvantage on Charisma checks and you cannot cast spells with a verbal component.

Nightmares. You are plagued by nightmares. When you take a long rest, there is a 50 % chance you will be plagued by nightmares, therefore gaining no benefit from the rest. If you go to take a long rest with at least 2 levels of exhaustion while you have this trauma, you automatically succeed and complete the long rest.

Phobia. You are deadly afraid of a thing or creature. When you encounter the source of your fear, you become frightened as long as you can see or hear the source of your fear. The source of your fear is decided by the DM when you contract this trauma and should have something to do with how you contracted the trauma. Examples of fears could be a monster type such as dragons or orcs, or an element such as fire or water.

Tics and Spasms. Your body twitches and spasms beyond your control. You have disadvantage on attack rolls and ability checks, as well as Strength and Dexterity saving throws.

PART 3
CHARACTER OPTIONS

CHAPTER 5 - RACES

While the common races, as presented in published materials such as the *Player's Handbook* and *Volo's Guide to Monsters,* can still exist in a world touched by the apocalypse, they are no longer alone. With the massive amounts of destructive energy washing over the land, it was not only the world that was changed.

The following races can be used in worlds and settings that have been touched by destruction. The races have been made to fit into different apocalyptic scenarios and can be employed within the constraints of most apocalypses presented in this document. It is likely that these races, new as they are to the world they inhabit, will be misunderstood and despised by their fellows. They can make for excellent villains as a result, or even a reluctant hero determined to show that they are not as dangerous as they might seem.

FEY'RI

If you look through my bloodline, through the gore and destruction brought to my people, you will find generations of warriors. We were born in pain to fight for what we have conquered, using any weapons or trickery granted to us through our blood to claw our way to greatness. And I will succeed where my ancestors failed.

— Carrax Arkardi, war commander

Though fey'ri can be safely compared to elves in terms of how they look, the comparison is flawed in many ways. They carry the grace and beauty of the elves, as well as the pride and stubbornness, but most elves would take great offense in being compared to a fey'ri. The demonblood running through the veins of the fey'ri has a definite impact on their appearance, giving them horns, barbed tails, as well as tongues of snakes and eyes of cats, or any combination of these demonic quality. Most look otherworldly and frightening as a result, though some have so few demonic characteristics that they are nearly indistinguishable from their elven cousins.

HOUSES OF WAR

The legends of the fey'ri have been passed down through generations among the fey courts and ancient elven families. The stories of the ungodly joining of demonic and fey blood to create the fey'ri is a tale of fear and blood which serves as warning words to future generations carrying any semblance of fey ancestry.

Also referred to as demonfey by some, the fey'ri are hated by many and feared by more. They are said to be without scruples and without mercy concerning the lives and wellbeing of others. These tales of their destructive tendencies are enhanced further by them being a foe of the past,

of their fewer numbers now they aren't able to indulge in their honorable battles for glory that their ancestors participated in.

FACECHANGERS

The fey'ri are infamous for their ability to change their faces and features to look like something entirely different. Because of their demonic looks, this trait of theirs is immensely useful for infiltrating and living amongst other races who might not regard the fey'ri with any kind of patience or kindness.

To use their facechanging abilities to dupe or fool another fey'ri is considered poor taste however, and few things are more staining on a house's standing than a fey'ri impersonating another fey'ri, be it either to take some of their power for themselves or to put them in a situation where the impersonated fey'ri's reputation would be tarnished.

FEY'RI NAMES

Fey'ri have a first name and a house name. Their first name carries less significance amongst other fey'ri, where it is the name of the fey'ri house that is the most important. When introducing themselves to anyone of importance or another fey'ri, a fey'ri will typically present their last name before their first name. When speaking with other races, they adopt the customs of the race in question and usually say their first name first.

Female Names: Angin, Ellish, Flarha, Lothie, Mogwyn, Sarya, Talya, Xenna

Male Names: Arrothin, Carna, Fyrio, Parash, Romaz, Rechor, Reverthor, Vraga

House Names: Abulash, Dlogubeth, Erribos, Fengureth, Lartithri, Mallwyn, Trinkalihn, Xahalth

since no one has seen any fey'ri since they were apparently made extinct due to their frequent warfaring and battles with other races and each other. However, this was not the case.

The fey'ri are few and rare, that is true, but they are far from extinct. Keeping records of their family lineages, tracing their bloodlines all the way back to when they first mingled with the demons of the lower planes, they are proud and chaotic beings who consider any outsiders less worthy of power than a member of their own race and family.

The houses of the fey'ri have battled each other and others for generations, but because

Fey'ri Traits

As a member of the fey'ri race, you have the following traits.

Ability Score Increase. Your Charisma score increases by 2 and you Dexterity score increases by 1.

Age. Being related by blood to the elves, though elves are revolted by this connection, a fey'ri can live for centuries. They reach physical maturity at about the same age as humans, and are given a lot of responsibility early on in their long lives. Fey'ri can live to be around 500 years old.

Alignment. With the blood of both demons and fey in their veins, almost all fey'ri favor chaotic alignments. Whether they are good or evil depends on which bloodline is strongest in the particular fey'ri.

Size. Fey'ri normally stand between 6 and 7 feet tall, and they weigh between 140 and 180 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your heritage, no matter which is strongest, lets you see what others cannot. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey'ri Flames. You know the cantrip *control flames*. Charisma is your spellcasting ability for it.

Identity Theft. You have the ability to change how you look and sound. You can cast the spell, *disguise self* with this trait, using Charisma as your spellcasting ability for it. When you cast the spell using this trait, you can also change the sound of your voice. Once you have cast this spell, you can't cast it again with this trait until you finish a short or long rest.

Fey'ri Weapon Training. You have proficiency with the longsword, shortsword, and rapier.

Languages. You can speak, read, and write Common, Elvish, and Abyssal.

HUSK

I am not as dangerous as I look. Hells... look at me. I am as weak as a bird with a broken wing. I might look frightening, but right now I am as incapable of causing you harm as a baby would be.

— Glass, city dwelling husk

One cannot be blamed for mistaking a husk for a shambling zombie. They look remarkably similar, right down to their shuffling walk, though husks can move a faster speed than the undead creatures they are so often grouped together with. Physically, husks look like humans or half-humans whose very life-force has been sucked out of their bodies. They are gaunt and frail looking, with hollow cheeks and wispy limbs.

Passing Through Death

Most husks do not remember who they were before, and those who do retain some recollections of their past only have brief glimpses to console them. Husks were once humanoids, living and breathing a normal life, but through disease or infection they were cast away from the life they knew before to die alone. Once they died, their body lay still for a time before they would return to consciousness, seeing a world they had no memory of.

Husks rarely survive for long after their reawakening. Some are simply too physically weak to move their limbs and wither away to dust within a few days, while others choose to end their lives once again as they don't feel they have anything in the world worth holding onto. Those few who do survive are made hard and strong by the experience they have gone through, often turning mean or cruel as a result of the alienation they now feel from those who wander the world around them.

Dying Communities

Because of the animosity most people feel towards husks, they quickly learn that they can count on no one else but themselves if they want to survive. Finding together in both smaller and larger groups becomes vital for them to survive the hardships of the world, and there have even been a few settlements made exclusively out of husks.

These settlements rarely survive long however, as the people who live in the nearby area will become afraid of the possible threat posed by the husk community. Not because they are doing anything particularly villainous or wicked, but because their visage so resembles that of an undead enemy that most people don't know how to react with anything other than aggression.

Many husk settlements has fallen to assaults and raids conducted by their neighbors who feared the members of the community might one day turn feral and attack their home. As a result, husks are wary of other communities and rarely ever feel completely safe, not even in the company of their own kind.

Husk Names

With much of their bodies turned gaunt and fragile by partial decay, husks can have trouble pronouncing certain words. Their voices are typically raspy and gravelly, most words seemingly getting caught in their throats when they talk.

This, in addition to the fact that they have little to no memory of their life before rising as a husk, means they had to come up with a new name for themselves. Most husks name themselves after something simple, such as an object or action, or they are named by someone else who takes them under their wing.

Husk Names: Bones, Brass, Cage, Claw, Cough, Nails, Purge, Rake, Run, Skulk, Sneak, Tick, Tooth

Husk Traits

As a husk, you have the following traits.

Ability Score Increase. Your Constitution score increases by 2 and you Strength score increases by 1.

Age. Having been infused with elements of death and decay, you life accelerates at a decreased rate from what would be expected. Since husks cannot remember their previous lives it can be hard to figure out their exact lifespan, and it has been recorded to last anywhere from just over a century to 400 years.

Alignment. Having been alienated and shown nothing but hatred by the world, husks tend to grow solemn or angry as a result. Most husks therefore have evil alignments.

Size. Husks have the same build as they did when they were alive, only they are frailer and much more gaunt in their husk form. They

typically stand between 5 and 6 feet tall and weigh between 110 and 150 pounds.

Speed. Your base walking speed is 30 feet.

Darkvision. You woke in darkness and adapted to survive in it. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Husk Body. The partial transition you made into death has left you with some of the traits found in undead creatures. You are immune to disease, you are resistant to poison damage, and you have advantage on saving throws against poison.

Vapor of Spores. As an action, you can release a cloud of spores from your mouth to affect those standing near you. Each creature within 5 feet of you must make a Constitution saving throw (DC = 8 + your Constitution modifier + your proficiency bonus) or become poisoned for one minute. The creature may repeat the save at the end of each of their turns, ending the effect early on a success.

Once you have used this trait, you can't use it again until you finish a short or long rest.

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

VOIDALKA

Fret not, I am but a student of the arts. I am merely interested in bettering those skills granted me at birth. Your fear of me is unwarranted, I assure you. If I wanted to hurt you, I would have done so already.

— Lithariz, arcane inventor and artificer

Though the voidalka are most definitely humanoid, there are plenty of people who refuse to consider them as such. With their skin ranging in colors from blue to green to purple, bald heads, and reptile smooth skin, they look otherworldly and alien to most who encounter them. Their voices are another factor that sparks mistrust when encountering other peoples, as voidalka speak very softly, preferring to communicate using only their telepathic abilities. Because most voidalka

Don't think that I have no sympathy for these creatures. Their existence must be one of pain and dread, and I consider it my duty to relieve their misery any way I can.

grow up among their own kind, they see no reason to practice using their voice. As a result, their voice is weak and quiet, making the strange people even stranger.

Alien Slaves

The voidalka, despite their gifts with magic and their naturally enhanced intellect, are not respected at all by the creatures that created them. The aberrations that hail from the Far Realms beyond the borders of the known multiverse created the voidalka people to be used as slaves and servants for their aberrant needs. They were created by these alien creatures with this specifically in mind, to live and die as slaves to their eldritch masters.

Born to be slaves, the voidalka are molded from birth to fit in the role designed for them. They are enhanced in certain ways, some minute and some major, to be of better use to their masters as they grow up. Most voidalka, knowing no other life than one of servitude, accept their fate with no complaint. A wise choice, some would say, as any sort of sign of rebellious activity would mean the immediate disposal of the voidalka in question. Some voidalka even seem to be removed somewhat from reality, existing only to serve their masters and having little to no personality of their own.

When a voidalka acts like this, they are referred to by their fellow voidalka as 'lost'. This happens to some voidalka who have been affected so much by the strange, eldritch powers of their otherworldly masters that they can no longer conceptualize reality in the way a normal person would. They have removed themselves so far from any aspects of the real world, be it physically or mentally, that the mortal part of their mind has shut off, leaving just a shell created for servitude.

Born of Mortals

The voidalka were created by mixing the eldritch essence that make up the most powerful aberrations with the bodies of humans. The result, at first, was grotesque and bloody, and none of the early mixings of

aberration essence and human blood were successful.

The first voidalka were said to have been made by injecting aberrant essence into the body of pregnant humans, the otherworldly magic turning the then born baby into a voidalka. That method of conception is no longer employed and it is not even known for certain whether the story is true or not. Now, the voidalka are tasked by their eldritch masters to breed new babies for them to eventually use as slaves and servants, just as their parents were used before.

However, some voidalka do not follow these orders. Though it is against their genetic makeup, as they were cruelly designed to be comfortable with serving others, some voidalka are able to break free of the chains binding them to their eldritch masters and living a free life for themselves, though such a life will be a turbulent one. Because of their strange way of

acting and even stranger appearance, they are regarded with suspicion and fear by most other people who consider them too closely related to aberrant monsters to be comfortable with their presence.

Voidalka Names

It would be considered needless and even insulting to give a voidalka a name, at least to the otherworldly creatures who use them as slaves and servants. To them, they are simply things to be used and discarded when no longer functional. This doesn't mean that voidalka don't name themselves, however. These secret names are only ever spoken by free voidalka or to people they trust, as their eldritch masters would strike them down for even considering themselves worthy enough of an actual name.

Voidalka adopt sounds and phrases from Deep Speech and normalizes them into strange, yet beautiful names that have a distinct otherworldly quality to them. Because of their telepathic abilities, voidalka can communicate with each other at a very young age, exchanging ideas and strange concepts with one another. Voidalka parents converse with their children about their name long before the baby is able to speak, selecting a name that is chosen by the child itself.

Voidalka Names: Ashirahz, Ceethra, Cinnalik, Kaldovi, Nonlah, Olleriasa, Vokandith, Zando, Zelvash

Voidalka Traits

As a voidalka, you have the following traits.

Ability Score Increase. Your Intelligence score increases by 2.

Age. The age of a voidalka depends on what role the voidalka is supposed to fill out for their eldritch masters, meaning that they are physically able to become several centuries old. However, they are usually disposed off before reaching full maturity to avoid any sort of rebellious activity. They are usually killed in the middle of their second century, but can live to be about 300 years old.

Alignment. Being born to serve and act out a specific role in society, voidalkas tend to act lawful down to their very core. Whether they are good or evil depends on the role they are expected to take on in their eldritch society.

Size. Voidalkas have languid, slender limbs that seem a bit too long for what would be natural for a humanoid. They can make impressive figures, standing around 7 feet tall and weighing anywhere between 130 and 200 pounds depending on their build.

Speed. Your base walking speed is 30 feet.

Darkvision. The unknown beyond the known borders of the multiverse have given you a gift for discerning details in the darkness, even if you have never experienced the blackness of the void for yourself. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Alien Mind Trick. You know the *message* cantrip. Once you reach 3rd level, you can cast the *bane* spell once per day at its lowest level. When you reach 5th level, you can also cast the *calm emotions* spell once per long rest. Intelligence is your spellcasting ability for these spells.

Strong of Mind. You are resistant to psychic damage.

Languages. You can speak, read, and write Common and Deep Speech.

Subrace. Your genetic makeup has been formed to best benefit the role you'd have in society, dividing different voidalkas into various castes.

Azindi

Voidalkas made under the azindi caste were created to serve as acrobats, dancers, or perhaps even assassins and thieves.

Ability Score Increase. Your Dexterity score increases by 1.

Quick Steps. You are fast and agile, making you a pest to your opponents. After rolling initiative, you may switch your initiative with that of a willing creature. This must be done before any actions in combat are taken. Once you have used this trait, you cannot use it again until you finish a long rest.

Minderah

Minderahs take on the role of healers and scholars, being responsible for chronicling history and gathering information for their eldritch masters.

Ability Score Increase. Your Wisdom score increases by 1.

Eldritch Historian. You have a knack for recalling the odd and strange. You can give yourself advantage on one Arcana, History, or Religion check. Once you've used this trait, you can't use it again until you finish a short or long rest.

Physilian

The voidalkas made to be physilians were created to be workers and soldiers, sometimes battling each other for the entertainment of their masters as well as acting as defenders and bodyguards.

Ability Score Increase. Your Constitution score increases by 1.

Fearless. You have advantage on saving throws against being frightened.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
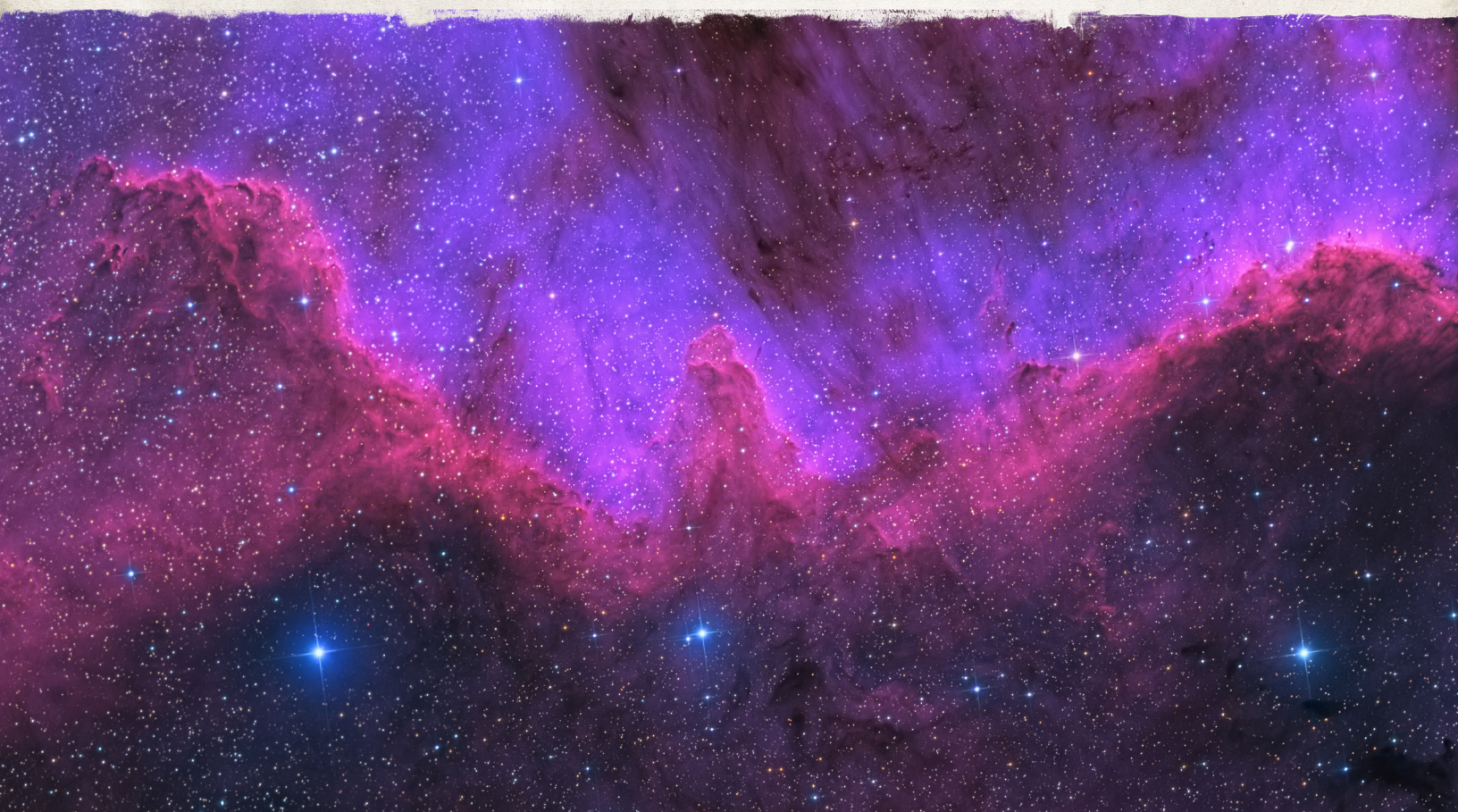
CHAPTER 6 - CLASSES

The end of the world is hard on everyone. People lose their homes, their families. The history of multiple countries and cities vanish, and the rules which most have learned to live by are replaced with the brutal fight for survival. In some cases, the apocalypse in question will have affected a creature so much that it becomes an integral part of who they are and how they move around in the world.

Some classes and characters are better equipped to face the horrors and hardships brought on by a world turned into chaos, while others will have become definitively rarer than they were back when civilization was sprawling. Wizards, having no or only few places to study, become a rare sight amongst the ruins of civilization, whilst classes such as Barbarians and Fighters can still be found wandering the abandoned roads of the world or looking for mercenary work in the nearest township or settlement.

In addition, you will find some playable subclass options designed to function with an apocalyptic world, but which can also be lifted into other settings and campaign. These subclasses were designed with the theme of the apocalypse in mind, but they were not made so specific that they cannot function outside such a setting. These are the Barbarian Path of the Psycho, the Cleric Plague Domain, the Druid Circle of Embers, the Roguish Enhancer Archetype, and the Sorcerer Cursed Bloodline.

BARBARIAN

Oh, what a day. What a lovely day!

— Myals the Mad, leader of the Road Warriors

With the coming of the apocalypse, the world turned wild and savage as the rules of society crumbled into dust. In response to this chaos, the people changed as well to reflect the new order given to the world. Barbarians were among the few who seemed to thrive in this world of chaos, perfectly turning their rage and skills for combat against the advancing enemy.

Their primal, savage backgrounds meant that they were not caught in the early chaos of the apocalypse. They were not in the cities that fell to the first waves of the apocalypse, and were instead battling against the forces of nature along with their tribes far from any kind of civilization.

There are many barbarians to be found in a world touched by catastrophe. Some are content with living in the wilderness as they have always done, with others taking up work along a roadside, waiting for unfortunate and poorly protected travelers to pass them by.

Path of the Psycho

Some people suspect that you'd have to be mad to voluntarily live in the wilderness with the dangers that dwell there, and in some cases they are right. Barbarians who follow the Path of the Psycho are unpredictable and dangerous, as their insanity has removed them from what little logic remains in the world. They are warriors who cleave a path of blood and destruction as they enter into fits of mad laughter while their opponents flee in terror.

Path of the Psycho Features

Barbarian Level	Feature
3rd	Psychotic Rage
6th	Blood and Gore
10th	Feral Savagery
14th	Serial Killer

Psychotic Rage

At 3rd level, your madness elevates your rage to psychotic levels. Once per long rest when you rage, you can choose to enter into a psychotic rage instead of a regular rage. Upon reaching 10th level in this class, you can enter a psychotic rage twice per long rest. You still expend one use of your rage when entering a psychotic rage, just as you would with a normal rage.

   In addition to what is granted by your normal rage, you gain the following benefits while in a psychotic rage:

- Your rage damage becomes psychic damage and you become resistant to psychic damage.
- Whenever you reduce a creature to 0 hit points, you gain temporary hit points equal to your barbarian level.
- When you hit a creature that is below half its hit point maximum, you deal an additional 1d6 psychic damage to it.
- You have advantage on Intimidation checks.

Your psychotic rage lasts for one minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your psychotic raging as a bonus action.

Blood and Gore

At 6th level, you laugh in the face of pain. When you are raging and you take damage that you are resistant to as a result of your rage, you can choose to take full damage instead.

On your next turn, your focus becomes bloody and intent as you turn your attention towards the creature that damaged you. Until the beginning of your next turn, attacks against the creature whose damage you chose not to resist deal an additional 1d6 weapon damage.

Feral Savagery

Starting at 10th level, your brutal killings strike fear into the heart of those around you. Whenever you reduce a creature to 0 hit points, each hostile creature within 60 feet of you must make a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier).

On a failed save, the creature becomes frightened of you. The creature may repeat this saving throw at the end of each of its turns, ending the effect on a success. Otherwise, the effect ends after one minute.

Serial Killer

Beginning at 14th level, your psychotic tendencies make it almost impossible for you to hold back in a fight. While you are raging, you can use an action to make one melee attack against every hostile creature that is within melee range of you. If you reduce a creature to 0 hit points using this feature, you may immediately move to a hostile creature you can see and reach within 30 feet of you and make one additional melee attack against them.

CLERIC

I doubt you know what true desperation looks like. I know it. I've seen it. I've seen it in the faces of a crowd of people, looking up at me, begging me to help them. Pleading for the lives of their children. Praying for miracles and believing that I was the cure they'd been asking for, brought to them through divine intervention. But I can't help them the way they want me to. I can't even help myself.

— Fienna Flynn, physician in training

In apocalyptic scenarios where infection and disease play a large role, clerics and the healing they provide become essential for many people to survive. Unfortunately, this was the case when the apocalypse hit as well, placing many clerics looking to help those wounded or diseased near ground zero of the cataclysmic event which changed the world forever.

Clerics are incredibly useful to any sort of group or conclave in the apocalypse, making them both heavily sought after and a target for would-be slavers. With many clerics probably dying near the start of the apocalypse, receiving training in the holy rites of healing and spellcasting can be hard to accomplish, making clerics a rare sight when wandering the wasteland.

Those who are able to practice their healing arts are often targeted as a result. Either from pleading people asking for their aid or from more sinister individuals who will likewise want aid from the cleric, but who will resort to threats and violence to get what they need instead of asking nicely.

Plague Domain

It is common when sickness and disease strikes a village or township for people to cower away from it. They fear the touch of the illness, fear that it might reach to affect them too. Clerics following the Plague Domain have no such fear. They live to study the morbid steps of deadly diseases, combating them when they know how to, or perhaps letting the infection run its course with little hindrance.

For some Plague Clerics, the information gained from the painful decay of a subject is sweeter than the blessed admission of a divine cure.

Plague Domain Features

Cleric Level	Feature
1st	Domain Spells, Bonus Cantrip, Hardened Survivor
2nd	Channel Divinity: Mist of Disease
6th	Protection of Body
8th	Divine Strike
17th	Death Bringer

Domain Spells

You gain domain spells at the cleric levels listed in the Plague Domain Spells table. See the Divine Domain class feature for how domain spells work.

Plague Domain Spells

Cleric Level	Spell
1st	*fog cloud, detect poison and disease*
3rd	*ray of enfeeblement, lesser restoration*
5th	*stinking cloud, remove curse*
7th	*blight, death ward*
9th	*insect plague, contagion*

Bonus Cantrip

When you choose this domain at 1st level, you learn the *infestation* cantrip if you don't know it already. This doesn't count against your number of cantrips known.

Hardened Survivor

Also at 1st level, the blessing of your deity allows you to shrug off the effects of illness, making you immune to diseases. You also gain proficiency with heavy armor.

Channel Divinity: Mist of Disease

At 2nd level, a flow of death and decay exudes from you as you present your holy symbol. As an action, you can use your Channel Divinity to make a 10 foot cube of mist appear centered on a point within 30 feet. Any creature standing within the mist will immediately start having a coughing fit and must make a Constitution saving throw. The creature takes necrotic damage equal to 2d10 + your cleric level on a failed save, and half as much damage on a successful one. In addition, if it fails the saving throw, it must use its reaction to step out of the mist by the safest, most direct route, as it attempts to stagger away from the deadly gas. If there is no room for it to get out, it will remain in the mist even if it failed the save.

The mist disperses at the end of your turn. Constructs are unaffected by the mist.

Protection of Body

Beginning at 6th level, you can lessen some of the destructive elements that exist in the world. When you or a creature within 30 feet of you takes poison or necrotic damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

Divine Strike

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

Death Bringer

At 17th level, you may create three instances of the mist instead of one when you use Mist of Disease and the range of where you can place them increases to 60 feet. These instances of the mist cannot overlap.

Druid

Some people fear fire. They choose to live as a slave to its whims, afraid to lose control of it if they give it too much life, if they don't keep their eye on it, if they don't live scared of the potential of its power. Some people are frightened and weak.

— Pyrah, fire tamer and protector of the Amber Grove

Druids were better off than most when the apocalypse hit. Unlike other people who had become used to and dependent on the rules set up by civilization, druids were already accustomed to living off the land and understanding the movement of nature around them. With their gifts for spellcasting and understanding of nature, druids were much better equipped to survive the dangers of the apocalyptic world they now found themselves in.

If the druid were to help others survive the calamity, they would become the very heart and soul of the community. As they are able to create clean food and water, as well as safely

guide people through dark and dangerous forests, their skills at keeping themselves and others alive would become invaluable to people trying to survive.

It is likely that a group with a druid at the helm will have a better chance at surviving the dangers of the apocalypse, but that assumes that the druid in question would be willing to offer assistance to their fellow survivors. Many druids are lone guardians of forests and glades, preferring their solitude over the companionship and responsibility that comes with a larger group of people.

Circle of Embers

The druids who are a member of the Circle of Embers believe that through destruction you can come back more powerful and stronger than before. When a forest grows too dense or a natural disease whips through an area, these druids are there to cleanse out the area with controlled, magical fires. Most Circle of the Embers druids take after the characteristics of fire when it comes to their personality. Quick to anger and hard to control when they choose to fully unleash their powers.

Circle of Embers Features

Druid Level	Feature
2nd	Coils of Fire, Circle of Embers Spells
6th	Inner Flame
10th	Embodiment of Embers
14th	Form of the Phoenix

Circle of Embers Spells

As your connection to fire becomes increasingly manifested in your body, you gain the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to additional spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell

that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

In addition, at 2nd level you know the cantrip *control flames* and it doesn't count against your number of cantrips known.

Circle of Embers Spells

Druid Level	Spell
3rd	*heat metal, pyrotechnics*
5th	*fireball, flame arrows*
7th	*fire shield, wall of fire*
9th	*flame strike, immolation*

Coils of Fire

At 2nd level, you can use an action to target a piece of wood, section of grass, or other type of inanimate plant life within 60 feet of you and send a small mote of flame towards it, instantly turning it to embers. As part of the same action, you can will coils of dark, burning energy to form from these embers, rising as fiery whips and sending them coiling towards a creature within 20 feet of the location it spawned from.

The targeted creature must succeed on a Dexterity saving throw against your druid

spell save DC or become restrained as the coils wrap around it. A restrained creature takes 1d6 fire damage at the beginning of each of its turns and it may repeat the save at the beginning of each of its turns after it has taken the fire damage, ending the restrained effect on a success. When the creature is freed from the coils, the embers fall to the ground as flakes of ash and flowers sprout where they land.

The damage dealt by this feature increases as you gain levels in this class, to 2d6 at 6th level, 3d6 at 10th level, and 4d6 at 14th level.

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

Inner Flame

Starting at 6th level, you may choose to let your inner flame erupt out from you in a flash of light. As an action, you can force all creatures within 15 feet of you to make a Dexterity saving throw against your druid spell save DC. The creatures take fire damage equal to 2d8 + your druid level on a failed save, and half as much on a successful one. Once you have used this feature, you can't do so again until you've finished a short or long rest.

In addition, the connection you feel to the element of fire means you can speak to certain elementals. You can speak, read, and write Ignan.

Embodiment of Embers

Upon reaching 10th level, your connection to fire and flames has changed your body to accommodate it. You gain resistance to fire damage and if you can see through areas that are heavily obscured, such as areas covered by smoke or a heavy fog.

Form of the Phoenix

At 14th level, your body gains some of the rebirthing features of a phoenix. The first time you are reduced to 0 hit points either as a result of taking fire damage or being turned to dust, such as with the disintegration spell, you

instead drop to 1 hit point. Once this feature has been used, you can't use it again until you finish a long rest.

In addition, when you target a single creature with a spell that deals fire damage, you may also target one other creature within 10 feet of the target as part of the same spell. You may use your Coils of Fire in the same way, targeting two creatures instead of only one when you use the feature.

ROGUE

I don't have a problem. You have a problem. It's called "sticking your nose into other people's business" and it might turn lethal if you don't watch it.

— Rian Song, enhancement supplier

Thieves are as abundant and common as ever, even during a time touched by chaos and destruction. Plenty of people were left with nothing when the apocalypse destroyed everything, not even a skill they could efficiently use within the new order given to the world. To survive, some turned to stealing and robbing, taking from others what they could not procure by any other means.

However, not all rogues are thieves. Some rogues take up work in and around settlements as scouts and trackers, guarding the township from afar by quietly walking the perimeter, watching for any advancing threats. Likewise, if a township has come under attack by raiders, sending out an assassin to locate the raiding group and perhaps even get rid of them becomes a lucrative means of survival for the rogue who chooses to take up that sort of job. They are cunning and clever, and possess skills to quietly get rid of unwanted people, skills which are still highly sought after even after the world has ended.

Rogues are well equipped to handle the apocalypse as they are very capable of handling themselves when facing dangerous and dire situations. This can make them a great asset to any group or party, as well as a great adversary should their intentions turn out to be more selfish in nature.

Enhancer

Giving yourself an edge over your opponent is not unheard of amongst those who are trying to make their way through a chaotic world. Most try to accomplish this through magic or other arcane means, using items and spells to enhance their own martial abilities. Enhancers go against this, relying on their own skills and ingenuity to give themselves a leg up on their enemies. They do so through specially mixed concoctions which they imbibe or otherwise insert into their system, affecting their body with enhancing abilities for a short period of time.

Enhancer Features

Rogue Level	Feature
3rd	Backyard Scientist, Enhancer's Satchel
9th	Speed Demon
13th	Enhancement Supplier
17th	Poisons Expert

Backyard Scientist

When you choose this archetype at 3rd level, your knowledge of potions and supplements grants you a basic understand of alchemical formulas. You gain proficiency with the poisoner's kit and alchemist's supplies.

In addition, your training with these tools excel beyond what is normal for most people, making your concoctions of great quality. Choose one of the toolset proficiencies you gain from this feature. When making a check with the chosen toolset, you may add double your proficiency bonus to the check.

Enhancer's Satchel

Also at 3rd level, the concoctions you are able to make can grant you certain benefits. You carry an enhancer's satchel with you, which contains all the materials required to make your concoctions. If the satchel should break or is destroyed, you can acquire a new one for the cost of 25 gp.

As an action, you can reach into your satchel and pull out one of your concoctions. As part of

the same action, you may consume it and gain its benefits. These benefits last for 10 minutes.

You have the following concoctions available to you as long as you carry your enhancer's satchel.

- *Adrenaline Fix.* Your movement speed is increased by 10 feet.
- *Blood Thickener.* You gain resistance to necrotic or poison damage. You choose which damage type to become resistant to upon using this concoction.
- *Dancer's Juice.* You have advantage on Dexterity (Acrobatics) checks and on Charisma (Performance) checks.
- *Medicinal Nectar.* Your hit point maximum is increased by 10.
- *Nightowl Ichor.* You have darkvision out to a range of 60 feet. If you already have darkvision, the range of your darkvision is extended by 60 feet.
- *Power Surge.* You have advantage on Strength checks and Strength saving throws.

You can use a number of concoctions equal to your Intelligence modifier, and you regain all expended uses after finishing a short or long rest.

You can have multiple concoctions overlap each other, meaning you can benefit from several effects at once, though never the same one. This means you can benefit from the effects of both Dancer's Juice and Powersurge, but you cannot use two doses of Adrenaline Fix at the same time. However, in using multiple concoctions there is a chance of you having a negative reaction to them entering your body.

Whenever you use a concoction and you have at least one other concoction active, you must make a Constitution saving throw with a DC equal to 10 + the amount of concoctions currently active. On a successful save, both concoctions are active. On a fail, you immediately fall unconscious. When unconscious in this way, you will remain unconscious for one hour or until you are stabilized. When you wake up, you don't have any of the benefits of either of the used concoctions and you do not regain the uses of your already consumed concoctions.

SPEED DEMON

Starting at 9th level, you can amp yourself up, energizing you beyond what is natural. As an action, you may produce a special concoction from your satchel, granting yourself the effects of the *haste* spell for one minute. You do not need to maintain concentration on the spell, but you still suffer the normal effects of the spell when it ends. Only you can benefit from this concoction.

Once you have used this feature, you can't do so again until you've finished a long rest.

ENHANCEMENT SUPPLIER

Beginning at 13th level, you can use the concoctions granted by your Enhancer's Satchel feature on other creatures. As part of the same action where you pull a concoction from your satchel, you can use it on a willing creature within 5 feet of you instead of on yourself. Other creatures cannot benefit from more than one concoction at a time under any circumstances. All other limitations of the concoctions still apply.

POISONS EXPERT

Upon reaching 17th level, you have become accustomed to strange substances entering your bloodstream. You become resistant to poison damage and you are immune to the poisoned condition.

In addition, you have learned how to inlace your weapons with deadly mixtures. You may choose to change your sneak attack damage to poison or acid damage instead of the regular weapon damage. You make this choice before making the attack roll.

Another note to self: Don't trust half-elves. Especially not when they offer you cure-all tonics and berrywine. You'll wake up in a forest somewhere, naked, and with no memory of how you got there.

SORCERER

I wouldn't wish this on my worst enemy. I must fight myself every day not to fall apart from this curse, not to tear my skin to threads because of the pain I feel as it courses through my veins. No one knows my pain. No one deserves to know it.

— Naivin Archon, chosen one of the Doomsday Cult

Spellcasters of any kind are not the most common sight in the apocalypse. Given the unpredictable and rather volatile nature of spellcasting and magic, it can turn dangerous very quickly if the caster in question doesn't receive the right kind of training. In the same vein of thinking, the danger many casters represent makes them unwelcome in many larger settlements as the people living there fear the trouble they might bring with them.

The usefulness of magic has not been forgotten however. If a sorcerer is able to control their powers without endangering others, they might find a comfortable position in a township or adventuring party where their arcane powers can flourish and improve. Their magical powers can be highly sought after too, sometimes to a fault, where some sorcerers will become the victim of kidnappings as others are looking to benefit from the magical powers they possess.

CURSED BLOODLINE

Those sorcerers who draw their powers from their Cursed Bloodline are not like others of their kind. They carry inside of them a powerful and draining curse, one that has been resting dormant in them, perhaps for many years. This curse could be a specifically powerful version of lycanthropy or vampirism, or even a family curse which has marked the bloodline for generations. The sorcerer who carries the Cursed Bloodline is unique in that they can control their curse. Using their magic, they can twist and manipulate the dark powers resting within them to enhance their own spellcasting and turning the pain they feel against their enemies.

Sorcerer Level	Feature
1st	Cursed Sight
6th	Power of the Damned
14th	Bane Bringer
18th	Cursed Ascension

Cursed Sight

When you choose this origin at 1st level, the curse that resides in your veins flares to life. You gain darkvision out to a range of 60 feet. If you already have darkvision, your darkvision is extended by 60 feet.

In addition, your gaze serves as a gateway into the madness that surrounds your cursed blood and past. As an action, you can look at a creature that can see you and force it to make a Wisdom saving throw against your sorcerer spell save DC. If it fails the save, it becomes restrained until the end of its next turn and it becomes frightened of you for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the frightened effect on itself on a success. If the creature's saving throw is successful or the effect ends for it, the creature is immune to your Cursed Sight for 24 hours.

Once you have used your Cursed Sight on a creature, you cannot do so again until you finish a short or long rest.

Power of the Damned

At 6th level, your curse affects your spellcasting in otherworldly ways. When you cast a sorcerer spell that deals damage, you can use a bonus action to change the damage of the spell to necrotic damage. When you do so, you may spend 1 sorcery point to reroll any number of the rolled damage dice once.

Bane Bringer

Starting at 14th level, your curse burns beyond mortal comprehension. Your sorcerer spells ignore resistances to necrotic damage and you become resistant to necrotic damage.

In addition, you may cast the spell *bestow curse* once per short or long rest without using a spellslot. The spell counts as a sorcerer spell for you when you cast it using this feature.

Cursed Ascension

At 18th level, your curse is completely under your control, so much so that you can extend its powers to affect others. When you see a creature succeed on a saving throw against one of your spells, you may use your reaction and spend 4 sorcery points to force them to reroll the saving throw.

Your body also hardens, becoming a cage for the cursed blood inside of you. Your body ceases aging, making you appear as young as you were when gaining this feature. You will remain this way until you choose to let the curse consume you, thereby ending your life, or you are killed by external forces such as the blow from a weapon or a fatal accident.

CHAPTER 7 - BACKGROUNDS

The world ending has changed how people live and act. Social standings, governmental organizations, and even basic ways of life have been completely changed. This means that most of the backgrounds offered in official material no longer fit the circumstances of the world. Most of the published backgrounds assume that the world the character exist in is one that is at least somewhat civilized. With the coming of the apocalypse this is no longer the case, and the backgrounds have evolved to fit the new world order as a result.

REVISED BACKGROUNDS

Barely any scars. Fine clothes. No weapons to speak of. You look like you have a story to tell, because it's been years since I last saw someone as green- I'm sorry, as clean *as you.*

— Nestor Ellin, leader of the Fernmount Settlement

The following section has reflavored each of the existing backgrounds found in the *Player's Handbook* to fit into an apocalyptic setting. The features and characteristics granted by these backgrounds remains unchanged, it is merely the context of the background that has been altered.

ACOLYTE

When the world ended, the temples and orders of your god or gods were destroyed with it. Though the powers of your deity might still be felt in the world, it can be hard to convince others to remain pious in the face of the horrors offered by the apocalypse. You spent your life preaching the word of your god to anyone who would listen. It's rare that you find anyone who is, like you, trained to perform the rites of the gods above, and most are ungrateful for your presence. You've endured being called mad and insane by the common people hearing your holy words, but kept strong in the face of it as you continue to follow the word of your god.

CHARLATAN

The world is harsh, violent, and unforgiving. You learned that the hard way and you are making damned sure you won't go through that lesson again. Tricking other survivors in this wretched world has become a way of life for you. You find what goodwill people have left and know how to use it to your advantage. Many settlements might be familiar with your face, but only a handful of people will know your true name and that handful were mistakes you won't repeat. The world is cruel and out to get you, so you might as well try to get it first.

CRIMINAL

To some, it is a comfort that crime thrives regardless of civilization being there or not. You spent your days picking the pockets of those more capable at surviving in the scarce wilderness than you, taking what you needed and little more. You might have joined together in a band of crooks and bandits, raiding and robbing small settlements of their stores before moving on to the next one to repeat the act. The apocalypse offers little in the way of laws and riches, making crime both abundant and risky.

ENTERTAINER

You are a sight for sore eyes when entering a settlement. With the deadliness of the new world, the idea of entertainment and reverie will make most people open up once you show

up. You are able to bring a smile to people's faces, even in the grimness that is the current state of the world, and people are likely to remember you long after you left their camp or homestead behind.

Folk Hero

When bandits threatened to ravage through your home or monsters fell upon a wandering group of survivors, your wits and skills were good enough to offer protection from the oncoming danger. To the locals who knew you as you grew up you might seem a bit strange for how brave you act in the face of the world's obvious dangers. Despite this, they tend to look to you when trouble looms over the settlement, respecting and taking your opinion into account.

Guild Artisan

Trade and business did not become unimportant just because the world ended. You made a comfortable living organizing and arranging orders of materials, medicine, food, and other wares to be transported to different settlements and between outlying camps. Maintaining these supply lines requires focus and cooperation, making you a well-known face in the settlement you made your home, as well as a known name to the folks whom you were doing business with.

Hermit

Groups are dangerous and anyone who disagrees are in for a hard lesson. People cheat and lie and betray one another, and you know that better than anyone. You have grown

comfortable with living alone, wandering along the abandoned roads of the world. Avoiding raiders and monsters have become a simple part of life, and you have come to realize that you don't need anyone else to make it in this world. In fact, other people have a tendency to make surviving much harder than it would be if you were just left to your own devices.

Noble

When the world ended, as did the values that kept the social structure of it afloat. The lineage and history of your family was forced into the background as the focus shifted to be purely about surviving the new world order. That isn't to say blood can't be powerful. The settlements of the world still have leaders who rule over their fiefs and lands. These can be both cruel warlords or kind guardians, wanting to shape a future for the heirs that will take over once they pass on to the next world. You belong to a line of these rulers and were raised with the expectations that you would be loyal to the lands of your family, possibly taking over command when the time of succession comes near.

Outlander

The people who grew up in the wilderness were in many cases the last to know of the apocalypse. For them, little changed in the first few waves of destruction, as an apocalypse tends to hit civilization harder than the nature around it. Living as a nomad has been the way of life for your people for generations, and little has changed in that regard. Avoiding settlements is easier now than ever, but the safety it offers is also more tempting now that nature itself is turning evermore hostile.

Sage

Before the fall of civilization, knowledge and information was gathered in massive libraries around different townships. These were often placed in larger cities and were largely lost when the world fell into chaos. You somehow found yourself near one of these sanctuaries of lore, studying the old texts and scrolls that tell of a time before the apocalypse brought destruction to the world. Many of these texts were partially or wholly destroyed, and protecting what little information was left became a driving force for you as you continue to wander the world in search for more knowledge.

Sailor

As the world fell apart, many fled from the crumbling lands, seeking the apparent safety found on the seas. Though life was not much easier on the waves, you grew content with your lot as you traveled along the coasts of the world, hardly ever returning to shore. Life at sea was not easy, however. Raiders roam the waves just like they roam the lands, and a ship or survivors can make easy prey to a band of ruthless pirates.

Soldier

After the apocalypse, mercenaries and guards were in high demand, especially those with quality weapons and armor. Roaming from settlement to settlement is the life of the mercenary, and you were no different, taking odd jobs as you traveled through the dangers of the new world.

Urchin

Unfortunately, orphans are a common sight in a world afflicted with massive waves of destruction. Rarely does a settlement exist that doesn't have at least one or two children with no one to look out for them. You were one of these children, living on the good graces of those around you or simply stealing what you needed in order to survive the harshness of the world.

NEW BACKGROUNDS

I like to be useful. Didn't use to be. I was pretty skinny and frail when I was younger, a strong wind could knock me over. Now I'm actually quite sought after. No one handles a bonesaw better than I do.

— Vincent Cynric, field medic and healer

The coming of the apocalypse has changed how people act in the world. Their needs and wants changed as the world did the same. The following section offers some additional backgrounds that can be used in addition to those present in other material and are made to fit well within an apocalyptic world, but can also be used in other settings.

Afflicted

With people being spread far and wide, it is not always possible to get medical help when it is needed. Disease can whip through a settlement like a storm, leaving its occupants defenseless against the threats of the outside world.

You somehow survived a deadly disease that left you horribly scarred and marked by the event. Maybe you were infected and managed to pull through the symptoms to live another day. Regardless, the marks left on your body sets you apart from your fellows and people tend to avoid you, or even shun you, out of fear that you may be bringing a disease into their midst.

Skill Proficiencies: Intimidation, Stealth
Tool Proficiencies: One type of gaming set or one musical instrument
Languages: One of your choice
Equipment: A set of common clothes, a long cloak with a deep hood, staff, and a pouch containing 10 gp

Feature: Not Long for this World

Though you may have fought off the disease that threatened to end your life, others might not believe that. People who look at you and are not trained with the way of medicine will believe you to be sick or dying, and will try to keep their distance as a result. You have no trouble moving through crowds, and can maintain a poor lifestyle by begging in the streets.

Suggested Characteristics

Having survived something so horrible has undoubtedly changed how you view the world, and also how the world views you. The trials you went through might have turned you timid and frail, or might have hardened you into becoming a tougher character.

I was called a cultist.
Once.

d6	Personality Trait
1	I try to hide myself from the world
2	I don't trust strangers
3	I am extremely thankful to be alive and enjoy the company of others
4	I take pride in my appearance, often using it to scare and frighten others
5	I always try to be useful
6	I have a hard time relaxing and am always on the lookout for threats and trouble

d6	Ideal
1	**Kindness.** Those who have been unlucky and unfortunate deserves a second chance (Good)
2	**Chance.** The world does not care about you and things will happen that you cannot control (Chaotic)
3	**Order.** As long as I follow the rules set for me, I will be fine (Lawful)
4	**Revenge.** People curse me just for who I am, and someday they will all pay (Evil)
5	**Life.** Live in the moment, you might only have a few left (Neutral)
6	**Survival.** I made it this far, I can make it a little further (Any)

d6	Bond
1	I was the only survivor of a devastating disease and I don't know how I made it
2	I could have been saved from a lot of pain, but I was betrayed
3	Someone chose to care for me when everyone else turned away, and I would do anything for them
4	My illness was more contagious than I realized and others suffered as a result
5	The art of medicine is an honorable trade that should be supported
6	I survived my disease only because my family cared deeply for me

d6	Flaw
1	I despise being in debt to anyone
2	I hate myself because of what I look like
3	I greatly enjoy making others feel uncomfortable
4	I don't trust anyone who wants to help me
5	I disagree with people just for the sake of disagreeing
6	I can be easily enthralled by beauty and attention

CULTIST

Being part of a greater whole can be a wonderful thing. The strength of a community can provide a person with much needed support and affection. Your community was a bit different, as your group was completely and utterly devoted to a specific god, deity, or similarly powerful entity. The ideals and practices of your order ranged beyond the regular traditions found in most religions, often involving dark powers and forbidden magic.

You might have chosen to leave this life behind, or you might still be heavily involved in how your organisation operates. Adjusting to the relative normality found in the world outside your cult might have been hard to get accustomed to, and other people are likely to find you rather eccentric and odd as a result.

Skill Proficiencies: Choose two from Arcana, History, and Religion
Tool Proficiencies: Forgery kit, disguise kit, or poisoner's kit
Languages: One of your choice
Equipment: A set of common clothes in your cult's colors, a toolset you are proficient in, a sigil of your order, a small piece of jewelry, and a pouch containing 5 gp

FEATURE: JOIN THE CAUSE

Having been sworn to a cult, you understand the value and strength offered by the community whether you left it behind or not. Members of your cult will always be willing to assist you and those following you, as they

are excited about welcoming new faces to the cause. This assistance includes offerings of a place of rest, as well as food and minor supplies if you need it.

Variant: Doomsayer

You know the real reason the world ended, at least you think you do, and believe that people are best helped through this trying time by explaining to them the sins that brought the apocalypse down on their heads. How you know these things is a mystery, but you are quite intent on others hearing about them.

Suggested Characteristics

Cultists are hardly ever comfortable with interacting with the outside world. They are very reliant on other, like minded individuals, but they are loyal to their cause to an intensely unhealthy degree, making them a dangerous adversary should they be slighted.

d6	Personality Trait
1	I put on my best face while in public and always try to be polite
2	I have problems trusting people I don't know well
3	I try to appear normal and mostly fail at it
4	If I find someone who agrees with me, I will try my best to make myself likeable to them
5	I am quiet and shy
6	I have a boisterous personality and love to be given attention

d6	Ideal
1	**Future.** I believe in the promise of a better world (Good)
2	**Power.** I will do anything for power, even crawl and beg (Evil)
3	**Individuality.** The world does not fit my beliefs, so I have chosen not to fit in with the world (Chaotic)
4	**Inclusion.** If you wish to serve, you are always welcome (Neutral)
5	**Order.** My faith guides my every move (Lawful)
6	**Sacrifice.** If you belong to something greater than yourself your life will not be wasted (Any)

d6	Bond
1	I love someone who works against my beliefs
2	I fear that my cult will turn against me because of a secret I uncovered
3	I fled my cult and fear that they might still be after me
4	I am close to my fellow cult members and see them as my family
5	I have begun to disagree with my cult and wish to leave it
6	My cult raised me and took care of me because I was important to its cause

d6	Flaw
1	I can't think for myself and prefer following orders
2	I am a coward
3	I am overly trusting and naive
4	Other people's lives have little value to me
5	I have little respect for law and compassion
6	I cannot stand when people speak against me

Doctor

With the most prolific and talented healers being in the major cities at the time of the outbreak, the knowledge they had about the art of healing was lost early on in the apocalypse. As a result, the medics and physicians of the smaller towns had to replace the healing talents of a divine cleric or priest.

Under the guidance of an older teacher, you were taught the art of medicine and healing. You spent hours studying wild plants and even more studying the effects of disease and serious wounds. With your pouch of medicine in hand to signify your station, you have little trouble finding people in need of medical assistance, sometimes being able to spot it before they even feel the symptoms of the disease.

Skill Proficiencies: Medicine, Nature
Tool Proficiencies: Herbalism kit
Languages: One of your choice
Equipment: A set of traveler's clothes, a herbalism kit, a notebook with drawings of plants, and a pouch containing 10 gp

Feature: Feeling Under the Weather

Having worked with the sick and dying most of your life, you are able to discern when people have become the victim of diseases. If you spent at least 10 minutes physically examining a humanoid creature, you can discern if they are suffering from any type of disease or infection, though you might not be able to tell how progressed the disease or infection is.

Variant: Supplier

While you may not technically be trained in the arts of healing and curing diseases, you have a knack for knowing which plants do what, making you very popular among the survivors of the wasteland. You always keep a healthy stash of ointments and healing herbs at hand, maybe even including more dubious wares.

Suggested Characteristics

Most doctors learn their trade because they wish to help those in need. Being a doctor is dangerous work as you are putting yourself in close quarters with the diseased and dying, making it so most doctors die young.

d6	Personality Trait
1	Plants are really interesting and everyone deserves to be enlightened about their potential uses
2	I often forget to pay attention when someone is talking
3	If people need help, I am always ready to offer assistance
4	I know more about your body than you do
5	When I talk, I expect that people listen to me
6	I never know when to stop asking questions

d6	Ideal
1	**Practicality.** We make our way in the world in many different ways (Neutral)
2	**Consumption.** By learning everything, no one can take advantage of me (Evil)
3	**Aid.** I have the skills required to help those in need (Good)
4	**Adaptability.** The world never stops moving and neither should I (Chaotic)
5	**Protection.** Those that keep us safe should be given all the help the require (Lawful)
6	**Death.** Everyone dies (Any)

d6	Bond
1	I've seen people being torn apart and I am still shaken by the experience
2	I've lost many patients and I don't want to lose any more
3	My teacher traveled out to improve their craft and never returned
4	I was tasked with healing the child of someone powerful and failed. Now they want my head
5	I wish to improve my craft so I can better help others
6	I once let a patient die because I thought the world would be better without them in it

d6	Flaw
1	I see little value in my own life and often put myself in danger as a result
2	I have trouble coping with the things I have seen and try to dull my memories with drink and other substances
3	I have little interest in what other people claim to be practical information
4	I like knowing how things work and my examinations sometimes involve cutting and slicing
5	I love to hear myself talk
6	I often overcomplicate simple matters

Raider

When the apocalypse hit, getting together in groups to better survive became a common survival tactic. Some got together to built fortified homesteads where they could be safe, or wandered nomadically along the abandoned roads of the world. Others joined together in gangs of raiders whose means of survival including robbing and stealing to survive.

You were a part of a group of wandering criminals who raided and attacked other survivors. Depending on the size of your crew, you may even have graduated above mugging travelers along the road to attacking larger settlements and stealing their supplies and stores.

Skill Proficiencies: Choose two from Athletics, Deception, and Intimidation
Tool Proficiencies: One type of gaming set and land vehicles
Equipment: One set of traveler's clothes, a stick functioning as a club, a gaming set, a crowbar, and a pouch containing 15 gp

Feature: Bad Reputation

Because of your connection to a dangerous gang of raiders, people are more likely to let you get away with certain things. When in a settlement, you can get away with minor crimes such as breaking furniture or threats of violence, as most people fear the consequences of confronting you about your behavior.

Suggested Characteristics

Raiders are not well-liked in settlements, and the common people tend to view them with fear and worry whenever they do come into town. Only few people will like you, but many will react to your presence.

d6	Personality Trait
1	I am loyal to my fellows
2	I speak and laugh often and loudly
3	I'm not well taught and don't see the point in pretending to be smart
4	I have a quick mind and a quicker tongue
5	I like when people are afraid of me
6	I don't respect people who are not strong enough to defend themselves

d6	Ideal
1	**Greed.** If you can take it, it should be yours (Evil)
2	**Redemption.** I want to atone for the things I've done (Good)
3	**Potential.** Every situation has potential for profit and should be exploited (Chaotic)
4	**Company.** The crew is my family and I am loyal to them before anything else (Neutral)
5	**Strength.** You pull your own weight and follow the rules that have been set (Lawful)
6	**Survival.** We are all just trying to make it through this some way or another (Any)

d6	Bond
1	During a raid, I hurt someone without meaning to
2	I owe a big favor to some pretty bad people
3	Someone wants my head for crimes I have committed
4	I have family members who need all the help I can give them
5	I have been a part of more crimes than I can count, and I want to redeem myself
6	I was thrown out of my gang for breaking the creed

d6	Flaw
1	I love a good fight
2	I take most comments directed at me as an insult
3	No one tells me what to do
4	I take other people's things without asking
5	I see little value in loyalty
6	I want to be in charge, even if I'm not the best person for the job

Runner

When hordes of undead or a coming storm of black ice threatens to overwhelm the last standing bastions of humanity, communication is of utmost importance when it comes to survival. The different settlements of the world
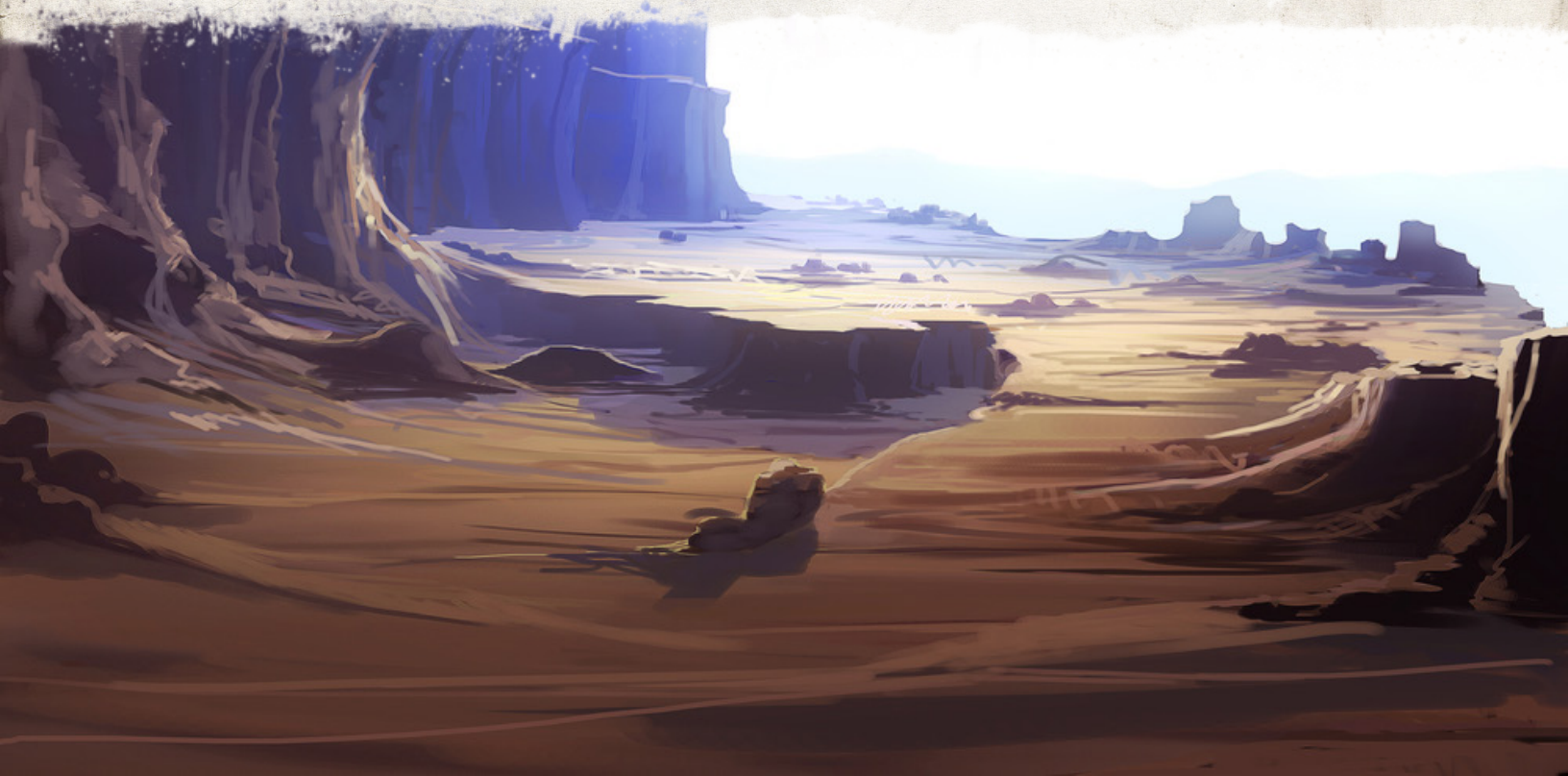
are heavily fortified, protected, and are often small with only a few hundred residents at the most.

To get news of incoming threats and information about moving trade routes, runners are employed to move between these settlement, carrying with them valuable messages from the different homesteads around the area. You found an unlikely home on the mostly abandoned roads of the world, traveling swiftly between the few spots of civilization still remaining, either by foot or on horseback.

Skill Proficiencies: Athletics, Persuasion
Languages: Two of your choice
Equipment: One set of traveler's clothes, a map of the roads and trade routes of the region, a walking stick, and a pouch containing 10 gp

Feature: Stories to Tell

You know more gossip about the local region than anyone, and people are well aware of it. People are much more likely to share local rumors and stories with you, with the expectation that you will in turn share some news of what you've experienced on the road.

Suggested Characteristics

Runners have a better understanding of what is going on in the local area than most, making them both useful as allies and potentially dangerous as an adversary.

d6	Personality Trait
1	I love talking and hearing myself talk
2	I enjoy telling stories and will do so to anyone willing to listen
3	I don't speak unless I have something to contribute to the conversation
4	I have trouble sitting still for long periods of time
5	A few white lies never hurt anybody
6	I listen in on conversations I'm not a part of

d6	Ideal
1	**Community.** By sharing information with each other, we can be better prepared for things to come (Good)
2	**Indifference.** What people do on their own time doesn't concern me (Neutral)
3	**Preparedness.** The world is unpredictable, and I must be too (Chaotic)
4	**Importance.** The information I have is important and it is my responsibility to keep it safe (Lawful)
5	**Power.** The more knowledge I possess, the more powerful I can become (Evil)
6	**Society.** We can't make it on our own (Any)

d6	Bond
1	Some of the information I possess could break an alliance between two powerful settlements
2	I wish to become someone people tell stories about, instead of being the one who tells the stories
3	I was late with delivering a piece of vital information and people suffered as a result
4	A rival of mine is doing their best to tarnish my reputation
5	I have purposefully spread false information because it benefitted me to do so
6	My reputation is everything to me

d6	Flaw
1	I follow orders without questioning them
2	I am a horrible gossip and can't keep secrets
3	I crave attention
4	I spread false rumors about people I don't like
5	I will lie if it means it can improve the story I'm telling
6	I interrupt and talk over other people without realizing I'm doing it

Scavenger

Not every kind of work had its uses in the apocalypse. You have become adept in surviving in areas where there is seemingly nothing left to find. The ruins of old civilization have become like a home for you as you explore the rubble for hidden treasures, and you may even have built yourself a home in the

remnants of where a city once stood. You are also gifted with foraging for edible plants in the wilderness, surviving off of what is made available to you by nature.

Skill Proficiencies: Investigation, Nature
Tool Proficiencies: One type of musical instrument and herbalism kit
Equipment: One set of common's clothes, a trinket from a time long passed, an ornate piece of broken jewelry, one type of musical instrument that you are proficient with, and a pouch containing 5 gp

FEATURE: CITY DWELLER

You know your way around ruined buildings, as well as abandoned cities and townships. You know a nearby ruined city like the back of your hand and are able to move through it at a fast pace when traveling alone. Likewise, you can tell if a building is in danger of collapsing if you spend 10 minutes examining the exterior of the structure.

SUGGESTED CHARACTERISTICS

As a scavenger, going days without food or basic supplies lies closer to being normal than unusual. Despite this tough life, scavengers often adopt a rather positive attitude where they take care to enjoy the little things.

d6	Personality Trait
1	I don't like spending too much time in one place
2	I am strangely comfortable in tight, confined spaces
3	I love experiencing new things
4	I often pay attention to things of little importance instead of focusing on the big picture
5	Being around a large group of people makes me uncomfortable
6	I always listen intently when people are telling stories

d6	Ideal
1	**Manipulation.** If I know the nature of the area around me, I can use it to my advantage against those who wrong me (Evil)
2	**Nature.** You must abide by the laws of nature (Lawful)
3	**Wanderlust.** No place is as wonderful as one I have yet to experience (Chaotic)
4	**Knowledge.** Only by exploring can I learn about the world and different people (Neutral)
5	**Assistance.** I'm always willing to help and share what I know (Good)
6	**Collecting.** I want to understand as much as I can (Any)

d6	Bond
1	I found a piece of an ancient artifact, but I don't yet know what it does
2	I used to travel with a close friend, but now I don't know where they are
3	I wish to restore that which was lost
4	I was cast out from my community and forced to live in exile
5	I am wanted by a powerful individual
6	I care deeply for animals and will do my best to take care of them if I'm able

d6	Flaw
1	I will sabotage others so I appear more successful
2	I don't know how to behave in social situations
3	If there is something I want, I will only talk about that one thing and cannot focus on anything else
4	I don't want to share my equipment and food with others
5	I lash out against people who challenge me
6	I am quiet and slow to trust

To survive even one day in this world is a feat worthy of praise. How you do so, as long as it does not tarnish your honor as crime and heresy would, matters little.

Survive to live another day. Survive to spread the codes of chivalry so that civilization might once be restored.

MONSTERS OF THE APOCALYPSE

CHAPTER 8 - MONSTERS

THE FOUR HORSEMEN

Once the seals are broken and the horsemen ride onto the field, then shall the world be ended. Not to darkness, but to Conquest, War, Famine, and lastly by the reaping of Death.

— Breo an Vaileith Sorahn, warrior of the Oaken Order

In all mythology about the end of the world, there are many theories from many different peoples as to how this will happen. Some believe the world will end in fire and ice, others that denizens of other planes will rise to bring otherworldly destruction to the realm of mortals. These ideas of the end times are varied and different, changing depending on the culture the stories are told in. There is a common theme among these cultures however, this theme being of a divinely summoned end of the world, an apocalypse called down on the world by the gods who created it. An apocalypse created under the beating hooves of an advancing quartet of destruction. The Four Horsemen, as called Conquest, War, Famine, and Death, will ride on the world, bringing in their wake their titanic havoc.

Broken Seals. The horsemen are, like all titans, believed to have been molded and shaped by the gods for a specific purpose. The purpose of the horsemen is to draw calamity onto the world, bringing destruction and ruin to the known realms of the material plane. It is believed that the horsemen lie dormant until such a time as they are needed. Locked behind divinely created seals, they await their summoning from the gods when their powers can finally flourish to bring reckoning to the material plane. These seals cannot be broken by any means other than divine and shall remain in place until the gods decide to break them, thereby unleashing the apocalypse on the mortal world below.

Colors of the Apocalypse. The horsemen are in some cases referred to simply as Riders and named after the color of the mounts they are riding. As such, Conquest is here referred

to as the White Rider, War as the Red Rider, Famine as the Black Rider, and Death as the Pale Rider. Depictions and mentions of these titles are normally found in lesser developed cultures and societies, such as goblin culture, who characterise the different horsemen less by their abilities and more so by the color associated with the particular horseman.

Embodying Concepts. Though they are referred to as horsemen, the gender of the advancing riders of the apocalypse is not a point of relevancy made in most of the religious texts of the realms. The various depictions of the horsemen tend to show them as taking on a distinct form, such as War being masculine whereas Death is more feminine, but these depictions are merely interpretations of what the horsemen could look like. In reality, the horsemen are so closely linked to the name and concept they embody that the only true representation of them is one of calamity and destruction, not one of gender.

Shapechangers. The horsemen are likely to bring on the apocalypse not by merely marching upon the world, but to instead gradually destroy it from the inside. Taking on

the visage of regular humanoids, the horsemen travel the world to experience the civilization they are bound to destroy. Taking on different personalities, the four horsemen use their powers and intellect to infiltrate the mortal world, learning of its peoples as they do so. When they do this, Conquest takes on the appearance of a noble. War accepts the visage of a traveling soldier. Famine shows itself as a merchant, and Death shows itself as a farmer or shepherd.

Conquest

The first horseman and thereby the face of the four is Conquest, the White Rider. Sophisticated and well-spoken, when it chooses to be, Conquest makes a noble and impressive visage to those who witness it coming. Seeking power and admiration, it excels at bringing these aspects of society to the forefront wherever it goes, causing strife and arguments by merely existing near mortal people.

Conquest rides on the white horse, Victory, for that is what it wishes for in all things. It carries with it a greatbow, as beautiful and terrifying as the mount it rides, and on its head Conquest wears a golden crown to which people should cower and kneel.

War

The second horseman and the physically strongest of the four is War, the Red Rider. War seeks destruction in all things and where it does not find it, it instead leaves it in its wake. It enjoys stoking the fires of barely maintained peace, sparking the flames of battle wherever it ventures. War lives for the chaos brought on by the murder and killing made on the field of battle, its calling for conflict filling those around it with an insatiable urge to fight and destroy.

War rides on the red horse, Ruin, the bringer of destruction to cities and peoples alike. It wields a red greatsword, colored as red as the blood spilled by its enemies and the hide of

"I watched as the Lamb opened the first of the seven seals. Then I heard one of the four living creatures say in a voice like thunder, "Come!" I looked, and there before me was a white horse! Its rider held a bow, and he was given a crown, and he rode out as a conqueror bent on conquest.

"When the Lamb opened the second seal, I heard the second living creature say, "Come!" Then another horse came out, a fiery red one. Its rider was given power to take peace from the earth and to make people kill each other. To him was given a large sword.

"When the Lamb opened the third seal, I heard the third living creature say, "Come!" I looked, and there before me was a black horse! Its rider was holding a pair of scales in his hand. Then I heard what sounded like a voice among the four living creatures, saying, "Two pounds of wheat for a day's wages, and six pounds of barley for a day's wages, and do not damage the oil and the wine!"

"When the Lamb opened the fourth seal, I heard the voice of the fourth living creature say, "Come!" I looked, and there before me was a pale horse! Its rider was named Death, and Hades was following close behind him. They were given power over a fourth of the earth to kill by sword, famine and plague, and by the wild beasts of the earth."

its faithful mount. Its armor is of an intricate and grand design, welding steel and iron into a flawless depiction of strength and force.

Famine

The third horseman and also the one smallest in frame is Famine, the Black Rider. Feared by many but expected by few, the darkly clad Famine descends upon villages, cities, and nations alike, taking with it the energy and strength of the people by bringing ruin to their crops and farms. Just by its presence, Famine can wipe out fields and orchards, condemning the owners of the crops to a slow and painful execution.

Famine rides the black horse, Disease, as that is what follows the starvation brought to the world by the black rider. It wields a set of scales meant to weigh and trap those who have slighted its decisions, and its long robes are flaky from the ash and blackened crops Famine claims on its journeys through the world.

Death

The fourth and thereby the last of the horsemen is Death, the Pale Rider. Considered by many to be the most powerful of the four, Death is no doubt the most feared of the horsemen among the common people. Most have felt the touch of Death in their lives, and the embodiment of the concept should rightfully fill most people with dread and fear. Wherever Death ventures, sorrow follows. Be it from a sudden appearance of deadly diseases to an unnaturally high amount of fatal accidents, the mere presence of Death is enough to create a wave of people submitting to its power.

Death rides the pale horse, Despair, which always follows the effects of its rider. Death carries with it a great scythe, infused with necrotic powers of destruction. Riding as the last horseman, Death concludes the workings of its fellow horsemen by bringing a definite end to the lives of those affected by the previous three.

CONQUEST

Gargantuan fiend (titan), neutral evil

Armor Class 19 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	27 (+8)	26 (+8)	21 (+5)	23 (+6)	28 (+9)

Saving Throws Dex +15, Con +15, Cha +17
Skills Deception +16, History + 12, Persuasion +16
Damage Immunities fire, poison
Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses blindsight 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 21 (30,000 XP)

Shapechanger. The horseman can use its action to polymorph itself into a medium sized humanoid, or back into its true form. As part of the same action, it can polymorph Victory into a large warhorse.

    Both the horseman and Victory's statistics are unchanged. Anything either the horseman or Victory is wearing transforms with them, but nothing they are carrying does. The horseman and Victory revert to their true forms if they die.

High Commander. The horseman gains a +1 to its damage and saving throws for every ally that is within 30 feet of it up to a maximum bonus of +10. Its mount is considered an ally.

Legendary Resistance (3/Day). If the horseman fails a saving throw, it can choose to succeed instead.

Magic Resistance. The horseman has advantage on saving throws against spells and other magical effects.

Respect the Crown. Any creature that starts its turn within 15 feet of the horseman must succeed on a DC 19 Wisdom saving throw or suffer the effects of the crown of madness spell as if cast by the horseman. The horseman does not need to use its action to keep the spell going and it does not need to concentrate on the spell. The effect ends when the creature ends its turn no longer within 15 feet of the horseman.

ACTIONS

Multiattack. The horseman makes four greatbow attacks.

Greatbow. *Ranged Weapon Attack:* +15 to hit, range 200/600 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Wrath of the Overlord (Recharge 5-6). Each creature in a 30 foot radius of the horseman must make a DC 20 Charisma saving throw. On a failed save, the creature is frightened and must immediately use its reaction to run as far away from the horseman as it is able. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature also takes 63 (14d8) psychic damage on a failed save, and half as much on a successful one.

REACTIONS

Kneel. When a creature makes an attack roll against the horseman, it may use its reaction to force the creature to make a DC 19 Wisdom saving throw. On a failed save, the creature drops its weapons, falls prone, and immediately ends its turn.

LEGENDARY ACTIONS

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

Greatbow. The horseman makes a greatbow attack.
Swift Victory. The horseman may move up to either the speed of itself or Victory if it is mounted.
Subjugation (Cost 2 Actions). Each creature within 30 feet of the horseman's choice must succeed on a DC 19 Wisdom saving throw or must immediately fall prone.

WAR

Gargantuan fiend (titan), neutral evil

Armor Class 20 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	19 (+4)	26 (+8)	26 (+8)	23 (+6)	20 (+5)

Saving Throws Str +15, Dex +14, Con +15, Wis +15
Skills Athletics +15, History +15, Persuasion +12
Damage Immunities fire, poison
Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses blindsight 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 21 (30,000 XP)

Shapechanger. The horseman can use its action to polymorph itself into a medium sized humanoid, or back into its true form. As part of the same action, it can polymorph Ruin into a large warhorse.
   Both the horseman and Ruin's statistics are unchanged. Anything either the horseman or Ruin is wearing transforms with them, but nothing they are carrying does. The horseman and Ruin revert to their true forms if they die.

Blade of Battle. The horseman's weapon attacks are magical. When the horseman hits with any weapon, the weapon deals an extra 27 (5d10) force damage (included in the attack).

Legendary Resistance (3/Day). If the horseman fails a saving throw, it can choose to succeed instead.

Magic Resistance. The horseman has advantage on saving throws against spells and other magical effects.

Master General. Creatures that are within 60 feet of the horseman have disadvantage on saving throws against being charmed or frightened. They also have disadvantage on Persuasion and Deception checks made against the horseman or any of its allies.

ACTIONS

Multiattack. The horseman makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 27 (5d10) force damage.

Rain of Fire (Recharge 5-6). The horseman calls red fire to from the heavens, cascading the fiery rain down on the area within 30 feet of the horseman. Each creature in the area must make a DC 19 Dexterity saving throw. A creature takes 33 (6d10) fire damage on a failed save and half as much damage on a successful one.

REACTIONS

Warcaller. If the horseman sees a creature making an attack roll, it can use its action to give the creature advantage on the attack roll.

LEGENDARY ACTIONS

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

Greatsword. The horseman makes a greatbow attack.
Mark of the Adversary. The horseman marks a creature within 60 feet of it as its adversary. Any successful attacks made against the marked creature until the end of the horseman's next turn deal an additional 5 (1d10) damage.
Calling Ruin (Costs 2 Actions). A structure within 60 feet of the horseman crumbles and collapses. Any creatures standing on the structure will fall and land prone, taking 1d6 bludgeoning damage for every 10 feet they fall.

Famine

Gargantuan fiend (titan), chaotic evil

Armor Class 18 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	26 (+8)	27 (+8)	27 (+8)	20 (+5)

Saving Throws Dex +13, Con +15, Int +15, Wis +15
Skills Medicine +15, Nature +13, Perception +15
Damage Immunities fire, poison
Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses blindsight 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 21 (30,000 XP)

Shapechanger. The horseman can use its action to polymorph itself into a medium sized humanoid, or back into its true form. As part of the same action, it can polymorph Disease into a large warhorse.

Both the horseman and Disease's statistics are unchanged. Anything either the horseman or Disease is wearing transforms with them, but nothing they are carrying does. The horseman and Disease revert to their true forms if they die.

Legendary Resistance (3/Day). If the horseman fails a saving throw, it can choose to succeed instead.

Magic Resistance. The horseman has advantage on saving throws against spells and other magical effects.

Mind Over Matter. The horseman uses its Wisdom modifier when attacking with its scales.

Withering Crops. All plant life and edible food within 30 of the horseman rot away at its mere presence, the effect becoming overwhelming closer to the horseman. The area within 15 feet of the horseman is considered rough terrain if it has any sort of plant life or natural growths.

Actions

Multiattack. The horseman makes three attacks, only one of which can be a crush attack.

Scale. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage. If the target is of size Large or smaller, the creature is grappled (escape DC 19). Until this grapple ends, the target is restrained. Famine has two scales, each of which can grapple one target.

Crush. A creature that is grappled by the horseman must make a DC 18 Constitution saving throw. The creature takes 22 (4d10) bludgeoning damage on a failed save and half as much damage on a successful one.

Legendary Actions

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

Scales. The horseman makes a scale attack.

Air of Disease. Each creature within 10 feet of the horseman must make a DC 18 Constitution saving throw or become poisoned until the end of their next turn.

Starved of Energy. One creature of the horseman's choice is weakened as the horseman drains the life force from their body. The creature must make a DC 19 Constitution saving throw. It takes 22 (4d10) necrotic damage on a failed save and gains one level of exhaustion. On a successful save, the creature takes half damage and isn't exhausted.

Death

Gargantuan fiend (titan), lawful evil

Armor Class 18 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	26 (+8)	23 (+6)	25 (+7)	23 (+6)

Saving Throws Dex +15, Con +15, Int +13, Wis +14
Skills Insight +14, Intimidation +13, Medicine +14, Perception +14
Damage Immunities fire, poison
Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses blindsight 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 21 (30,000 XP)

Shapechanger. The horseman can use its action to polymorph itself into a medium sized humanoid, or back into its true form. As part of the same action, it can polymorph Despair into a large warhorse.

    Both the horseman and Despair's statistics are unchanged. Anything either the horseman or Despair is wearing transforms with them, but nothing they are carrying does. The horseman and Despair revert to their true forms if they die.

Aura of Death. Creatures that are within 120 feet of the horseman have disadvantage on death saving throws, and creatures that are within 5 feet of the horseman can't regain hit points.

Legendary Resistance (3/Day). If the horseman fails a saving throw, it can choose to succeed instead.

Magic Resistance. The horseman has advantage on saving throws against spells and other magical effects.

Reaping Scythe. The horseman's weapon attacks are magical. When the horseman hits with any weapon, the weapon deals an extra 27 (5d10) necrotic damage (included in the attack).

Ruler of Death. Any creature killed by the horseman rises at the start of its next turn as a zombie permanently under the horseman's control.

Actions

Multiattack. The horseman makes three attacks with its scythe.

Scale. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 27 (5d10) necrotic damage.

Grim Reaper (1/Day). The horseman targets a creature of its choice within 60 feet. If the creature has 100 hit points or fewer, the creature dies.

Legendary Actions

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

Scythe. The horseman makes a scythe attack.
Summon Death (Costs 2 Actions). The horseman focuses its attention on one creature within 60 feet of it. The targeted creature must make a DC 19 Constitution saving throw. The creature takes 61 (7d8 + 30) necrotic damage on a failed save, or half as much damage on a successful one.
Lifegiver (Costs 3 Actions). One dead creature of the horseman's choice within 10 feet of it is returned to life with 1 hit point. This is the case for creatures that have been turned into zombies as well.

Victory

Gargantuan fiend (titan), neutral evil

Armor Class 17 (natural armor)
Hit Points 264 (17d20+85)
Speed 120 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	20 (+5)	14 (+2)	15 (+2)	11 (+0)

Saving Throws Con +10, Wis +7
Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, poisoned, prone
Senses blindsight 120 ft., passive Perception 12
Languages —
Challenge 15 (13,000 XP)

Charge. If Victory moves at least 10 feet straight toward a target and then hits it with its hooves on the same turn, the target takes an extra 16 (3d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Magic Resistance. Victory has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Victory makes two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Cry of the Conqueror. A shrill, vibrating sound erupts from Victory's mouth, piercing into the heads of those who hear it. Each creature within 15 feet of Victory that can hear it must make a DC 16 Constitution saving throw. A creature takes 22 (5d8) thunder damage on a failed save and half as much damage on a successful one.

Ruin

Gargantuan fiend (titan), neutral evil

Armor Class 16 (natural armor)
Hit Points 281 (17d20+102)
Speed 120 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Con +11, Wis +7
Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, poisoned, prone
Senses blindsight 120 ft., passive Perception 12
Languages —
Challenge 15 (13,000 XP)

Charge. If Ruin moves at least 10 feet straight toward a target and then hits it with its hooves on the same turn, the target takes an extra 16 (3d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Hide of Flame. A creature that touches Ruin or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, Ruin's melee attacks deal an additional 5 (1d10) fire damage (included in the attack).

Magic Resistance. Ruin has advantage on saving throws against spells and other magical effects.

Steps of Destruction. Any successful attack Ruin makes against an object is considered a critical hit.

Actions

Multiattack. Ruin makes two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 5 (1d10) fire damage.

DISEASE

Gargantuan fiend (titan), neutral evil

Armor Class 16 (natural armor)
Hit Points 281 (17d20+102)
Speed 120 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	22 (+6)	16 (+3)	16 (+3)	11 (+0)

Saving Throws Con +10, Wis +8
Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, poisoned, prone
Senses blindsight 120 ft., passive Perception 13
Languages —
Challenge 15 (13,000 XP)

Charge. If Disease moves at least 10 feet straight toward a target and then hits it with its hooves on the same turn, the target takes an extra 16 (3d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Magic Resistance. Disease has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Disease makes two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Decaying Breath. Deadly, noxious gas exudes from Disease's mouth, spreading into a 30 foot cone in front of it. All creatures within the area must make a DC 16 Constitution saving throw. On a failed save, creatures take 14 (4d6) poison damage and are poisoned until the end of their next turn. On a successful save, creatures take half damage and are not poisoned.

DESPAIR

Gargantuan fiend (titan), neutral evil

Armor Class 17 (natural armor)
Hit Points 264 (17d20+85)
Speed 120 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	21 (+5)	18 (+4)	18 (+4)	10 (+0)

Saving Throws Con +10, Int +9, Wis +9
Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, poisoned, prone
Senses blindsight 120 ft., passive Perception 14
Languages —
Challenge 15 (13,000 XP)

Charge. If Despair moves at least 10 feet straight toward a target and then hits it with its hooves on the same turn, the target takes an extra 16 (3d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Magic Resistance. Despair has advantage on saving throws against spells and other magical effects.

Visage of the End. When a creature starts its turn within 5 feet of Despair or enters the area for the first time, it must make a DC 16 Wisdom saving throw or become frightened. A creature can repeat the save at the end of each of its turns, ending the effect on a success. In addition, at the start of the creature's turn it takes 5 (1d10) psychic damage if it is still frightened of Despair.

ACTIONS

Multiattack. Despair makes two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

THE WORLDSPINE

The mountain shall rise from its resting and the ground will shake where it walks. Cities shall fall to its wrath and none are safe from its ancient power.

— Mona Allysia, prophesying of the end times

Stories have been told for centuries of the origin of mountain ranges. Believed by some to have been built giants and by others to be the bones of ancient creatures of legend, the massive mountains and the force needed to create them has sparked many stories and myths throughout the years. Stories of the worldspine were among these tellings, speaking of the mountains not as the fossils of a creature long gone from the world, but instead describing it as a shell housing a creature lying dormant for centuries, waiting for someone to wake it.

City Killer. Though from afar it looks to be moving slowly, it does so with purpose and determination. The worldspine will make its way to the nearest city, stepping over it with its massive size and long legs. It will then, rapidly and repeatedly, lower itself down on any structures below it, bringing the literal weight of mountains down on the city beneath it, leaving it in complete and utter ruin.

Living Mountain Range. The sheer size of the worldspine can be hard to comprehend, as it can grow to be as long and massive as several mountains. Its body, infused with the ore and rock of the earth it lay resting in, is covered in the stone and rock of mountains, protecting it from outside forces as it rests. When the worldspine does wake, the ground for several miles around it shakes as though submitted to a massive earthquake, toppling houses and forests as the creature stirs out of its slumber. This shaking of the ground persists as it further moves to awaken, for the worldspine is so massive and its steps so heavy that it sends tremors throughout the earth whenever it moves.

Resting Destruction. Once the worldspine has gorged on enough destruction, it will return to a place suitable for it to continue its rest. Here, it will burrow down beneath the ground where it will sleep until the need for its destruction rises again. Once that time comes, the cycle of destruction will repeat, beginning first with the earthquakes signaling its awakening, and ending with the complete and utter destruction of whatever civilization might have risen up since its last revival.
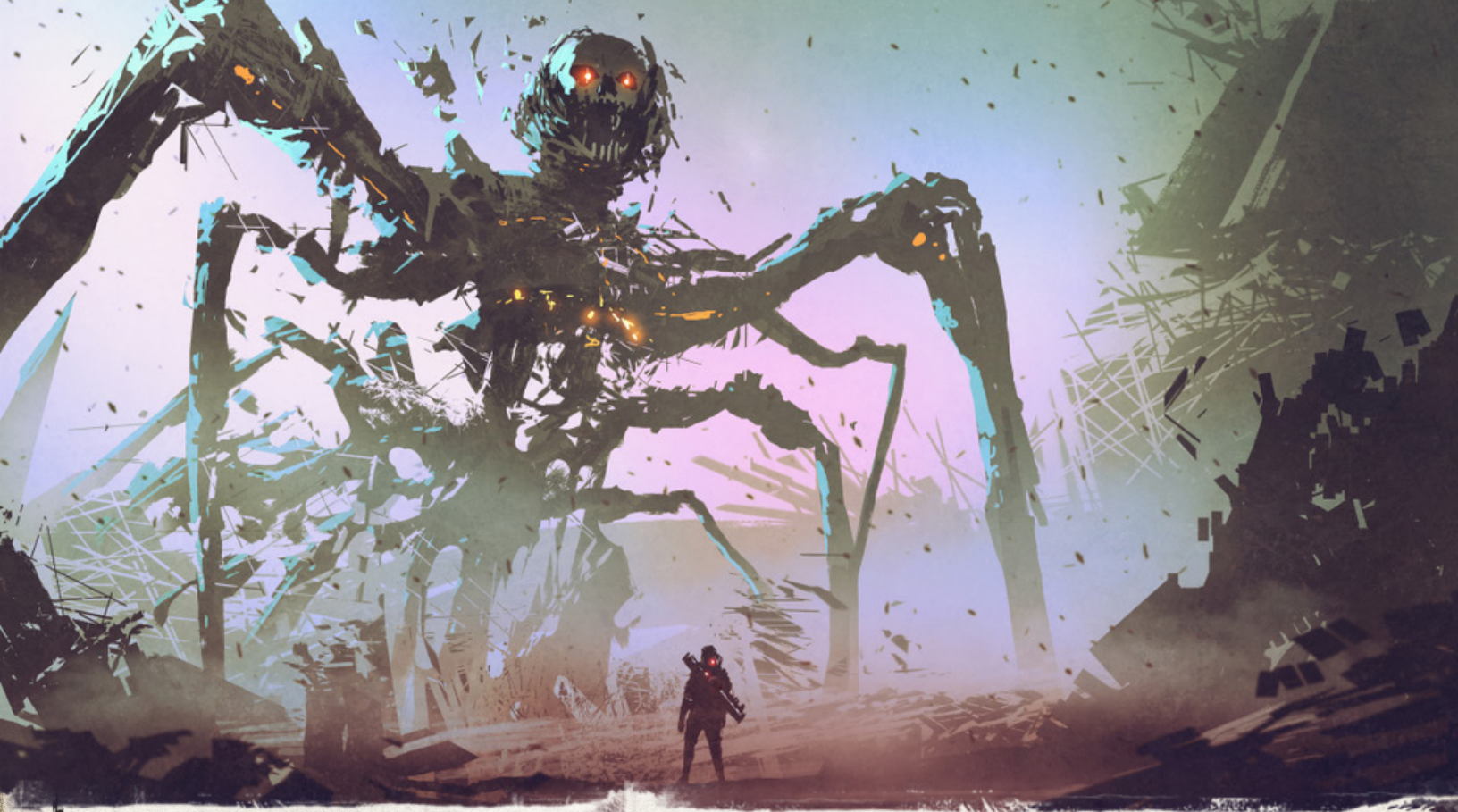
WORLDSPINE

Gargantuan monstrosity (titan), neutral evil

Armor Class 22 (natural armor)
Hit Points 648 (37d20+259)
Speed 60 ft. burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	25 (+7)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Str +18, Con +16, Wis +11
Damage Immunities poison, psychic
Damage Resistances bludgeoning, piercing, and slashing
  damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened,
  paralyzed, poisoned
Senses darkvision 120 ft., tremorsense 120 ft., passive
  Perception 12
Languages —
Challenge 30 (155,000 XP)

Heavy Steps. Whenever the worldspine walks, the ground
shakes with it. When the worldspine moves, any creature
within 30 feet of if must succeed on a DC 15 Dexterity
saving throw or fall prone.

Immutable Form. The worldspine is immune to any spell
or effect that would alter its form.

Long Legs. The worldspine can occupy the same space
as other creatures that are of size Large or smaller, as it is
standing over them.

Magic Resistance. The worldspine has advantage on
saving throws against spells and other magical effects.

Siege Monster. The worldspine deals double damage to
objects and structures.

Sudden Dash (Recharge 5-6). The worldspine can take the
dash action as a bonus action.

ACTIONS

Multiattack. The worldspine makes four spike attacks.

Spike. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one
target. Hit: 17 (2d8 + 8) piercing damage.

Smash. The worldspine lowers its entire body down on
the ground, smashing it. Any creature that is beneath the
worldspine must make a DC 20 Strength saving throw or
be crushed by the titan. On a failed save, a creature takes
130 (20d12) bludgeoning damage, falls prone, and drops
anything it may be holding. On a successful save, the
creature only takes half damage. The creature is unable to
move, stand up, or use any objects or items until it regains
an amount of hit points equal to half the damage taken
from the smash attack, as its body is completely broken.

Any creature that is standing within 30 feet of the
worldspine when it does its smash attack must succeed
on a DC 18 Dexterity saving throw or fall prone as the force
of the attack sends powerful tremors through the ground.

VAMPIRES

Life does not end after death. It is merely a new beginning, my dear. One that you will get to experience very soon.

— Zylar Voss, nosferat artist and painter

Vampires come in various shapes and sizes, having different abilities and traits depending on both their origin and age. The type of vampire a transforming humanoid turns into depends largely on their personality and the circumstances of their transformation itself. As some traits, such as adolescence and lycanthropy, don't disappear after they are turned, some vampires will naturally be more powerful than others. Likewise, if the humanoid being turned was a powerful spellcaster or warrior, these skills don't vanish simply because the humanoid is changed into a vampire. In fact, these skills transfer over to the new vampire, making it much more powerful in death than it was in life.

Some vampires who are born with no extraordinary skills or combat prowess can still gain unique abilities after their transformation is complete. The nosferat is a good example of a type of vampire whose abilities only appeared after its transformation was completed. Another example is the bruxa, a type of vampire whose age and experience as a result thereof has made it into a lethal adversary, dangerous to even the most powerful individuals.

BRUXA

Among the most powerful of vampires are the bruxa, conniving and controlling leaders of vampire society. These vampires are extremely old, having grown powerful over decades and centuries of terrorizing the residents of the sprawling countrysides.

Though most vampires crave power and admiration, none do so more than the bruxa. They are intent on ruling over others, using their beguiling arts and arcane powers to control those unwilling to submit to their rule. They make up the ruling class of vampires,

often having a loyal following of lesser vampires and created vampire spawn whom they use to tighten their grip on a region they seek to control.

Bruxa are vain and often extremely beautiful to look upon. In the few cases where they are somehow physically inferior, at least by their own standards, they use their powers of illusion to appear beautiful to those looking at them. Creatures that can see through this trickery are almost always targeted directly by the bruxa should it find out about their ability. To be anything less than terrible perfection in the eyes of its subjects is humiliating to a bruxa, and they don't take kindly to being fooled by creatures they consider to be lesser beings, which almost all mortal creatures are in the eyes of a bruxa.

FERAL

When a humanoid infected with vampirism is buried, they do not always turn into a vampire spawn as might be expected. Whenever a vampire rises, there is a chance that the transformation will have gone wrong, thereby removing any semblance of the person that it once was and turning it into a feral beast.

Unlike vampire spawn, feral vampires follow the rules of no one, not even the vampire that created them. This makes them unbelievably dangerous, as no one can control the murderous tendencies of the feral vampire. The only time the feral vampire is completely vulnerable is when it is resting, which it often does caves or underground tunnels, far away from the threats brought on by the coming of dawn. These resting places are not just for the feral vampire but instead for several of its kind, as feral vampires often join together in packs who sleep, eat, and hunt together.

NOSFERAT

Masters of darkness and stalkers of innocents are the roles of a nosferat vampire. Though typically described as gaunt and almost demon looking by survivors who have encountered them, this is a misconception that the nosferats

are more than happy to keep alive. Usually, a nosferat looks remarkably similar to the humanoids it once lived among, and it uses this to gain entry into the lives of living creatures. They thrive in darkness, lying in wait for hours as their unsuspecting victims go about their routines. They are cunning and patient hunters, willing to wait several nights for the right opportunity to present itself for them to strike.

They are not perfect, however, as they have a habit of becoming unhealthily infatuated with the creatures they normally consider prey. Often, a nosferat will mark a specific humanoid as theirs and feed exclusively from this humanoid. They can do this under the cover of darkness with the unsuspecting victim not ever knowing of the nosferat's presence, but the much more likely scenario is one of kidnapping and entrapment. A humanoid with a certain skill, such as singing or painting, is much more likely to garner the attention of a nosferat, as their obsession with beauty and art makes a purveyor of such things a potential match for its selective palate.

Nosferats are extremely territorial, considering their resting places the most sacred of locations. They decorate these resting places with fine furniture and artwork, and often keep a humanoid they consider worthy at close hand. At least until their infatuation with the humanoid in question begins to wane.

Ohyn

Ohyns are a species of vampire that is created when an adolescent humanoid is transformed into a vampire. Buried with the belief that they will find rest, ohyns claw their way out of their grave after they have turned to haunt the world and family that dared lay it to rest.

Because of its childish mind, the ohyn doesn't fully comprehend the nature of its new existence. Even though its vampire nature means that it can become hundreds of years old, its mind doesn't develop beyond what it was when it was turned. Therefore, the ohyn will often try to feed on itself to satiate its hunger, leaving it a horrid sight to any who have the misfortune of seeing it. Ohyns are

nearly always slippery and red from their own blood, flowing from self-inflicted wounds made by their small, sharp fangs.

An ohyn's legs are largely useless because of this feeding, as these are the limbs often becoming the victim of the ohyn's thirst. Ohyns have trouble walking as a result, but fortunately it does not need to. An ohyn is able to hover slightly above the ground, floating like a ghost through the night in search of any unfortunate people who might want to pity the child-like creature, only to then fall victim to the ravenous nature of the childlike vampire.

Vanpir

One of the rarer types of vampire is the vanpir, a creature that marks the joining of the undead nature of a vampire and the ferocious lethality found in lycanthropes. A vanpir is created when a humanoid suffering from lycanthropy is successfully transformed into a vampire. This transformation is incredibly rare, as the beastial nature of the lycanthrope means that almost all humanoids transformed in this way tend to turn into feral vampires.

They are lone wanderers, preferring to keep on the move and despising having to return to their resting place during the day, though they understand the necessity of it. On nights with a full moon, many vanpirs of a more careful mindset lock themselves away in these resting places, making them more of a prison than a home. They do this, not to keep others safe from their wild urges, but to save themselves from the coming dawn. If the vanpir is caught out in the sun because of its nightly ventures, its shapechanging abilities won't save it from death.

Bruxa

Medium undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 187 (22d8 + 88)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	19 (+4)	15 (+2)	15 (+2)	22 (+6)

Saving Throws Dex +10, Wis +7, Cha +11
Skills Deception +11, Intimidation +11, Perception +7, Persuasion +11, Stealth +10
Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons
Senses darkvision 120 ft., passive Perception 17
Languages the languages it knew in life
Challenge 15 (13,000 XP)

Alluring Aura. A creature that starts its turn within 5 feet of the vampire or enters the area for the first time, must succeed on a DC 16 Wisdom saving throw or become charmed by the vampire until the beginning of its next turn.

Innate Spellcasting. The vampire's innate spellcasting ability is Charisma (spell save DC 19). The vampire can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, dream, misty step, suggestion*
3/day each: *gaseous form* (self only), *modify memory* (6th level slot)
1/day: *geas*

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Fleet of Foot. Attack rolls made against the vampire cannot be made at advantage unless the vampire is incapacitated or restrained.

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

Vampire Weaknesses. The vampire has the following flaws:
　Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.
　Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.
　Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.
　Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

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

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vanpir, incapacitated, or restrained. *Hit:* 11 (2d6 + 4) piercing damage plus 21 (6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vanpir regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Feral Vampire

Medium undead, chaotic evil

Armor Class 14 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	7 (-2)	12 (+1)	8 (-1)

Saving Throws Dex +6, Wis +4
Skills Acrobatics +6, Perception +4, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons
Senses darkvision 120 ft., passive Perception 14
Languages the languages it knew in life
Challenge 6 (2,300 XP)

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

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Stalker's Pounce. If the vampire moves at least 20 feet straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

Surprise Attack. If the vampire surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

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

Vampire Weaknesses. The vampire has the following flaws:
    Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.
    Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.
    Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
    Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 14).

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

Nosferat

Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 113 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Dex +8, Wis +6
Skills Deception +8, Perception +6, Persuasion +8, Stealth +8
Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons
Senses darkvision 120 ft., passive Perception 16
Languages the languages it knew in life
Challenge 9 (5,000 XP)

Innate Spellcasting. The vampire's innate spellcasting ability is Charisma (save DC 16). It can innately cast the following spells, requiring no material components:

At will: *darkness, message, silence,*
3/day each: *command, dissonant whispers, suggestion*
1/day: *dimension door, fear*

Night Born. When the vampire is in an area of dim light or darkness and it remains motionless, the vampire is invisible.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:
    Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.
    Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.
    Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.
    Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 15).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vanpir, incapacitated, or restrained. *Hit:* 5 (1d6 + 2) piercing damage plus 21 (6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vanpir regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

To see something as innocent as a child turned into something so vile... I wouldn't wish that on anyone. Not even those guilty of the worst crimes should witness something like that.

Ohyn

Small undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 5 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	9 (-1)	13 (+1)	15 (+2)

Saving Throws Dex +4, Wis +4
Skills Athletics +6, Perception +4, Stealth +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons
Senses darkvision 120 ft., passive Perception 15
Languages the languages it knew in life
Challenge 7 (2,900 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Slippery. Checks made to grapple the vampire are made with disadvantage, and the vampire has advantage on any checks or saving throws made against effects that would reduce its speed.

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

Vampire Weaknesses. The vampire has the following flaws:

   Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

   Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

   Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

   Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 14).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vanpir, incapacitated, or restrained. *Hit:* 7 (1d6 + 3) piercing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vanpir regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Wail (Recharge 4-6). The vampire lets out a long, piercing wail. Any creature within 30 feet of the vampire that can hear it must succeed on a DC 14 Constitution saving throw or take 16 (3d10) thunder damage and become stunned until the end of their next turn.

Vanpir

Medium undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 133 (14d8 + 70)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +6, Wis +6
Skills Athletics +9, Perception +6, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons
Senses darkvision 120 ft., passive Perception 16
Languages the languages it knew in life
Challenge 11 (7,200 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a wolf or back into its true form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Blood Frenzy. The vampire has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 15).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 9 (1d8 + 5) piercing damage plus 17 (5d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with werewolf lycanthropy.