

COMPENDIUM OF TRUE EVIL



A Complete Guide To Building Evil Characters

COMPENDIUM OF TRUE EVIL

This foul collection of character options paints a cruel picture of any party's dark potential.

With 12 archetypes, 70 spells, 10 backgrounds, and a guide to building an evil character The Compendium of True Evil is a one stop shop for breaking bad in any D&D 5th Edition setting.

So, say your darkest incantations, pray to whatever cruel gods you call master, and prepare to know True Evil.

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JERKS I HATE

- People who check their phone while crossing through the parking lot
- People who start honking the moment the light turns green
- People who leave their shopping cart in the parking lot
- Basically anyone who overuses the word "literally"
- Whoever wrote the last 3 seasons of Game of Thrones
- Snakes
- People who litter
- Other kinds of snakes

PART I

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PART II

The Soul Binder

SOUL BINDER

Anorc shaman sits in an isolated hut chanting incoherently as smoke swirls around him, his tattoos seeming to move across his skin. He lays out offerings to unseen guests as the spirits of his ancestors offer him secrets.

Unfazed by overwhelming odds, a young gnome plunges headlong into the fray. Her shield blocks blows with impossible accuracy and her leather armor is utterly unscathed even as her sword seems to find every enemy it searches for. And though no enemy strikes her, the gnome's skin bursts open in places, as if struck by unseen blades.

In the high court of an exotic kingdom a masked figure whispers into the ear of the king. The muffled whispers of the courtiers quickly halted by a single cold stare from the milky eyes behind the mask.

THE POWER OF THE SOUL

Shaman. Witch. Chosen One. Exile. Soul Binders hold as many names as their are cultures. Their natural connection to the Astral energies can be treated with reverence or disdain and a Soul Binder is just as likely to be given a position of power within a tribal society as they are to be labeled a heretic and forced into exile.

By way of force, coercion, or diplomacy a Soul Binder calls on the power of conscious souls to supplement their own. Soul Binders manipulate a connection to the living souls of opponents to drain their life essence and sap their ability to defend themselves. As Soul Binders grow in power their ability to communicate with and manipulate souls brings them the combined experience and knowledge of these souls, enhancing their inherent abilities.

The soul is a subtle source of power, and the Soul Binder can often use their abilities without drawing the attention that the flashy magic of the Wizard or Sorcerer requires. Whispered incantations, a silent moment with eyes closed, a few subtle gestures of the hand; these are the near imperceptible methods a Soul Binder uses to channel their energy.

TRADITION AND DESTINY

Soul Binders are born with the inherent and undeniable power to connect to the souls of others. Many never know of their abilities, or perhaps attribute their good health and strong connection to those around them as mundane good luck.

Those who are lucky enough to be recognized are raised in ancient traditions. As Soul Binders are uncommon they lack the large schools and libraries of Monks and Wizards. Instead, their instruction usually takes place in much smaller groups or as the sole apprentice of a tutor.

The life of a Soul Binder is often shrouded in secrets and knowledge of the ancient dead. Soul Binders do not, however, necessarily shun the outside world and are sometimes integral in the social and religious traditions of their neighboring communities, hailed as religious figures for their ability to communicate with the dead.

The choice to become an adventurer is one that a Soul Binder might make or have made for them. Soul Binders are natural seekers of ancient or secret knowledge, and their goals are often tied to that search. That ancient knowledge may be a means of harnessing more power, a secret told to them by a wise spirit, a quest to avenge a tortured soul, or even a way of severing their connection to the living souls around them.

CREATING A SOUL BINDER

The most important thing to consider when creating a Soul Binder is the source of your training. While Soul Binders are born with inherent power, the training they receive defines how they use it, their personalities, their role in the community, and their relationship with the souls they touch.

Were you trained to work within a community that trusted and respected you? Or were you shunned and forced to live in exile with a cruel master? Did your training focus on respecting the souls that power your abilities, or were they simply fuel for your never ending quest for power? How did you part with your tutor or master? Was there a tearful graduation or a bloody knife in the back? Or, are you the rarest of Soul Binder, one who accessed their ability with nothing but instinct?

QUICK BUILD

To quickly build a Soul Binder make Intelligence your highest ability score, followed by either Strength or Dexterity. Take the Hermit, Folk Hero, or Acolyte background.

CLASS FEATURES

As a Soul Binder you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Soul Binder level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Soul Binder level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, short swords

Tools: 1 artisan's tools of your choice

Saving Throws: Intelligence, Constitution

Skills: History and two from Arcana, Nature, Religion, Insight, Medicine, or Survival.

EQUIPMENT

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

- (a) a shield or (b) any simple weapon
- (a) a short sword or (b) a simple weapon
- (a) a priest's pack or (b) an explorer's pack
- Leather armor and a soul stone

DISCOVERY

Soul Binders are born, not built. When a Soul Binder's power first manifests the moment can be terrifying, beautiful, or a combination of both. How did your powers first become apparent and how did your friends or family react?

d6 Discovery

- 1 During a holiday honoring our ancestors, I heard their voices. My village lifted me up as the next shaman.
I remember a battle, then darkness. I saw the faces of all my ancestors before me. Then, I was awake and with the living. Only the dead had not left.
- 3 For as long as I remember I heard the voices in the graveyard. When I was caught bringing them gifts, the priests had me imprisoned.
As a warrior, I was no stranger to death. But my last battle was horrific beyond words and the dead could not be counted. I laid screaming among the corpses, their pain flowing through me.
- 5 I was chosen before I was born, and I was given away at birth.
I was never violent. But, in defense I lashed out at someone. Though I barely struck them, they fell dead on the spot, turning a cool sickly blue-white within seconds.
- 4
- 6

TRAINING

What form, if any, did your training take. And, how did that training shape your abilities or perspective as a Soul Binder?

d6 Training

- 1 My mentor and I lived among the ancestral burial ground tending to the needs of the restless spirits as caretakers.
I was run out of my town as a heretic. I lived as a hermit for many years until my tutor took me to a small school for those with my gifts.
- 3 My people had never heard of Soul Binders. I still know nothing of what I am or what I will become.
My training was more like torture as shadowy figures poked and prodded me, attempting to elicit a manifestation of my ability. It was a nightmare, but I grew strong in it.
- 5 We stalked the graveyards and battlefields, promising false hope to tortured souls in exchange for information. When the prize was finally worth taking, I chose not to share it.
- 6 The village shaman raised me in deep traditions that I shared with a supportive family.

REASON FOR ADVENTURING

There are many reasons a Soul Binder might have for leaving the relative safety of their training grounds. The call to travel is a common one for someone who hears the voices of the dead in every corner of the world.

d6 Reason

- 1 A soul that I have long known and trusted has asked a favor that I cannot refuse.
Rumors among the dead are ever-echoing. But, this time is different. Something stirs in the darkest places of the next world.
- 3 After completing my training, I took the traditional pilgrimage, hoping to set restless souls at ease.
A treasure beyond imagination lies at the end of a trail of clues. The spirit of a penitent rake has given me the first, but many remain between me and my prize.
- 5 The voices have grown louder than my own. I must discover how to put an end to them.
I have grown strong since I was cast out of my home.
- 6 Let us see how strong those who cast me out have grown.

SOUL STONE

Though Soul Binders do not cast spells, many of their abilities are tied to their relationship with the souls of the living and dead. The Soul Stone acts as a focus for these abilities. The stone must be visible and on the Soul Binder's person to use any Soul Binding abilities.

A Soul Stone can be any precious gem worth no more than 100gp. The gem can be attached to other mundane equipment (such as a shield or weapon hilt) or worn (such as a necklace). The stone glows faintly at all times.

A Soul Stone can be reformed by spending 8 hours performing a ritual. The ritual requires 10 candles and a stone of appropriate value.

SOUL BINDER ABILITIES

The Soul Binder uses several unique abilities to interact with the souls around them. Some Spirit Manipulation effects require a saving throw. The DC for these saving throws is:

8 + your proficiency bonus + your Intelligence Modifier

SPIRIT MANIPULATION

At 1st level you can use your Action to bind the spark of your own soul to that of another creature's, using the link to create magical effects called Manipulations. You start with one such effect: Knowledge of the Warrior.

When you use your Manipulation you choose which effect to create. Manipulating a soul directly is a taxing process. Once you have used Spirit Manipulation the number of times shown for your Soul Binder level you must finish a long rest before you can use any Manipulations again.

SOUL BINDER

Level	Proficiency Bonus	Manipulations	Features
1st	+2	1	Soul Stone, Spirit Manipulation, Otherworldly Whispers
2nd	+2	1	The Spirit Cull
3rd	+2	2	Soul Binder Path
4th	+2	2	Ability Score Improvement
5th	+3	2	Extra Attack
6th	+3	3	Improved Spirit Cull
7th	+3	3	Archetype Rock
8th	+3	3	Ability Score Improvement
9th	+4	3	The Last Rite (1 Day)
10th	+4	3	Archetype Rock
11th	+4	3	Soul Link, Soul Sight
12th	+4	4	Ability Score Improvement
13th	+5	4	The Last Rite (1 Month)
14th	+5	4	Akachi's Mask
15th	+5	4	Archetype Rock
16th	+5	4	Ability Score Improvement
17th	+6	5	The Last Rite (1 Year)
18th	+6	5	Archetype Rock
19th	+6	5	Ability Score Improvement
20th	+6	6	Manipulation: Soul Thief

MANIPULATION: KNOWLEDGE OF THE WARRIOR

Starting at 1st level, you may use your Spirit Manipulation to connect to the soul's primal desire to survive. As a Bonus Action you identify a creature within 30 feet that you can see. The creature makes an Intelligence saving throw against your Soul Binder DC. On a failed save, you gain knowledge of their instincts allowing you to plan your strikes to maximize their effect. Otherwise the Manipulation fails. Either way one use of Manipulation is consumed.

On a failed save, for 1 minute, when you make a melee attack against the target creature that allows you to add either your Dexterity or Strength modifier to the damage, you may also add your Intelligence modifier.

For the duration you can transfer this effect to another creature by using your Action to make a melee attack on that creature. If the attack is successful, the Manipulation is transferred. Otherwise the effect ends. You must declare your intention to transfer the effect before making your attack roll.

The Knowledge of the Warrior consumes your mind's attention. You cannot cast spells during Knowledge of the Warrior and any concentration on spells fails

OTHERWORLDLY WHISPERS

A Soul Binder is in near constant connection with the souls of the dead. Though binding a soul takes great power and concentration, even the most novice Soul Binders is capable of communicating with recently departed souls.

As an Action you can cast *speak with dead* as an innate ability. When you do so, you create a 60 foot radius circle centered on yourself. Any ghosts or spirits that reside within the circle become visible and you can speak with them, so long as you share at least one language.

You can use this ability a number of times per day equal to your Manipulation uses.

THE SPIRIT CULL

Starting at 2nd level you can identify and focus on the astral energy within any living creature. As a free action you enter a state known as "The Spirit Cull". For 1 minute your strikes attack not only the body, but the astral energy of creatures as you drain their soul to power your own.

During this time, on your first successful melee attack of each round you are healed for a number of hit points equal to half your Soul Binder level rounded down.

To benefit from this ability your attack must have done at least 1 damage. This ability has no effect when attacking constructs or undead.

When you attack a creature under the effect of your Spirit Manipulation, you receive additional hit points equal to your maximum number of Manipulations for your level.

Once The Spirit Cull has expired you cannot use this ability again until you finish a long rest. If you are wearing Heavy Armor or don Heavy Armor at any time during the Spirit Cull, it fails.

SOUL BINDER PATH

At 3rd level, you commit to a Soul Binder path: Path of Peace, Path of Force, Path of Deceit, or Path of the Twins, all detailed at the end of the class description. Your Soul Binder path grants you features at 3rd, 7th, 10th, 15th, and 18th levels.

ABILITY SCORE IMPROVEMENT

At 4th level you can increase one of your ability scores by 2 or 2 ability scores by 1 each. Alternatively, if your DM allows, you can choose a feat. You do so again at 8th, 12th, 16th, and 19th level. You can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

IMPROVED SPIRIT CULL

Starting at 6th level your ability to channel the Spirit Cull improves significantly. You can now use this ability twice between long rests. Additionally, during Spirit Cull both your first and second successful melee attacks heal you.

THE LAST RITE

Starting at 9th level, during The Spirit Cull or any Spirit Cull Alternatives granted by your Soul Binder path (see below), when you reduce a creature to 0 hit points, you may choose to end The Spirit Cull as a free action in order to capture a piece of the creature's soul. When you do so you immediately gain access to that creature's recent memories. For 1 hour you can recall anything the creature experienced within the last 24 hours as if you yourself experienced it. At the end of 1 hour the memories fade completely. You experience these memories as if watching them as a third party. You do not have access to the creature's internal thoughts, nor do you understand any languages that you would not normally understand.

Beginning at 13th level you are able to harness a substantially larger portion of the creature's soul and harvest its memories. You can recall up to 1 month of the creature's life and retain the memories for 24 hours. At 17th level you can access 1 year of the creature's memories and retain them indefinitely.

SOUL LINK

Beginning at 11th level, when you use your Action or Bonus Action for a Manipulation ability that requires you touch a target you may immediately teleport up to 60 feet towards that target as part of that Action or Bonus Action.

SOUL SIGHT

Starting at 11th level you are able to see the world in its true form, looking beyond the material plane and into the nature of your surroundings.

As an Action you grant yourself True Sight for 1 hour. You can use your Action to end this effect. You cannot use this ability again until you finish a long rest.

MANIPULATION: AKACHI'S MASK

Starting at 14th level, you can call upon the cursed first Soul Binder, Akachi the Betrayer, to possess another creature's body.

When you reduce a creature to 0 hit points during The Spirit Cull or any Spirit Cull alternatives from your Soul Binder Path (see below) you can choose to instead reduce it to 1 hit point and possess the creature. Doing so ends The Spirit Cull. The target creature's soul is displaced from its body and the Soul Binder takes its place for up to 24 hours. During that period your body and items you are carrying are converted to Astral Energy and inhabit the target. The creature must be a CR equal to or lower than half your Soul Binder level or the ability fails. Regardless of the result you consume one use of Spirit Manipulation.

As long as you are possessing the creature:

- If you take damage from any source you must make an Intelligence saving throw with a DC of 10 or half the damage you take, whichever is higher. On a failed save, Akachi's Mask ends.
- you use the target creature's physical statistics (Strength, Dexterity, Constitution, Hit Points)
- You can use any of the creature's physical or innate abilities including attacks and spell-like abilities.
- If the creature can cast spells, you can do so. To cast a spell, you must expend a number of Manipulations equal to the spell slot level.
- You do not have access to the creature's memories.

When the possession ends the Soul Binder rematerializes with the hit point value they had at the beginning of the possession, and the creature dies. You cannot use this ability again for 7 days.

MANIPULATION: SOUL THIEF

At 20th level you can use your Spirit Manipulation to consume the Astral Energies of an entire soul to empower your own. As an Action make a melee attack against the target. On a successful hit you deal 50 necrotic damage to the creature.

If the target is killed by this effect you gain the following benefits:

- You receive temporary hit points equal to the number of hit points the target had
- Your natural life span is increased by a number of years equal to half the target's remaining natural life span

You cannot use this ability again until you finish a long rest. This ability has no effect on undead and constructs.

SOUL BINDER PATHS

A Soul Binder's power comes from their ability to bend souls to their will. Less powerful Soul Binders rely primarily on the use of weak souls that are easily swayed. As a Soul Binder grows in power they must harness more powerful souls and doing so requires that the Soul Binder become adept in influencing the soul. The chosen Soul Binder Path is often a product of the instruction a younger Soul Binder receives and the influence of their teacher's methods. However, as the process of binding a soul is essentially a negotiation, a Soul Binder can choose whichever path they wish.

PATH OF PEACE

Those who walk the Path of Peace are friends and allies to the souls they use to power their abilities. They watch over spirits and are often revered as religious figures. Shamans, priests, and others who seek to ease the suffering of spirits often walk this path, aiding tortured souls by attending to unfinished business or easing the crossing into the next life. Soul Binders on the Path of Peace are privy to information shared with those from beyond the grave and are specially trained to deal with the undead.

CULL THE LOST

When you choose this path at 3rd level, your Spirit Cull and Manipulation abilities can now effect undead and, during Spirit Cull, your melee attacks deal radiant damage.

Additionally, as an Action you may end your Spirit Cull to put the lost soul of a creature to rest. When you do so, you choose an undead creature within melee range. The creature makes a Wisdom saving throw against your Soul Binder DC. If the creature is equal to or below the Challenge Rating threshold in the table below, it is instantly destroyed. If the creature is above the Challenge Rating in the table below or is not undead, nothing happens.

Soul Binder Level	Challenge Rating
3rd	1 or lower
6th	3 or lower
9th	5 or lower
12th	7 or lower
15th	9 or lower
18th	11 or lower
20th	13 or lower

ECHOES OF THE FALLEN

Additionally at 3rd level, the souls of the dead warn you of dangers and deceit. You cannot be surprised by enemies and have advantage on detecting traps that deal damage.

MANIPULATION: ANCESTRAL SPECTER

Starting at 7th level, you can use your Spirit Manipulation ability to summon an ally for 1 hour. As an Action you call to the halls of your fallen ancestors to bring forth an ancient hero. The ally uses the stat block of a *Specter* (*Monster Manual* pg 279). The summoned creature considers you an ally and will fight by your side. The creature has a name and a personality appropriate to your ancestry. The creature can speak and read any languages that you can. Though the summoned ally can tell you of its own life, it has no special insight or secret knowledge of the living world.

As a Bonus Action on your turn you can issue a command to your ally. The summoned ally will follow your commands to the best of its ability. If you do not issue a command, the ally will remain in place and defend itself. Your summoned ally must remain within 60 feet of you. If it leaves this radius or is reduced to 0 hit points, it immediately returns to the astral plane. Otherwise, the ally remains by your side for the duration.

Starting at 11th the ancestor uses the stat block of a *Sword Wraith Warrior* (*Mordenkainen's Tome of Foes* pg 241). At 17th level the ancestor uses the stat block of a *Wraith* (*Monster Manual* pg 302).

MANIPULATION: IMBUE CONSCIOUSNESS

Starting at 10th level, you can imbue an inanimate object with a powerful soul. You can use this Manipulation ability to create a sentient object or magical object.

You must expend an amount of candles, incense, and precious stones equal to at least 1000 gp and an appropriate mundane object. The process takes 8 hours.

If you choose to create a magical object, you create a magical object of *uncommon* quality and the mundane object is destroyed. The magical object created can be chosen from the example table below or determined by the DM, but must be of a type determined by the mundane object used in the process. You cannot create spell scrolls with this process. The soul used to create this item is not destroyed, but lives on in the object.

If you create a sentient object your DM determines the personality of the object. However, the object is considered friendly to you and considers you an ally. It shares your languages and any languages that the creature may have known in life. The soul remembers its life and has its own reasons for choosing to enter the object. The weapon has no magical properties, but can be enchanted using Imbue Consciousness. If the object is destroyed, the soul is also destroyed.

You cannot use this ability again for 7 days. You can maintain up to three Imbued objects at any given time. When creating a fourth object, you must choose to release one of your Imbued objects. When you do so, that object loses its magical properties.

At 13th level the objects you create can be of *rare* quality. And, at 16th level you can create items of *very rare* quality. When using this ability at higher levels, the table below still serves as a guide for the types of objects used and created.

IMBUE CONSCIOUSNESS TABLE

Mundane object	Magical object
Any Weapon	Weapon of Warning (DMG 213)
Any Applicable Armor	Adamantine Armor (DMG 150)
Crystal and Light Metal	Eyes of Charming (DMG 168)
Gloves	Gloves of Thievery (DMG 172)
Any Ring	Ring of Mind Shielding (DMG 191)
Any Shield	Sentinel Shield (DMG 199)
A Length of Cloth	Cloak of Many Fashions (xge 136)
A Playing Card	A single card from Deck of Illusions (DMG 161)

TRANSFERENCE

Starting at 15th level you can call upon the spirits of the fallen to ease your own pain. As an action you create a circle of astral energy with a 60 foot radius centered on yourself. For every undead creature or creature that has been reduced to 0 hit points within the last hour inside that circle, you gain temporary hit points equal to one half of your Soul Binder level rounded down.

You cannot use this ability again until you finish a long rest.

CHOSEN SOUL

Starting at 18th level, your kindness towards the souls of the fallen has earned you a place of honor among the dead. As a sign of respect and in order to aid in your continued work, the souls of the dead will not let you pass into the next world until you are ready.

The first time you are reduced to 0 hit points in a day, you are instead reduced to 1 hit point and you regain one use of Spirit Cull.

Additionally, if you die (either by natural means or otherwise) your soul is transferred to a new body so long as you are on the Material Plane. The new body is determined using the table for the spell *reincarnate* (*Player's Handbook* page 271) to determine the race of your new body. After being reincarnated, you awake with 1 hit point and no spells prepared (if you would normally have any). You cannot be reincarnated again for 7 days.

PATH OF FORCE

Not all Soul Binders ask permission to use the power of the souls they wield. Those on the Path of Force lacked the patience or insight needed to gain the trust of souls. Instead, they overwhelm souls, enslaving them to power abilities. The Path of Force grants unnatural strength to a Soul Binder, but maintaining their control over constantly rebelling souls is draining. Their strength gives them terrifying battlefield prowess, but their ability to manipulate the souls they bind is more limited than the other paths.

THE MASOCHIST'S CULL

Starting at 3rd level, when you choose this path you gain access to a special type of Spirit Cull known as the Masochist's Cull. When you enter The Spirit Cull you may instead choose to enter the Masochist's Cull.

While in this state you do not receive the normal healing from Spirit Cull. Instead, when you deal melee damage to a creature, you deal necrotic damage to yourself as well. The damage is equal to one half of your Soul Binder level rounded down. If you are attacking a creature under the effect of your Spirit Manipulation, you instead deal damage to yourself equal to your Soul Binder Level.

Each time you take damage from this effect, the target you are attacking takes a necrotic damage equal to twice what the Soul Binder takes. This ability has no effect on undead or constructs.

TRUE POWER

Starting at 3rd level, when you choose this path, you gain proficiency in Charisma (Intimidation). If you are already proficient, you gain expertise.

MANIPULATION: CHAINS OF THE MARTYR

Starting at 7th level, you may use your Manipulation to chain a creature's fate to your own, sacrificing your own astral energy to disrupt theirs.

As an Action you choose a target within 10 feet that you can see. The creature makes a Constitution saving throw against your Soul Binder DC. On a failed save their life force is linked to your own for 1 minute.

For the duration, when you receive damage from any source, the target creature takes an equal amount of the same type of damage. On a successful save the target creature takes half as much damage.

You may transfer this effect to a new target within range as a Bonus Action. When you do so, the new target makes its own saving throw.

FUEL

Beginning at 10th level your strength grows with each soul you collect through a display of force, cowing under your relentless attacks. When you reduce an opponent to 0 hit points, you channel the soul into the next successful melee attack you make before the end of your next turn. That attack gains one of the following benefits:

- **Overpower:** The target makes a Strength saving throw or is knocked prone.
- **Hamstring:** The target must make a Strength saving throw or have its movement speed reduced by half for 1 minute.
- **Fling:** The target must make a Dexterity saving throw. On a failed save the Soul Binder may knock one item the target is holding from its hand. The item travels 15 feet in a direction of your choosing.

VICIOUS MANIPULATION

Beginning at 15th level, when you use your Action to use a Spirit Manipulation ability that allows you to make an attack as part of the Action, you can make an additional melee attack.

TAKE BY FORCE

Beginning at 18th level your ability to take souls by force has reached unimaginable levels. As an Action you may end your Spirit Cull or Masochist's Cull to rip the spirits from those around you to empower your own.

When you do so you choose any number of creatures within a 15 foot radius centered on you. Those creatures immediately make a Constitution saving throw. On a failed save each creature takes an amount of necrotic damage equal to your Soul Binder level or half as much on a successful save.

Additionally, for every creature that fails their saving throw you gain a single temporary attribute point up to a maximum of 6. These temporary attribute points last for 1 minute and can be used to increase any of your attributes up to a maximum of 24. At the end of 1 minute your attributes return to their original score.

You cannot use this ability again until you have finished a long rest.

PATH OF THE TWINS

The rarest Soul Binders seek an understanding of the connection between souls. They recognize that all souls, living and dead, share in an inexorable journey. Those on the Path of the Twins wish to improve the fate and standing of all souls, reasoning that their shared connection means that improving the situation of one soul improves the situation of the collective. These Soul Binders are often healers of both mind and body.

STRIKE OF JOINED SOULS

At 3rd level, you learn to share the strength of your own spirit with your allies. When you receive healing as a result of your Spirit Cull ability, you can instead heal an ally within 10 feet of you. When you do so the ally receives hit points equal to 1/2 of the hit points you would have received rounded up (minimum of 1).

The targeted ally must have at least 1 hit point to benefit from this ability.

Additionally, you can end Culling Strike to immediately heal an ally for an amount equal to three times your Soul Binder Level

EMPATHETIC CONNECTION

When you choose this path at 3rd level it is because you recognize the bond that all souls share. Through that bond you are able to empathize and understand the experiences of those around you. You gain proficiency in the Insight skill. If you are already proficient, you gain expertise.

MANIPULATION: COLLECTIVE FATES

Starting at 7th level, you may bind the souls of several creatures together in an act of shared burden. All creatures within 5 feet of you (including you) make a Constitution saving throw. On a failed save their current hit points are added to a total sum. The sum of the hit points is then redistributed among all affected creatures. Any hit points above a creature's maximum are redistributed evenly among the other creatures. A creature can choose to fail their saving throw.

On a successful save a creature is unaffected.

SELF SACRIFICE

Starting at 10th level, you can sacrifice your own strength to save your allies. Choose a dead or unconscious creature within 30 feet that you can see. You reduce yourself to 0 hit points and are considered unconscious but stabilized. If the creature is alive or has died within the last 10 minutes and still has its soul, it is returned to life with full hit points.

You can not use this ability again until you have finished a long rest.

MANIPULATION: SHARED UNDERSTANDING

Starting at 15th level, you may use your Spirit Manipulation to gain a deeper understanding of a creature.

Choose a creature within 60 feet that you can see. That creature makes a Wisdom saving throw against your Soul Binder DC. On a failed save you gain a significant understanding of the creature's fears, desires, motivations, and current emotional state. On a successful save nothing happens. The DM determines the exact knowledge you gain. For example, you may learn:

- The creature's alignment,
- Something the creature is afraid of,
- A goal the creature is currently working towards,
- An embarrassing or shameful secret,
- How the target feels about another creature,
- Who the creature loves,
- If the creature is currently angry, annoyed, or happy

Additionally, for the next hour you have advantage on Wisdom (Insight) and Charisma (Persuasion, Performance, or Intimidation) checks against this creature.

IMPROVED JOINED SOULS

Starting at 18th level, you no longer need to sacrifice your own healing to benefit an ally. When you heal an ally using Strike of the Joined Soul, you receive an equal amount of hit points.

PATH OF DECEIT

Soul Binders sometimes find themselves unable or unwilling to give souls suitable motivation aid the Soul Binder. When a Soul Binder has nothing to offer, but is uncomfortable or incapable of forcing the soul to their will, the Soul Binder often turns to deception. Those on the Path of Deceit make false promises, playing to the egos or impossible desires of souls. The souls they entrap are often unstable or insane from centuries of death or undeath, making them easy to deceive, but difficult to control or predict. A Soul Binder on this path uses the chaotic souls under their command, combined with a knack for weaving intricate deceptions, to sow confusion and dissent among their enemies. Of course, this only happens if the Soul Binder is able to keep their own sanity.

MAD CULL

Starting at 3rd level, if the Soul Binder has no more uses of the Spirit Cull ability for the day, they may choose to enter The Spirit Cull by calling on an unknown soul to to power the ability.

Without taking the time to exert control over the soul that is being used, the Soul Binder has no way knowing the soul's reaction to being used in such a way. When the Soul Binder uses this ability to enter the Spirit Cull they do so normally, with one exception. At the end of the Soul Binder's turn, roll on the table below to determine a random effect generated by the soul. This effect represents the soul's reaction to being trapped or deceived. The result takes place immediately.

You cannot use this ability again until you finish a long rest.

HERE LIES

Starting at 3rd level you gain proficiency in Charisma (Deception).

MANIPULATION: KNOW THY ENEMY

Starting at 7th level you can use your Spirit Manipulation ability to gain powerful knowledge of your enemy.

As a Bonus Action you choose a creature within 30 feet that you can see. The creature makes a Charisma saving throw. On a failed save you gain access to the creature's memories of combat. This knowledge gives you distinct advantage against the creature's tactics and abilities.

For 1 minute you and the creature are bound. When the creature attacks you, you use the creature's Armor Class value instead of your own. When you attack the creature, it uses your Armor Class value instead of its own.

For the duration you may transfer this effect to another creature within range as a Bonus Action. A creature that is immune to being charmed is not affected by this ability.

STRIKE OF THE TOUCHED MIND

Starting at 10th level, when you activate the Spirit Cull, you may instead choose to activate Strike of the Touched Mind. When you activate Strike of the Touched Mind, you no longer receive the healing associated with Culling Strike.

Instead, on your first successful melee attack of each turn for 1 minute the target creature must make a Wisdom saving throw. On a failed saved, the creature is under the effect of the *confusion* spell.

You may end Strike of the Touched Mind to cast *confusion* at 7th level as an Action.

MANIPULATION: SHARED REALITY

Beginning at 15th level you can tap into the soul of a sleeping creature in order to manipulate its reality. For 5 minutes you enter a trance, during which you cannot see or hear anything around you. If you take damage or a creature uses its Action to shake you, you wake up.

When you enter this trance select a creature within 1000 feet that you are familiar with. The creature makes a Charisma saving throw. On a failed save, it enters a shared reality with you. Creatures in this reality experience the 5 minute trance as 24 hours. The target is initially unaware that they are trapped within this Shared Reality. The more similarities the Shared Reality has to the target's actual reality, the more likely they are to believe it. If a target is confronted with a Shared Reality that contradicts their own, they are more likely to recognize the illusion for what it is. The more unbelievable the Shared Reality, the more difficult it is to maintain. For example, a creature might easily believe that in their Shared Reality they have a new friend. However, a creature would likely question the experience if the new friend were a talking pig that wanted to know the password for their secret hideout.

This Shared Reality can take any shape you wish and you have full control over it. While in this reality the creature can take damage and feel pain or other sensations as normal. However, these have no effect on the creature's actual body.

If the creature begins to question the Shared Reality created use the table below to make additional saving throws.

Believability and Examples	Saving Throw Modifier
Very Realistic	+0
Somewhat Unrealistic - a small change in personal history	+1
Unrealistic - a large historical change that seriously impacts the life of the target	+2
Very Unrealistic - People behave in ways contrary to logic and the rules of reality seem to bend	+3
Absurd - The Shared Reality bares little resemblance to the real world	+4

IMPROVED MAD CULL

Starting at 18th level, when you use Mad Cull, you have some control over the soul you call on. You may roll twice and choose which effect to apply.

- Note: When the table uses the word "touched" this can mean a creature that was willingly touched or a creature that was successfully struck with a melee attack using a weapon or unarmed combat.
- Unless otherwise noted, effects last until the end of the triggering Spirit Cull

d100	Mad Cull Soul Effect
1-10	Nothing happens.
11	All characters within 60 feet immediately become invisible.
12	The next character to cause damage to you is fully healed
13	Your skin turns to stone. Gain +2 AC.
14	The next creature you touch teleports 60 ft in a random direction.
15	Your skin becomes electrified. Any creature that successfully hits you with a melee attack loses its reaction until its next turn.
16	You gain advantage on Dexterity saving throws.
17	The nearest ally gains advantage on Dexterity saving throws.
18	A creature of your choice within 60 ft gains a flight speed of 60 ft.
19	A creature of your choice may use their reaction to cast a cantrip. If the creature cannot cast a cantrip, nothing happens.
20	You are under the effect of <i>haste</i>
21	You cast <i>greater invisibility</i> on yourself.
22	You summon a spectral animal to ride as your mount.
23	A creature you choose within 30 ft regains hit points equal to your Soul Binder level.
24	You gain advantage on the next melee attack you make.
25	The last creature you touched makes a Constitution saving throw or is poisoned for 1 hour.
26	Your attacks deal an additional 1d4 fire damage.
27	Your attacks deal an additional 1d4 cold damage.
28	Your skin fluctuates different colors and shades until the end of Spirit Cull weapon attacks against you have disadvantage.
29	You gain immunity to necrotic damage.
30	The next weapon that damages you shatters.
31	All allies within 60 ft gain 10 ft of movement speed.
32	The next person you meet today will think they are related to you until they die.

d100	Mad Cull Soul Effect
33	The next person you meet today will believe you to be their messiah until they die.
34	You gain an owl as a familiar.
35	The nearest magical item of <i>rare</i> or lower quality immediately replicates itself.
36	The next enchantment skill cast within 120 feet is twinned (see metamagic under the Sorcerer class)
37	The last creature you touched thinks they are naked until they finish a long rest.
38	The nearest creature with at least one prepared spell forgets their lowest level prepared spell forever.
39	The nearest creature with at least one prepared spell is immune to slashing and piercing damage.
40	Your eyes project red light for 1 week as if by the <i>light</i> spell.
41	You believe yourself to be a clone for the next 8 hours.
42	All characters within 30 ft exhale glitter for 8 hours
43	Nearest ally can only speak Dwarvish and hates vegetables for 24 hours.
44	A Revenant rises from the nearest Gnome grave and sets out to track you down.
45	Your shadow looks like a creature you've never seen before for 1 month.
46	You cast <i>fog cloud</i> centered on yourself
47	You cast <i>grease</i> centered on yourself
48	The next time you roll a critical hit, you create an explosion that deals 3d10 fire damage to all creatures within 5 ft of it.
49	The next creature you touch becomes an unparalleled painter 1d100 days.
50	Your melee attacks cause confetti to explode out of your target's ears.
51	You can only eat dirt for 1d6 days.
52	Make a Charisma saving throw against your Soul Binder DC or become incredibly ugly.
53	A random creature within 60 ft begins to bleed fire. For 1 minute, when it takes damage, all creatures within 5 ft take 2d10 fire damage.
54	Loud, pounding EDM blares from an unknown location. All sounds other than the music within 120 ft are inaudible.
55	For 1d4 days every word you say appears in written script above your head.
56	If there is a corpse within 60 ft, it instantly stands up and runs away from you for 1d100 days.
57	All creatures within 100 ft gain 1d12 hit points.
58	You become certain you are a construct for 1d4 days.
59	A random creature within 30 ft can only speak backwards for 1 day.

d100

Mad Cull Soul Effect

- 60 When you make a successful melee attack, the target's bones flare visible and you hear a satisfying "crunch" sound effect.
- 61 An arrow drops from the sky and does 2d10 piercing damage to a random creature within 20 ft.
- 62 You are frightened of the nearest enemy.
- 63 You become obsessed with fire for 1d6 days.
- 64 Everyone within 60 ft suddenly knows the location of a buried treasure.
- 65 The nearest creature with a prepared spell chooses a spell they have prepared at random and casts that spell at a randomly chosen target. If the spell is an area effect the random target is the center of the spell's radius.
- 66 10 tiny objects within 60 ft are affected by *animate objects* and are hostile to all creatures.
- 67 The nearest fighter learns a new instrument but forgets their favorite food.
- 68 All creatures within 15 ft lose their body hair and it must grow back naturally.
- 69 You age 10 years.
- 70 All potions within 10 ft become non-magical water forever.
- 71 The last creature you touched becomes invisible for 1d6 turns.
- 72 The last creature you touched becomes your nemesis forever.
- 73 You cast *hypnotic pattern* centered on yourself.
- 74 A random creature within 100 ft is suddenly extremely drunk until they finish a short rest.
- 75 The last creature you touched can make a melee attack as a reaction.
- 76 The next person you meet today will think you are a demon in disguise forever.
- 77 Any creature you reduce to 0 hit points will be reborn as a revenant and swear revenge on you after 1d4 days.
- 78 You cast *antimagic field* centered on yourself.
- 79 Everything you are carrying becomes unbearably hot. Drop everything or take 2d10 fire damage at the start of each turn.
- 80 The next liquid you drink today becomes poison.
- 81 Hands of the dead reach out from the ground to hold you. Your movement speed is zero.
- 82 When you take damage, a random ally takes necrotic damage equal to half of what you took.
- 83 For the next 24 hours, everything you say makes people angry.
- 84 You immediately take one level of exhaustion.
- 85 You have disadvantage on all melee attacks against non-Soul Bound targets.

- 86 Your head begins to spin around your neck. You are unharmed, but every time you move, you must determine the direction at random.
- 87 You are sealed in a giant present. The box has 50 hit points and is vulnerable to slashing and fire damage.
- 88 You cast *call lightning* on yourself for some crazy reason.
- 89 The last creature you touch gains +4 to its Intelligence for 24 hours.
- 90 A random enemy within 20 ft enters Rage.
- 91 All creatures within 60 feet immediately become invisible.
- 92 You are made of glass and are vulnerable to bludgeoning damage.
- 93 You consider all creatures hostile.
- 94 You cast *crown of madness* on all creatures within 60 ft.
- 95 You deal necrotic damage to yourself when you would heal through Spirit Cull.
- 96 Your maximum hit points are reduced by half until you take a short or long rest.
- 97 Your weight immediately doubles. You are reduced to half movement speed and have disadvantage on Dexterity saving throws or attacks using Dexterity.
- 98 The next creature you damage can use Dragonborn fire breath for 1 minute.
- 99 The next time you see your own reflection you immediately turn to stone. A *remove curse* or *dispel magic* spell ends this effect.
- 100 You are immediately polymorphed into a rabbit with a fly speed of 10 feet. You cannot return to your normal form unless reduced to 0hp or finishing a short rest.

PART III

Class Archetypes

PRIMAL PATH: THE BLOOD RAGER

THE BLOOD RAGER

A Blood Rager is a beast driven mad by the smell of blood, compelled to feats of unimaginable strength and barbarism out of a need to feed. The original Blood Ragers were a low species of half-vampires, a sect of animalistic guardians for the more sophisticated vampire lords. However, as the bloodline died, the traditions of the Blood Ragers lived on in barbarian tribes of the foothills and mountains in lands once ruled over by vampires.

Conditioned to desire blood and flesh by dark masters and profane traditions, the Blood Rager is a terrifying presence on and off the battlefield. Their thirst and inhuman savagery can bring even the most hardened soldiers to cowardice as Blood Ragers feed on the remains of fallen foes and allies even as a battle rages around them.

Off the battlefield Blood Ragers are violent, angry brutes that are rarely tolerated in civilized cultures.

BLOOD RAGE

Starting at 3rd level when you choose this path, your normal Barbarian Rages are replaced with Blood Rages. While in Blood Rage, your thirst for battle is fueled by the violence and death around you. When you reduce a creature to 0 hit points while raging, you gain temporary hit points equal to your Barbarian level + your Constitution modifier. You do not gain this benefit against undead or constructs.

In addition any excess damage done to the creature beyond what is required to reduce them to zero hit points may be transferred to a hostile creature within 5 feet of the original target.

Due to the nature of the Blood Rage, you cannot always control your hunger. When blood is drawn in your presence you must make a Wisdom saving throw (DC 10) or enter a Blood Rage. Entering Blood Rage in this way reduces your Rage count as normal.

When a Blood Rage ends, you must satiate your primal craving by feeding on the blood of a living or recently deceased creature. You may attempt to suppress your hunger by making a Wisdom saving throw (DC 10). On a failed save, you are driven to feed. If you cannot feed, or choose not to, you suffer one level of exhaustion.

SANGUINE DETERMINATION

Starting at 6th level, driven by blood lust, you channel your unnatural determination into a force of will. You may use your Strength (Athletics) skill in place of any Charisma skill check.

UNCONTROLLABLE

At 10th level, spurred on by your insatiable hunger, you are almost impossible to control when under the effects of Blood Rage. While Raging you cannot be grappled or restrained. You also gain a bonus equal to your rage damage to any Strength (athletics) check made to escape from confinement such as cages or shackles.



SUSTAIN

Starting at 14th level as an action you may attempt to feed on an adjacent creature, hostile or otherwise.

When you take one or more melee attacks on your turn you may instead use your action to make a grapple attempt against the opponent. On success, you bury your teeth into the vital areas of the creature and deal 2d8+ Barbarian level necrotic damage, gaining the full amount of damage back as Temporary HP.

Undead or Constructs are immune to this attack and take no damage from it. This attack can be made with advantage if the target is already grappled or restrained.

The damage and healing increases to 3d8 at 17th level and 4d8 at 20th level. You cannot use this feature again until you have taken a short or long rest.

BARD COLLEGE OF PROPAGANDA

THE TRUTH AS YOU SEE IT

Though all bards excel in the art of persuasion, and many have now qualms altering a story to make inspire a few more tips, those in the College of Propaganda are especially adept in blurring the lines of truth and lie.

Bards of this college are trained in the art of disseminating information for a patron. Sometimes this information is true, sometimes it is close to the truth. Other times, these are outright lies. Whatever the case, the bard inspires belief in these "facts", creating a new narrative favorable to their patron.

Bards of the College of Propaganda are rare and often in demand as their skills can drive the mob to violence, demoralize an enemy army, or even inspire revolutions

ALTERNATIVE FACTS

When you join the College of Propaganda at 3rd level gain the ability to present a different perspective on objective facts. When a creature within 30 ft of you misses a weapon attack roll, you may use your reaction to change the narrative in the mind of the attack's target creature.

Roll a Bardic Inspiration die. The target creature makes an Intelligence saving throw with a DC equal to 10 + the result of your Bardic Inspiration die. On a failed save, the target believes that the weapon attack was, in fact, a hit. The strength of their conviction is such that their physical body reflects the belief. The original attack rolls and applies damage as if the attack had hit.

RANT

At 3rd level you gain the ability to infuse innocent words with a magic capable of inspiring unjustified hate.

If you speak with a humanoid in private for 1 minute, you can attempt to spread a deep prejudice into their mind. At the end of the conversation the target must succeed on a Wisdom saving throw against your spell save DC or become unwaveringly hateful of a specific group that you may choose. The group can be a race, economic class, followers of a specific god, or any other identifiable group.

The target holds this belief for 1 hour or until it takes damage. If the target succeeds its saving throw it does not know you have attempted to charm it and is immune to this effect for 24 hours. Creatures that are immune to charm are not affected by this ability.

You cannot use this ability again until you finish a short or long rest.

SLANDER

Starting at 6th level you can use your Bardic Inspiration to destabilize an enemy by getting under their skin with a scathing nickname. As a Bonus Action choose a creature within 60 feet that you can see and shares at least 1 language with you. The creature makes a Charisma saving throw against your spell save DC. On a successful save nothing happens.

On a failed save you roll a Bardic Inspiration die. For up to 1 hour the creature subtracts the result from any D20 roll it makes. Regardless of the result you cannot use this ability again until you finish a long rest.

PLAGUE OF DUPLICITY

Starting at 14th level your ability to magically spread disinformation grows to new levels. When you make a Charisma (Deception) skill check that involves lying, you may choose to magically enchant this lie. You do so after seeing your roll, but before the DM determines the result. If the Deception check fails, you can never again attempt to use this ability when telling this particular lie. If the Deception check is successful, the lie takes on a life of its own.

For 7 days, when the creature who was deceived tells this lie to any other creature, that creature has a 50% of believing the lie, even in the face of evidence to the contrary. The effect is cumulative, so that each creature hearing the lie is then capable of magically spreading it like disease. A creature who initially succeeds in resisting this lie is immune for 24 hours.

You cannot use this ability again for 7 days.

RUMORS IN TOWNS

It could be problematic or downright impossible to roll for every sentient creature in a town or even small village. To avoid doing so, the DM can choose to use this scaling chart to determine if a random NPC has heard and believed the lie. Find the item that best describes the NPC being interacted with and roll a D20 with no modifiers.

- Within 1 hour of the lie, in same building when lie was told: DC 17
- Within 1 hour of the lie, in same town when lie was told: DC 18
- Within 1 hour of the lie, outside of town: DC 19
- Within 24 hours of the lie, in same building when lie was told: DC 16
- Within 24 hours of the lie, inside town when lie was told: DC 17
- Within 24 hours of the lie, outside of town when lie was told: DC 18
- Within 3 days of the lie, in same building when lie was told: DC 14
- Within 3 days of the lie, inside town when lie was told: DC 15
- Within 3 days of the lie, outside of town when lie was told: DC 16
- Within 7 days of the lie, in same building when lie was told: DC 8
- Within 7 days of the lie, inside town when lie was told: DC 10
- Within 7 days of the lie, outside of town when lie was told: DC 12

DIVINE DOMAIN: DOMINATION

THE DOMINATION DOMAIN

Gods of the Dominance domain are powerful and uncommonly cruel or evil. They are defined by their willingness to dominate the minds and souls of mortals. Examples of gods who fall under the domain of Dominance are Loki; Cyric, God of Lies; Lolth, the Spider Queen; Glycon, God of Puppets; and Futsunushi, God of the Sword. Common spheres of influence of the gods of the Dominance domain include war and conquest, lies and trickery, nobility or tyranny, and mind-control or illusion.

A Cleric of the Dominance domain focuses their energies on feeding on both the life energy and free will of those around them. Their powerful patron deities grant them control over the minds of mortals through deception, fear, and absolute domination.

DOMINATION DOMAIN SPELLS

- 1st *Unseen Servant, charm person*
- 2nd *Misty step, alter self*
- 3rd *Fear, vampiric touch*
- 4th *Dominate beast, death ward*
- 5th *Dominate person, modify memory*

BONUS CANTRIPS

At first level you gain the following cantrips: *thaumaturgy, friends*.

CHANNEL DIVINITY: POSSESSION

Starting at 2nd level, you can use your Channel Divinity to tap into the minds of other creatures.

Choose a creature within 1000 feet that speaks at least one language. The creature must not be aware that you are casting the spell and must not be in combat. Using an object that connects you to that creature, you attempt to take control of its consciousness.

That creature makes a Wisdom save against your spell save DC using the adjustment table below. On a failed save you gain control of the creature. You can see through its eyes, speak with its mouth and control its body as if it were your own. The creature speaks the exact words you speak and only in a language which you speak. This effect lasts for 1 hour, during which your body remains perfectly still except for your mouth, as you speak the same words you are forcing the creature to speak.

Ordering the creature to take any action that causes it direct harm (stepping off a cliff, stabbing itself) ends the effect immediately. Forcing the creature to take any action which goes against completely its nature (e.g. a guard letting all of the prisoners escape) allows the creature to make an additional Wisdom save before taking the action. On a success, the spell ends. If the creature enters combat, its mind becomes focused and the spell ends immediately. When the spell ends, the creature is not aware of any actions which it has taken while possessed. It awakens unaware of any time having passed, but will be aware of any change in location or situation that is apparent to it.

The creature may choose to fail its initial saving throw and any subsequent saving throws on purpose. Creatures that can't be charmed are immune to this effect.

POSSESSION SPELL SAVE ADJUSTMENT

Apply this modifier to the target's spell save.

Knowledge	Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+2
Familiar (you know the target well)	0
Connection	Modifier
Likeness or picture	-3
Personal possession or garment	-4
Body part, lock of hair, bit of nail or similar	-5

MIND CONTROL

At 6th level the willpower needed to control a creature comes so naturally to you that you barely need to focus on it. You may concentrate on both a charm spell and an additional concentration spell. While doing so in combat, you must make a DC 10 concentration check at the beginning of each of your turns or lose concentration on the second spell. Out of combat this same concentration check is made once per minute.

You cannot use this ability again until you take a long rest.

Note: This effect does not stack with any other effect that allows a player to concentrate on more than one spell.



At 17th level your ability to dominate the will of others is surpassed only by your master's. When you cast *dominate person* or *dominate beast*, you receive the benefits of casting that spell at its highest possible level regardless of the spell slot used. For example, you may expend a 5th level spell slot to cast *dominate person* and have the spell last for up to 8 hours as if cast at 8th level.

DRUID CIRCLE: THE SWARM

THE SKITTERING SWARM

The vile druids of the swarm pursue a connection to the hidden, forgotten, and avoided places of nature. These druids are called to protect all that crawls, all that others would name unnatural. Where a Circle of the Swarm is present, the ground shifts with anticipation as spiders, rats, and aberrations march to the beat of the Swarm's clacking mandibles and chittin-hollow footsteps.

The powers of the Druids of the Swarm are gained from a lifetime of study of the creatures they protect, each holding its own horrible power, each more disgusting than the last, each mutating the Druid's body.

The Circle of the Swarm seeks to protect all creatures, not just those which are deemed "natural." In the eyes of the Swarm, any living creature must, by its mere existence, be natural. This respect and appreciation of all life means that Druids of the Swarm lean heavily towards neutrality, and predicting which side they will take (if any) is extremely difficult. This unpredictable nature has often lead the Circle of the Swarm into conflict with their neighbors, as they are just as likely to side with marauding Driders as they are a village of gnomes.

ABERRANT FORM

Starting at 2nd level when you join this Druid Circle you can use your Wildshape ability to transform into non-humanoid monsters and aberrations. Additionally, you can transform into a swarm of beasts such as bats or rats.

Normal CR ratings and restrictions for your Wildshape still apply.

COVERED IN BUGS

Starting at 2nd level, when you join this Druid Circle, you are always accompanied by a small army of insects. These insects hide in the crevices of your clothing, in your gear, and on your body, drawn to you like moths to the flame.

If you are reduced to 0 hit points or incapacitated against your will, these insects come to your aid. You immediately spawn a number of Swarms of Insects (*Monster Manual*, pg 338) equal to half your Druid level rounded down. You control these insects and they act on your initiative.

MINDBLAST

At 8th level, your focus on dominating magics is so strong that all of your magical attacks are an assault on the mind of the target. You add 1d4 in psychic damage to any attack cantrip damage and are healed for the full amount of that psychic damage so long as the target creature has a CR of 1/4 or higher. This increases to 2d4 at 13th level

ENTHRALL

MUTATIONS

Starting at 6th level your study of the many natural defense mechanisms of these creatures allows you mimic their abilities. As a Bonus Action you experience a temporary minor mutation chosen from the list below. The minor mutation lasts for up to 1 minute and can be ended as a Free Action. You cannot use this ability again until you finish a short or long rest. You can use this ability while in Wildshape, though it will probably look terrifying.

- **Spider:** Your mouth is replaced with salivating mandibles, and your hands and feet grow sharp hairs. As an Action you can cast web as an at will ability. Additionally, for the duration you are under the effects of *spider climb*.
- **Flea:** Your knees bend backward and your torso inflates. You can jump up to two times your normal movement speed. Additionally, when you take the Attack Action on your turn, you can make a Grapple attempt as a Free Action.
- **Bombadier Beetle:** Your skin grows into a hard chitin and your abdomen opens up a new orifice which drips poison constantly. You gain resistance to non-magical bludgeoning, piercing, and slashing damage. Additionally, As an Action you can cast *poison spray* at will.
- **Scorpion:** You grow a 10 foot scorpion tail. As a Bonus Action you can attack with your tail. The tail has a range of 10 feet and does 2d10 piercing damage. You are proficient with this weapon and its modifier is Wisdom.
- **Mosquito:** Your face elongates as your mouth turns into a proboscis and your eyes expand into bulging compound eyes. You may take the Dodge Action as a Bonus Action. Additionally, you may make a melee bite attack on a grappled creature. If successful the attack deals 1d4 necrotic damage and you are healed for an equal amount. You are proficient with this attack and its modifier is Wisdom.

POISONOUS SOUL

Starting at 10th level, your contact with the various venoms and poisons created by the terrifying creatures you control has given you a unique power to imitate these substances. When in Wildshape form your unarmed melee attacks have a chance to cause poison.

When you successfully hit a creature with an unarmed melee attack in Wildshape form the creature must make a Constitution saving throw against your spell save DC. On a failed save they are poisoned until the end of your next turn.

AUTOCANNIBALISM

Starting at 14th level you have become an embodiment of aberrant creation. Your body and mind have strayed so far from the so-called natural ways of the world as to drive you towards actions that no creature should ever take.

As an Action you may choose to eat a portion of your own body in order to gain an immense amount of temporary power. The amount eaten is determined by the player, but must be at least one mouthful and leaves a permanent scar.

When you take this action your hit point maximum is immediately reduced by three quarters and your current hit points are reduced by three quarters of their current value. For example a Druid with a 100 HP maximum and 80 current hit points would have both their maximum and current hit points reduced to 25.

For 1 minute all of your ability scores are increased by 2 to a maximum of 24. Additionally, you regain a number of spell slots with a total value equal to 1/3 of your Druid level rounded up. For example an 18th level druid could regain 2 3rd level spell slots or 1 6th level slot. And a 15th level Druid could regain 1 5th level slot, 5 1st level slots, or 2 1st level slots and a 3rd level slot. You cannot regain spell slots that above your maximum available for any spell slot level.

MARTIAL ARCHETYPE: CRIMSON BLADE

CRIMSON BLADE

A Crimson Blade is a term given to those weapons which have been cursed (or blessed, depending on one's perspective) with the raging spirit of a defeated vampire lord. These blades are rumored to choose their wielders, rather than the other way around, and the relationship is not always mutually appreciated. Though the specific goals of a Crimson Blade vary, each blade is intent on achieving its own, selfish goals. The wielder benefits greatly, though, from the blade's innate magical power and the unnatural vitality it grants. Many attempt to to use the blade for good or for god, but, in the end, little is done that does not help the blade obtain its own subtle goals.

CALL CRIMSON BLADE

Starting at 3rd level, you gain access to a mythical Crimson Blade, a vile weapon infused with the soul of a vampire lord. When you choose this archetype, you may also choose the form the Crimson Blade takes. You can establish the Crimson Blade as any melee weapon type, but once established, its cannot be altered. You are proficient with this weapon and it is magical for the purposes of determining damage resistances and immunities. The damage of your Crimson Blade is determined by its established form. Consult the *Player's Hand Book* for a list of weapon choices.

Using an action you may summon this weapon to you as long as you have a free hand. As an action you may unsummon the weapon, causing it to return to its native plane, The Shadowfell. The weapon disappears to its native plane if it is more than 1000 feet from you.

Your Crimson Blade saving throw DC is (8 + proficiency + melee damage modifier).

BLOOD DICE

Starting at 3rd level, your Crimson Blade's vampiric spirit thirsts for the life force of other living creatures. This thirst is represented by a pool of d4 Blood Dice the number of which is equal to your fighter level.

Your pool of Blood Dice is replenished after a long rest. During a short rest, you may expend hit dice to regain an equal number of Blood Dice.

ESTABLISHING YOUR CRIMSON BLADE

A Crimson Blade is a sentient object. Work with your DM to establish the form of your Crimson Blade, starting with the personality, history, and goals of the vampiric soul inhabiting it. Doing so will inform both the form the weapon chooses to take and how, if at all, the Crimson Blade interacts with the player and party, when it gains the ability to interact at level 7.

note: Crimson Blades are not always bladed weapons, but they are always melee weapons. The Crimson Blade cannot take the form of a bow, crossbow, or other ranged weapon.



GASH

Starting at 3rd level, when you successfully hit a hostile creature with a melee attack using your Crimson Blade you may choose to expend one or more of your Blood Dice to perform a Gash attack. You must choose to do so after the DM declares a hit, but before you roll damage for your weapon. When you do so, roll the chosen number of Blood Dice and apply the results as necrotic damage to the target.

Additionally, apply half of the resulting damage, rounded down, to yourself as necrotic damage. The damage applied through this effect to the wielder of the Crimson Blade is a direct result of its link to them and cannot be resisted or negated. If this damage would reduce you to 0 hit points, it instead reduces you to 1 hit point.

When a hostile creature is affected by a Gash attack, it must make a Constitution saving throw against your Crimson Blade save DC. On a failed save it is affected by the Bleed condition. A necrotizing wound opens on the target and it takes necrotic damage equal to one half of the Gash damage roll at the start of each of its turns as a result of bleeding. This effect lasts until the creature receives healing or is reduced to zero hit points.

If the target receives any form of healing, the effect ends and it becomes immune to the Bleed condition until the end of its next turn. Undead and constructs are immune to both the Gash and the Bleed effects.

CONSUMING MAGICAL WEAPONS

A Crimson Blade is capable of a great many evils, not the least of which is the ability to consume magical weapons.

To consume a magical item the Crimson Blade and target magical item must be in close proximity for the duration of a long rest. At the end of the rest Crimson Blade gains all magical properties of the target magical weapon, leaving the target weapon inert and non-magical. This process replaces any magical enchantments the Crimson Blade already possessed, making "stacked enchantments" impossible.

Once the Crimson Blade has consumed the magic within an item, the wielder is considered attuned to the magical properties of the Crimson Blade and normal attunement rules apply.

THICKER THAN WATER

Starting at 7th level your Crimson Blade, ostensibly as a sign of trust, has chosen to communicate with you and is now a sentient weapon. It has a personality determined by its history as both a vampire and a weapon, but cannot take actions beyond observation and communication. Your Crimson Blade gains the *message* cantrip and the ability to communicate in one language of your choosing. Additionally, the Crimson Blade may expend a Blood Die to use the spell *sending*.

The Crimson Blade gains the ability to see and hear, has a passive perception of 16, and darkvision up to 60ft.

Your Crimson Blade has pursuits of its own and is fully capable of manipulation or deceit, though it will not take any actions that result in direct harm to its chosen wielder. It has the following statistics.

CRIMSON BLADE

Sentient Weapon, Lawful Evil

Spells *Message, sending* (cost of 1 Blood Die)
Skills Persuasion +8, Deception +8, Insight +3, Perception +6

Languages One chosen by wielder

Abilities Darkvision

INFECTED WOUND

Starting at 10th level, your Crimson Blade transfers a small measure of its necrotic presence into the wounds it inflicts.

As a Bonus Action, choose a creature that you can see that is currently affected by the Bleed condition. Expend 2 Blood Die to force the creature to make an additional Constitution saving throw. On a failed save the creature is also affected by the Poisoned condition.

Removing the Bleed condition through any healing also removes the Poisoned condition.

SANGUINE SYMPHONY

At 15th level your critical hit range is increased to 19-20.

VAMPIRIC BOND

At 18th level, having grown to almost the apex of its current potential power, your Crimson Blade is capable of devouring not only the life energy of its victims, but also their willpower.

As an Action you attempt to charm a number of creatures that you can see that are currently affected by the Bleed condition. For each creature you choose to affect expend one Blood Die.

When you use this ability you can choose to cast either the *dominate person* or the *dominate beast* spells as detailed in the *Player's Hand Book*. You cannot cast both with the same action and may only target creatures currently affected by Bleed.

The target creatures must make a Wisdom saving throw against your Crimson Blade save DC or come under the effect of the chosen spell. Even if the creature is actively fighting you or a creature friendly to you, it does not gain Advantage on this saving throw.

The strain of dominating multiple creatures is considerable. The target creatures gain a +1 bonus to their saving throw for each creature you are attempting to dominate beyond the first. (Example: attempting to dominate 1 creature gives no bonus. Attempting to dominate 2 creatures gives a +1 to each. Attempting to dominate 3 creatures gives +2 to each. Etc.)

You cannot use this ability again until you have finished a long rest.

MONASTIC TRADITION: WAY OF THE BLACK BOOK

THE WAY OF THE BLACK BOOK

Monks of the Way of the Black Book study vampires and vampiric culture both from an academic and philosophical standpoint. The students of this school seek to mimic the movements and cultures of vampires most often out of a nonaligned appreciation of the form itself and the cultural merits of their societies.

The philosophy of the Way of the Black Book can be unforgiving and merciless, teaching principles of self improvement through subjection to brutal trials. Followers of the Way of the Black Book fervently believe that only through adversity can a people persevere, and the monks often take this philosophy into their travels and interactions with others; often forcing struggle on the common people in order to make them stronger.

There does exist, however, a sect of cruel students who seek to imitate not only the vampire's natural grace, strength, and resilience, but also its cruelty and unrelenting quest for power. This particular group is known as the Black Hand, and they worship an ancient vampire lord supposedly ascended into godhood.

Monks of both orders are known to mutilate their bodies in perverse pursuit of enlightenment through pain and meditation.

GRIP

Starting at 3rd level, when you choose this tradition you may expend 1 Ki point as an action to gain the effect of spider climb. This effect lasts for 10 minutes and does not require concentration. Additionally, while walking on wall, ceiling, or similar naturally occurring surface, you gain advantage on Dexterity (Stealth) checks.



DEVIL'S SIGHT

Starting at 6th level as a bonus action you can spend 1 ki point to gain the ability Devil's Sight as defined in the *Player's Hand Book* (pg 110). This effect lasts for one hour.

You cannot use this ability again until you finish a long rest.

UNNATURAL FORM

Starting at 6th level you may expend 2 ki points as an action to shapeshift into a cat, bat, or rat. When you do so, you maintain your wisdom and intelligence score as well as any languages you may speak, but all other attributes become that of your selected creature. This effect lasts for 8 hours or until you choose to end it. Once ended, you may not use this ability again until finishing a short or long rest.

TERRIFYING CONTORTIONIST

Starting at 11th level your body begins to reflect the gratuitous torturous meditations to which you subject it. You can twist in unnatural ways and bend bones and limbs in ways that should break them into splinters. You can add your wisdom modifier to Charisma (Intimidation) checks.

Additionally, while walking on any non-floor surface under the effects of Grip you gain the following benefits.

- **Undetectable** As long as you are motionless, you are totally indistinguishable from the surface and cannot be detected by non-magical means.
- You gain advantage on Wisdom (Perception) checks made to look for hostile creatures as your head cranes in impossible directions.
- When you first reveal yourself, the visage of your unholy, contorted form forces enemies within 10 feet of you to make a wisdom saving throw or be frightened for a number of rounds equal to your wisdom modifier. Any affected creatures may attempt this saving throw again at the end of each turn. Creatures that are immune to charm effects are not affected by this ability.

SPIRIT OF MIST

Starting at 17th level, the Monk gains a measure of immortality. The Monk can spend one week and an amount of building materials equal to 3,000 gold in order to construct a place of power and imbue it with profane magics. Common places of power include shrines or altars, crypts, or even thrones. The Monk can maintain up to two places of power.

When the Monk suffers damage that would kill them outright or when the Monk fails a third death save, the Monk may choose to activate Spirit of Mist, causing the Monk's body to be completely transformed into a mist. If the Monk cannot transform into mist for some reason (e.g. they are under water), they are destroyed. It has a flight speed of 60ft and is immune to all damage types.

When in this form, the Monk cannot interact with objects or communicate with any creature. The Monk cannot revert to their physical form and must return to their place of power within 24 hours or be destroyed. Once in their place of power, the Monk reverts to a physical form and must rest at least 8 hours totally undisturbed to regain 1 hit point.

RANGER ARCHETYPE: THE LYCANTHROPIC HUNTER

THE BLOOD HUNT

Lycanthropic Hunters find themselves along the path of the Ranger seemingly from birth. Descended from distant lycanthropic ancestors, these humanoids are drawn to the wild from birth, finding themselves more at home in the forests than in any city. Because the lycanthropic curse is weak in the veins of a Lycanthropic Hunter, most are unaware of their heritage until it manifests in adulthood. When you choose this archetype, consider carefully your specific heritage as different lycanthropes have different personality traits and abilities. You can read about the different types of lycanthrope from which you may have descended in the *Monster Manual* on page 206.

HIDE SKIN

When you choose this archetype at 3rd level, your lycanthropic ancestry begins to show itself as your skin toughens slightly into a leathery hide. When you are not wearing armor your AC is equal to 13 + your Dexterity modifier.

RAMPAGE

As a Bonus Action you enter an animalistic Rampage. You gain +2 to Strength based melee attack and melee damage rolls. Additionally, you gain resistance to non-magical slashing, piercing, and bludgeoning damage. This effect lasts for 1 minute. If you do not make a melee attack or receive damage on your turn, the effect ends. You cannot cast spells or maintain concentration on a spell during Rampage.

You cannot use this ability again until you finish a long rest.

LYCANTHROPIC ANCESTRY

When you choose this archetype at 3rd level select a lycanthropic ancestor. You gain the benefits associated with that ancestor.

Werewolf: You gain proficiency in Wisdom (Survival) skill. If you are already proficient, you may add double your proficiency bonus to checks with this skill. In addition you gain darkvision up to 90 feet. If you already have darkvision, it increases by 30 feet.

Wererat: You gain proficiency in Dexterity (Stealth) skill. If you are already proficient, you may add double your proficiency bonus to checks with this skill. In addition you gain darkvision up to 90 feet. If you already have darkvision, it increases by 30 feet.

Werbear: Starting at level 3 your hit point maximum increases by 1 per ranger level.

Weretiger: You gain proficiency in Dexterity (Acrobatics) skill. If you are already proficient, you may add double your proficiency bonus to checks with this skill.

Wereboar: You can dash as a Bonus Action.

MARK OF THE PREDATOR

Starting at 7th level, as a bonus action you choose a target within 120 feet that you can see or smell. For 8 hours you have advantage on attack rolls against this target. As long as you remain within 1 mile of this target and it is not hidden by magical means, you always know where it is. You cannot use this ability again until you have finished a long rest.



PARTIAL TRANSFORMATION

Starting at 11th level, your practiced use of lycanthropic abilities and strength of mind allows you to perform a minor lycanthropic transformation which slightly alters your physical form in the described manner. The transformation lasts for 10 minutes. You cannot use partial transformation again until you finish a long rest. You gain one of the following abilities based on your lycanthropic ancestry.

During partial transformation you can make a special Bite Attack as an Action. The attack does 2d6 + Strength modifier piercing damage and you are proficient with it. You gain Temporary hit points equal to the damage dealt. You do not gain hit points if the target creature is undead or a construct.

Werewolf: Your teeth sharpen and elongate into razor sharp fangs as the heightened senses of the hunter give you impossible knowledge of your surroundings. You have advantage on Wisdom (Perception) and Wisdom (Survival) skill checks. Additionally, once per turn when you make a successful melee attack, you can pounce on the target. The target makes a Strength saving throw against your spell save DC. On a failed save the target is knocked prone and grappled.

Wererat: As an Action you summon 2 swarms of rats (Monster Manual page 339). You have an instinctual link with these rats and may communicate with them as if you were under the effects of the speak with animals spell. The rats act on your initiative and follow your commands until the rats are reduced to 0 hit points. As a bonus action you can command the rats to use the Move, Hide, Dash, Attack actions or to perform a simple interaction with an object. After 1 hour the rats go their own way.

Werebear: Your skin thickens further and coarse hair grows from it as your mouth becomes a bestial snout. If you are not wearing armor you can add your Strength modifier to your AC instead of your Dexterity modifier.

Weretiger: Claws extend from your fingers and toes and your knees and legs bend unnaturally to increase your speed and strength. Your speed increases by 20 feet, you gain a climbing speed of 30 feet, and you may jump up to 10 times your Dexterity modifier from a standing start, even vertically. Additionally, once per turn when you make a successful melee attack, you can pounce on the target. The target makes a Strength saving throw against your spell save DC. On a failed save the target is knocked prone and grappled.

Wereboar: Vicious tusks protrude from your mouth. As a bonus action you can move up to your movement speed in a straight line towards a hostile creature. If you move at least 10 feet as part of this movement, you may make a free tusk attack. You are proficient in this attack. The damage is 1d10 and the attack and damage modifier is your Strength modifier.

BLESSING OF THE LYCAN GODS

Starting at 15th level your actions have drawn the attention and favor of the brutal lycanthrope gods. While the gods of lycanthropy differ greatly, those who receive their blessing can be sure they will receive two things: power to hunt and kill their prey, and swift retribution for losing the favor of these unforgiving lesser deities. You gain the following ability based on your lycanthropic heritage.

Werewolf: Blessing of Daragor, the Marauding Beast.

Instinctual and Savage, Daragor is the dark patron of those that kill without thinking. At the start of combat you may choose to grant yourself a +10 to your initiative roll. You do this after you see your result but before initiative order is established. When you activate this ability, you must take the Attack action on your first combat turn. If activating this ability causes you to act first in initiative, your first successful weapon attack in that round is automatically a critical hit. You cannot use this ability again until you finish a short or long rest.

- **Wererat: Blessing of Squerrick, the Rat God of Thieves** Cowardly and weak, Squerrick strikes only from the shadows. When you roll initiative you may choose to reduce your roll by 5 and immediately cast invisibility on yourself. You make this choice after seeing your roll but before the DM establishes initiative order. Additionally, for 1 minute, when you have advantage on a melee attack roll, you can add 2d6 to your damage roll. You cannot use this ability again until you finish a short or long rest.
- **Werebear: Blessing of Balador, the Father Bear** Wise and friendly, Balador's rare moments of anger strike his enemies with dread. When you roll initiative you can immediately unleash a deafening roar. All hostile creatures within 30 feet that can hear you must make a Wisdom saving throw or be frightened of you for 1 minute. Creatures that are immune to charm are not affected by this ability. Affected creatures can make their saving throw again at the end of each turn. YOU cannot use this ability again until you finish a short or long rest.
- **Weretiger: Blessing of Ferrix, the Tiger Goddess** Clever and curious, Ferrix walks among mortals unnoticed. When you roll initiative you may choose to instead make a Charisma (Deception) skill check. The DM rolls a contesting Wisdom (Insight) check using the hostile creature with the highest Insight skill. If you win this contested check, the hostile creatures do not recognize you as an enemy. Instead, they see you as a friendly creature until you take a hostile action such as making an attack or casting a threatening spell. You act last in initiative order.
- **Wereboar: Blessing of Malar, the Beastlord** Cruel and hateful, Malar delights in wanton bloodshed and death. When you roll initiative you may subtract 5 from the result to immediately enter Rampage as a Free Action (you must have at least 1 use of Rampage remaining). Additionally, when you activate the Rampage ability, you may make one free attack on that turn only. Additionally, you gain an additional use of Rampage.

PALADIN OATH: THE LAWBRINGER

OATH OF THE LAWBRINGER

The Oath of the Lawbringer is sworn only by those paladins who believe so fully in the rule of law as for it to be a religion unto itself. Lawbringers swear to enforce the letter of the law unerringly and without mercy or exceptions. Their steadfast faith in the law is rooted in their belief not only in the law itself but in the divine right or wisdom of those who make the law, trusting that any law or order issued by these rulers must be good in its own right or serve some greater good. Lawbringer paladins are not necessarily evil, but their strict adherence to codes of behavior crafted by mortals does often put them on the wrong side of ethics as they sometimes find themselves enforcing tyrannical laws or draconian punishments.

TENANTS OF THE LAWBRINGER

Paladins of the Oath of the Lawbringer swear allegiance, above all, to the idea of an orderly and obedient society. Their unwavering faith and adherence to the law is reflected in their tenants.

Tolerate no Infraction. No infraction, no matter how seemingly insignificant, is below retribution.

To the Letter. Follow each order, each law, each prescribed sentence without hesitation, omission, or interpretation.

Obedience is Blind. The commands of my superiors are unquestionable.

Never Relent. The only escape for those judged guilty is death.

OATH SPELLS

The Lawbringer gains access to the following spells

Paladin Level	Spell
3rd	<i>command, shield</i>
5th	<i>hold person, see invisibility</i>
9th	<i>magic circle, counterspell</i>
13th	<i>freedom of movement, locate creature</i>
17th	<i>dispell evil and good, dominate person</i>

CHANNEL DIVINITY

When you take this Oath at 3rd level you gain the following two Channel Divinity Options.

Control The Chaos Your training and focus, when combined with your supreme faith, allow you to give a semblance of order to the chaos of battle. As an action you choose one creature you can see within 60 feet of you and grant it divine guidance in its understanding of the battlefield situation. At the start of the next round of combat that creature is moved to the top of the initiative order and stays there until combat is resolved.

Turn The Lawless You can use your Channel Divinity to imbue the forces of chaos with a deep and unnerving sense that the forces of order and law are coming for them. As an Action you present your holy symbol and designate any number of non-lawful creatures within 30 feet of you that can hear you. Each designated creature must make a Wisdom saving throw. On a failed save the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turn trying to move as far away from you as it can and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.



ROUGHISH ARCHETYPE: THE NIGHT CHILD

CHILDREN OF DARKNESS

The Night Children are a clan of dread assassins with a reputation of such brutal and stoic efficiency that even those few who know of them fear to whisper their name.

The Night Children practice dark rituals of humanoid sacrifice in order to gain unnatural abilities of stealth and precision.

These rituals are deeply intertwined with their heritage, as the order itself descends from the vampire kingdoms of ancient times. In those long nights The Night Children served as secret police and as judge, jury, and executioner for the will of their vampiric kings and queens.

Now, masterless and serving only their own gains, The Night Child is the perfect assassin for any both foolish and wealthy enough to call on them.

ALTERNATIVE CHANNEL DIVINITY

If your DM or campaign doesn't utilize alignment as a mechanic you can substitute the following Channel Divinity. **Channel Divinity: Inevitable Justice:** as an Action you may store up to 2 melee attacks for use on your next turn. On the following turn you may use these melee attacks as a Free Action. These attacks are rolled normally. Regardless of the result, at the end of your turn this effect ends and any unused attacks are lost.

AURA OF THE SHIELD

Starting at 7th level your service to forces of order grants you and your allies their divine protection. You and friendly creatures within 10 feet of you gain +1 to Armor Class.

IMPLACABLE INVESTIGATOR

Starting at 15th level your senses are guided by the divine, allowing you to seek out and dispense justice to even the slipperiest of foes. You gain advantage on Intelligence (Investigation) and Wisdom (Insight).

NO ONE ESCAPES THE LAW

At 20th level you become the law incarnate. As an action shadowy arms reach for a 30 foot radius centered on you to hold those that would attempt to escape your justice. For 1 minute any hostile creature which starts its turn in this area must make a Strength saving throw or be Grappled.

In addition, creatures of chaotic alignment within this area have disadvantage on all saving throws against spells or abilities used by you or your allies, including the effect of this ability.

UNDENIABLE PRESENCE

When you choose this archetype at 3rd level, your presence strikes fear into the hearts of those around you. You gain proficiency with the Charisma (Intimidation) skill.

Additionally, you become skilled in controlling and cowering creatures with your lightning fast reflexes and knowledge of anatomy rather than your brute strength. You may use Charisma (Intimidation) or Dexterity (Sleight of Hand) when initiating a grapple in place of Strength (Athletics).

When you grapple a humanoid, you may attempt to Restrain it as a Bonus Action. To do so you make a Dexterity (Sleight of Hand) or Charisma (Intimidation) skill check. If you use Dexterity, the target may contest with a Dexterity saving throw. If you use Charisma, the target must make a Wisdom saving throw.

On a failed save the target is Restrained. It can make this saving throw again at the end of each of its turns.

DARK EMBRACE

When you choose this archetype at 3rd level you gain the ability to use Dark Embrace at will. By studying under some dark master, by unnatural mutation, or by some other means, you have learned the powerful and profane practices of humanoid sacrifice. With practiced precision and natural stoicism you can take the life of any humanoid with a single flick of your dagger or slash of your sword by imbuing it with dark energies. The target of this ability must be incapacitated, asleep, or otherwise totally unaware of your presence and not in combat.

In order to initiate Dark Embrace you must be totally undetected and within melee range. As an Action you choose a creature within 5 feet that you can see. You force the creature to make a Constitution saving throw. On a failed save the creature is reduced to 0 hit points. Otherwise it is unaffected and becomes aware of your presence.

Regardless of the result you cannot use this ability again until you finish a long rest.

The DC for this saving throw is 8 + your proficiency + your Charisma modifier.

When you gain this feature at 3rd level, your Dark Embrace is effective against humanoids of CR ½ or lower. You may use this ability against creatures of higher CR at 5th, 8th, 11th, 14th, and 17th level as described below.

Rogue Level	Humanoid CR
3rd	1/2 or lower
5th	1 or lower
8th	2 or lower
11th	4 or lower
14th	6 or lower
17th	8 or lower

INTANGIBLE INVADER

Starting at 9th level as a bonus action you may cast the spell *misty step* as described in the player's handbook. After casting this spell, you may Hide as a free action. You may not use this ability again until you finish a short or long rest.

IMPROVED DARK EMBRACE

Starting at 13th level your Dark Embrace becomes imbued with the sanguine lust of The Night Children. When you successfully kill a creature using the Dark Embrace ability, roll your sneak attack dice. You gain temporary hit points equal to half of the result.

You cannot use this feature again until you finish a long rest.

UNLIFE

At 17th level as a result of your dark practices, your corrupted soul begins to show on your physical form, bringing you closer to unlife than life. In addition to a physical change in your appearance, you gain the following benefits:

- You become immune to magical charm effects
- You gain immunity to critical hits from melee weapons
- If an undead creature successfully attacks you, you make a Charisma saving throw with a DC equal to 8 + the creature's CR. On a successful save the creature must instead attack another creature using the same roll or waste its Action.

SORCEROUS ORIGIN: SHARED SOUL

NOT SO LUCKY

When a sorcerer of any origin first discovers their inner aracana, the experience is often accompanied with a sense of power, independence, and ability to assert their will. This is not true of the unfortunate Shared Souls. Unlike other sorcerers, whose power comes from their heritage or some event in their life, a Shared Soul never truly owns their own connection to aracane energies. Instead, they share their body with a creature of immense arcane power, exerting only limited will over their own magic and their own actions.

A Shared Soul may or may not know the nature of their dark passenger. And, it is just as common for the two to be in communication as not. Sometimes the being within the Shared Soul pursues its own agenda, while other times it is simply along for the ride, as trapped in the predicament as the poor creature acting as its husk.

NATURE OF THE BEAST

The most critical aspect in building a Shared Soul Sorcerer is understanding the connection you have with the creature within you and its origin. Use the tables below to determine the nature of this unlikely partnership.

CONTROL & GOALS

d6	Goals & Control
1	I have little to no power over my abilities. The creature inside me acts to defend itself without my consent.
2	The thing inside me is seeking something, but I know not what. It takes control of my body at seemingly random intervals, leaving me trapped in my own mind until it has accomplished whatever it set out to do.
3	The creature is oddly silent. I can sometimes hear its thoughts like a voice in the back of my own, lacing my words with other meanings. But, for the most part it simply a passenger.
4	I have a come to a tenuous agreement with the creature. I will act as its vessel to aid its quest so long as it empowers me to achieve my own goals.
5	The creature is looking for someone specific. Though I have restrained the thing inside me, I still hear it calling out to finish its quest.
6	The creature and I work in perfect unison. Its goals are mine. We share a purpose and a mind as well as this body.

ORIGIN

d6	Origin
1	The creature is otherworldly. Its motives, language, and everything else about it is entirely alien to me.
2	The creature's origins are a complete mystery to me, but I feel its desire to communicate them.
3	The creature inside me is of a divine nature.
4	I can feel the seething evil of the abyss seeping from every arcane incantation the creature empowers.
5	As far as I can tell, the creature was once mortal. How it came to occupy my body I do not know.
6	I do not know its origin, only that any attempt to discover this information causes me intense pain, a burning that seems to cover my entire body without damaging my flesh.

PASSENGER

When you choose this origin at 1st level you gain a passenger as described above. The creature of unknown origin has attached its soul to your own, and has become a passenger within your body. While you maintain control of your body and mind, the creature is capable of exerting a significant amount of influence over you. Work with your DM to determine how this relationship will play out within the context of your game.

ETHEREAL EXIT

Your passenger is capable of leaving your body for a brief period. As an Action you expend 2 sorcery points and the creature exits your body and can move on its own. It uses the Passenger stat block. The creature appears as a vaguely humanoid shape. The creature is visible, but has an ethereal form, making it difficult to see or interact with. This is reflected in its abilities.

The creature can exist outside of your body for up to 10 minutes, during which you are unconscious. If the creature does not return to your body within the 10 minutes, both you and the creature die. If the Passenger is reduced to 0 hit points while outside of your body, both you and the Passenger die.

After using this ability, you cannot use it again until you finish a long rest.

PLAYING A SHARED SOUL

Work with your DM to determine the nature, goals, and personality of the creature within you. It may or may not be willing to (or even capable of) communicating its goals, but understanding them is a critical aspect of playing this character. Be sure to discuss how much independence your DM is comfortable with your creature having, what behaviors it may show, and how it may interact with others. **In many ways, playing as a Shared Soul is like playing two characters, but both characters have to fit in with the party.**

PASSENGER

Medium Aberration

Armor Class 16

Hit Points 4 X Sorcerer level

Speed 30 ft, fly 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	14 (+2)	14 (+2)	10 (0)

Saving Throws Constitution, Charisma

Skills Stealth +5

Damage Vulnerabilities Radiant

Condition Immunities Grappled, restrained, Charm, Sleep, Petrified, Poisoned, Prone

Languages Any the Sorcerer speaks

Actions

Blast. Passenger shoots a bolt of electricity at a creature it can see within 60 ft. Bonus to hit +4. On a hit the bolt does 1d6 lightning damage. This increases to 2d6 when the Sorcerer reaches 5th level and 3d6 at 11th level.

Vanish. The Passenger can Hide as a Bonus Action on its turn.

REGENERATIVE ENERGIES

Starting at 1st level your Passenger takes a particular interest in your continued survival. When you roll hit dice during a short rest, you may choose to reroll any 1's or 2's. You must use the result of the second roll.

INCORPOREAL FORM

Beginning at 6th level, when you release your Passenger, you can spend an extra sorcery point to grant it an incorporeal form. When you do so, the Passenger can walk through walls or hostile creatures as if they were difficult terrain. If the creature ends its turn inside a solid object it takes 1d10 force damage and is ejected from the object at its point of entry.

INVISIBLE FORM

Starting at 11th level, when you release your dark Passenger, you can spend three additional sorcery points to grant the creature *greater invisibility* for the next 10 minutes.

ARCANE FORM

Starting at 18th level your bond with the creature, or perhaps its hold over you, strengthens considerably. The Passenger gains the following benefits:

- It knows all spells you know and can cast them using your spell slots
- It is capable of using your metamagic and has access to your sorcery points
- It gains one additional cantrip from any spell list

Additionally, the creature gains resistance to non-magical damage.

WARLOCK PATRON: THE COSMOS

COSMOS AS A PATRON

Your patron is an unfathomable entity of the cosmic expanse. Filled with alien power, infinite chaos, and patterns beyond mortal comprehension, the Infinite Cosmos both defies and defines the rules of nature. Accepting the great contradiction of the universe into your consciousness grants you insight beyond reason, but not necessarily the ability to communicate what you have learned at the precipice of sanity. Patrons of the Infinite Cosmos may include Galactus, the planet eater; The Force; or even the universe itself.

EXPANDED SPELL LIST

The Infinite Cosmos lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

d8	Loot
1st	<i>Tasha's hideous laughter, beast bond</i>
2nd	<i>calm emotions, moonbeam</i>
3rd	<i>hypnotic pattern, fate's restoration (Compendium of True Evil spell list)</i>
4th	<i>confusion, curse luck (CoTE spell list)</i>
5th	<i>modify memory, Rary's telepathic bond</i>

COSMIC CONVERSATIONALIST

Starting at 1st level even to the most powerful and alien of creatures your awakened mind seems impossibly expansive and complex. Your words beguile, confuse, and off put those with whom you interact as you speak of things no mortal could know. If you spend ten minutes talking to a creature, you can gain advantage on your next Charisma (Persuasion or Deception) roll with that creature.

EXPANSIVE PACT MAGIC

Starting at 6th level the infinite energy of the cosmos flows through you, granting you a near limitless power on which to draw. When you cast a spell using a warlock spell slot, make a DC 15 Charisma saving throw. On a successful save, you regain the expended spell slot. Regardless of the result, you cannot use this ability again until you finish a short or long rest.

VISIONS OF THE UNIVERSE

Starting at 10th level your knowledge of the infinite patterns of the cosmos gives you uncanny insight into the future actions of opponents and allies alike. You can use your Bonus Action to take either the Dodge or Help actions.

Additionally, when you expend a warlock spell slot, you may choose up to 4 allied creatures within 30 feet. Each creature receives the benefits of the Help action until the end of their next turn. You may not use this ability until you finish a long rest.

ASTRAL CONNECTION

Starting at 14th level through your connection to the cosmic forces which transcend the planes you gain the ability to cast the spell astral projection with the following additional limitations: The spell's effect cannot persist beyond 12 hours. After 12 hours have passed your astral form is returned to your body, assuming your silver cord is attached.

WIZARDRY SCHOOL: WITCHCRAFT

THE SCHOOL OF WITCHCRAFT

Existing on the fringes of wizardry, the School of Witchcraft practices an ancient and older magic than most wizards are comfortable with. These practitioners of the old ways walk the line between true arcane magics and powers granted by divine or profane powers beyond the material plane. Witches believe that the power of magic cannot be studied through dusty tomes in libraries. Rather, truly powerful magic can only be obtained through commune with the spirits of the land. Students of the School of Witchcraft walk the line between true wizards and druids, often borrowing from both paths in their pursuit of magical power.

WITCH'S FETISH

Starting at 2nd level when you choose this class archetype you may craft a witch's fetish. You may only craft a single witch's fetish. If your fetish is destroyed or lost, you can spend 8 hours and 100gp of appropriate materials to create a new one of the same type. When you gain a wizard level, you may choose to willingly destroy your fetish in order to craft one of a new type. When you craft your fetish, choose from one of the options on the table below

BAG OF TRICKS

Beginning when you select this school at 2nd level you gain access to a bag of tricks. During a long rest you may conjure material components necessary for spells you wish to cast up to a value of 100 gp. After 24 hours these materials fade from existence. If you lose your bag of tricks you may spend 50gp and 24 hours to create a new one. In addition, when casting a spell which consumes a material component with an attached gp value, that required value for that component is halved.

WITCH'S FETISH TABLE

Fetish	Power
Fetish of the Dead God	The first time you drop to 0 hit points today you instead drop to 1 hit point.
Fetish of the Vampire Lord	Once per day you may choose to sacrifice blood to regain power. You roll up to 2 d6s and reduce your max hit points by the result plus your Wizard level. You must declare how many will be rolled before rolling. For each d6 rolled you regain a spell slot. The maximum spell slot level you can regain is equal to the number of d6s you rolled. Your hit point max is restored after a long rest.
Fetish of War God	You gain proficiency with heavy armor. You may use your intelligence modifier to meet any strength requirements.
Fetish of Light	You gain the ability to see in darkness and magical darkness up to 30ft as if it were bright light and up to 60ft as if it were dim light. Once per long rest you may use your bonus action to spread blinding light from your hands, imposing disadvantage on attack rolls to one creature you can see.
Fetish of the Moon	As an action you can transform into a wolf. This state can only be entered at night. While transformed you take on all attributes of the wolf as described in the Monster Manual. This effect lasts 4 hours or until the sun rises, whichever comes first.
Fetish of the Lamb	When you cast a spell using a spell slot of 1st level or higher you may use your bonus action to grant the spell slot level + your Intelligence modifier hit points to a creature within 60 feet that you can see.

RITUALISTIC CASTING

Starting at 2nd level your practiced rituals come quicker to your mind and the movements involved flow through you as if second nature. All ritual spells count as wizard spells for you and when you cast a ritual the casting time is 1 minute.

BONE CASTER

When you gain this ability at 6th level you can spend 1 hour to create a set of enchanted bones from the fresh bones of any creature. As a bonus action you may throw these bones on the ground in front of you to cast any spell that has the ritual tag and is of a spell level you are able to cast. Cast the spell at the highest level for which you have a spell slot. When you do so you do not use a spell slot, but the bones are destroyed. You can create an additional set of bones at the end of a long rest.

ADVANCED WITCH'S FETISH

Beginning at 10th your fetish grows in power as it begins to consume the magical energies used around it. When you construct a fetish, your chosen fetish gains an additional benefit from the table on the next page.

ALTERNATIVE ADVANCED WITCH'S FETISH

At 10th level when you would craft an advanced Witch's Fetish you may choose instead to craft a second standard fetish. If you choose to do so you gain the benefit of 2 different Witch's Fetishes at the same time. You may use only the power described in the original Witch's Fetish gained at 2nd level.

MATERIAL RESERVOIR

Starting at 14th level you have spent innumerable hours in preparation for each and every one of your spells and have developed a veritable horde of material components. You may cast a spell that you know without the material components. You cannot use this feature again for 3 days.

ADVANCED WITCH'S FETISH TABLE

Fetish	Power
Fetish of the Dead God	The first time you drop to 0 hit points today you may choose to drop instead to 1 hit point or to enter the ethereal plane for ten minutes. While on the ethereal plane you can see and hear objects and creatures within 60 feet of you. You cannot interact with objects, but may pass through solid matter. As an action you can make a DC 20 Intelligence check to speak 1 sentence to a creature within 10 feet of you. That creature hears this as a faint whisper. If you do not return to your body within the 10 minutes, your soul is lost and cannot be resurrected. If you do, you count as stabilized at 0 hit points.
Fetish of the Vampire Lord	Once per day you may cast the spell gaseous form as an innate ability.
Fetish of War God	If you cast a spell of 1st level or higher that results in a creature within 5 feet of you being reduced to 0 hit points, make an Intelligence (Arcana) check DC 25. On a successful roll, you regain the spell slot no higher than 5th level. If the spell slot used was of 6th level or higher, you gain a 5th level spell slot.
Fetish of Light	You can see invisible creatures and objects up to 60 ft.
Fetish of the Moon	As an action you can transform into a werewolf. This state can only be entered at night. While transformed you take on all attributes of the wolf as described in the Monster Manual. This effect lasts 4 hours or until the sun rises, whichever comes first. If you are reduced to 0 hit points you revert to your natural form.
Fetish of the Lamb	When you use your fetish to heal another creature, that creature gains a protective ward. Any hostile creature that targets the healed creature with a spell or attack must make a Wisdom saving throw equal to your spell save DC or lose their spell or attack. This effect lasts until the start of your next turn.

PART IV

Character Backgrounds

AFFLICTED

*“But what does it mean, the plague? It's life, that's all.
— Albert Camus, The Plague*

Shunned and cast out by those residing in polite society, the Afflicted exist on the fringes of civilizations across the realms. Though their afflictions are as varied as the societies which abandoned them, Afflicted are united by a common fear and revulsion of society, a dark mirror of the general populace's own feelings.

Afflicted inhabit the dangerous wilds of the world or the abandoned parts of cities, making them natural adventurers, if only as a means of survival. The slight contact with the greater population an Afflicted has is usually brief, to the point, and punctuated with mutual disgust.

Do you roam the sewers of the city, living off of rats and the charity of the clergy? Perhaps you are the last survivor of a group of Afflicted cast out into the wilds outside the city walls. Or were you imprisoned in your own home by those you love, those afraid your condition might spread?

The time has come for you to walk once more among the people.

- **Skill Proficiencies:** Survival and choose one from Religion or Medicine
- **Languages:** Choose any one common language
- **Tools:** One set of crafting tools
- **Equipment:** A mask, a set of common clothes, a pouch containing 5gp, bandages

FEATURE: CHARITY CASE

Even outsiders are accepted by some. Charitable or philanthropic organizations such as temples will offer you sanctuary. Such arrangements often come with a price, though.

SUGGESTED CHARACTERISTICS

The vast majority of Afflicted live outside of society and tend to lean towards a chaotic lifestyle, though it is not unheard of for Afflicted to gather in small communities and enforce their own form of law.

Afflicted have suffered the worst life has to offer and often reflect this in their personalities. They have a tendency towards cynicism or pessimism and may even harbor feelings of victimhood.

Afflicted usually harbor visible signs of their particular affliction. Most choose to hide these signs to the best of their ability, though some wear them as a badge of honor.

d6	Affliction
Malformed	My body was misconstrued at birth and my life has been one of persecution and torment.
Leprosy	Swollen skin, bent bones, and missing fingers. Unending pain and public disgust haunt me day and night.
Minor Lycanthropy	I am doubly cursed with bestial features and behaviors with none of the power that lycanthropes inherit.
Cursed	A curse from either on high or deep below hangs darkly over my head. Those who walk with me soon regret it.
Soulless	I have been stripped of my earthly soul, left an empty and unnatural shell with no place in this plane or any other.
Mental Malady	“Touched” they call me. They say my mind is deeply damaged. I say the veil is lifted!

d6	Living Situation
Sewers	I have lived off rats and petty theft from a small hideout in the sewers.
Sanitarium	Chained and gagged I have suffered at the hands of cruel and misguided “healers”.
Temple Worker	I was lucky to have found some measure of tolerance, if not acceptance, from a local clergy. They allowed me to live in the catacombs in exchange for labor.
The Wilds	Life in the unsettled territory certainly isn't easy, but someone with the right skills can live a tolerable life.
A Colony	I found strength and solace among those afflicted as I was.
Quarantined	My family imprisoned me within my own home, saying it was for my own safety.

d8	Trait
1	I will eat anything and have probably survived off of far worse.
2	I have an unerring respect for the gods and worship daily.
3	I must change my bandages several times a day.
4	Being so removed from society, I have little understanding of social or economic class.
5	I do not fear death. I have often, in fact, hoped for it.
6	I do not like prolonged debate. I prefer to take the wrong road than to die of old age at the intersection.
7	I drool uncontrollably.
8	Those around me often feel put off, ill at ease, or fretful without knowing why.

d6	Ideal
1 Religion	Service to a higher power is the only meaningful task we can undertake. (Lawful)
2 Charity	Only blind luck and fate determines the haves and have-nots. Next time the great wheel turns, you may not be so lucky. Give accordingly. (Good)
3 Self-Reliance	None have helped or ever would help me. Learn to survive alone or you will die waiting for aid that never comes. (Chaotic)
4 Pain	Through suffering we grow strong. (Evil)
5 Community	Only together can we stand against darkening times. (Neutral)
6 Nothing	Life is meaningless. (Neutral)

d6	Bond
1	The affliction has ruined my life and the creature responsible for it will pay
2	Unbeknownst to me, I carry an item that holds the secret to my cure.
3	I carry an object which keeps my affliction from consuming me completely.
4	I have sworn to make amends for a terrible transgression.
5	I attend meetings with other Afflicted. We talk, share our stories, and support each other emotionally.
6	Before my affliction, I was promised to marry with my soul mate. I could not bare to face them in my condition.

CONVICT

Matilda jammed the sharpened spoon into the woman's stomach just as the rain began. The elderly woman dropped the loaf of bread and wrapped her arms around Matilda's neck in a desperate embrace. The two locked eyes as Matilda watched the woman's life slip away. Is this what she had become? Is this what she had been shaped into in that dark and hopeless prison? Matilda did not know how long she had stood there. She looked down, seeing the bread had been taken, likely by some vermin like her.

You have spent years rotting away in a deep, dark dungeon,. As you finally stepped into the sun, you were nearly blinded. Now, you've got to make your way in a world that likely doesn't want you.

Were you a noble political prisoner, sentenced to the dungeon for the crime of losing some internal political battle? Did you steal a loaf of bread to feed your children? Or are you the kind of scum the dungeons were built for, a thieving, murdering scoundrel who values only your own survival?

- **Skill Proficiencies:** Choose one from Stealth, Persuasion, Intimidation, Survival, and Sleight of hand
- **Tools:** thieves tools
- **Equipment:** A set of common clothes, one gaming set, and one trinket from: jail cell key, royal pardon, an intricate map tattooed on your body, a bloodstained letter from a fellow inmate, a cheap lockpick that looks like a comb, a strange coin.

VARIANT: SANITARIUM PATIENT

You never actually committed a crime, at least not one you could be responsible in your state. You've spent your time in a local sanitarium under the care and guidance of priests that may have treated you with kindness or cruelty. The voices told you to get out of that place, and you obeyed. Now, if you could only shut them up for five seconds and think. Work with your DM to determine the nature of your psychosis and how it will play into your game both narratively and mechanically.

FEATURE: 24601

For better or worse you have been tattooed to indicate your status as a convict. The tattoo may be visibly inked onto your face or somewhere much more easily concealed. Being an ex-convict will likely raise suspicion around the common folk, but nothing buys the trust of a criminal like prison ink. You can gain the trust of a criminal or criminal organization by showing your tattoo.

SUGGESTED CHARACTERISTICS

An ex convict's life is defined by two things: the circumstances of their arrest and the circumstances of their release or escape. Convicts rarely respect the rule of law and will often break it just to break it. Often convicts are haunted by the possibility of a return to prison or, worse, spending life among a society they no longer fit in with. Use the following charts to determine the nature of your conviction and release:

d8	Arrest History
1	I was sent to the dungeons when my family sided with the losing side of a coup.
2	I was an infamous cutthroat criminal imprisoned for my many crimes.
3	I was convicted of a crime I didn't commit after being accused by a jealous neighbor.
4	I was arrested along with a group of like-minded political dissidents.
5	I was a law abiding citizen until I committed the one victimless crime that got me arrested.
6	They keep telling me I'm crazy. I'm not crazy.
7	I was an expert assassin that took a contract that seemed too good to be true. I wound up as a scapegoat.
8	My partner betrayed me after the score of a lifetime.

d6	Release History
1	I spent ages preparing for the perfect escape. It went off without a hitch.
2	I escaped during a violent prison riot.
3	I was pardoned by the local magistrate.
4	I was rescued by comrades just before facing the executioner's axe.
5	I served my time as best I could and was released early for good behavior.
6	A wealthy benefactor bribed someone to let me walk right out the door.

d8	Personality Trait
1	I will do anything to prevent going back to prison.
2	I've been in prison so long I can barely remember how to function outside of it.
3	When food is put on the table, I take as much as I can and protect it from others.
4	The more people treat me like a criminal, the more I act like one.
5	When nervous or scared I refuse to communicate through any means other than the dolls I made.
6	I always want to hear both sides of a story before passing judgment.
7	After being in prison for so long, I'm easily distracted with ... romantic pursuits.
8	I squirrel away my possessions in tiny hiding places.

d6	Ideal
1 Justice	The rule of law must be tempered with adherence to a strict moral code. (Good)
2 Freedom	Those that rule are more likely to abuse their power than weild it for the common good. (Chaotic)
3 Might	If I can take it with force, I will. Negotiating is for the weak. (Evil)
4 Greed	Money buys power and I want both. (Evil)
5 Chaos	I just want to see the world burn. (Chaotic)
6 People	My gang is like my family. (Any)

d6	Bond
1	The rest of my family is still wrongly imprisoned.
2	I yearn to return home, even if it means being arrested again.
3	Only I know where the loot is hidden.
4	I will clear my name and take back my life.
5	My old associates think I ratted them out.
6	The corrupt ruler that imprisoned me deserves justice.

d6	Flaw
1	I have a very visible tattoo that identifies me as a prisoner
2	I tend to lie, even when I don't have a good reason to.
3	Voices tell me to do things.
4	I am unlikely to trust or like representatives of the law, even if they are performing legitimate duties.
5	I am deathly afraid of the dark.
6	I really see the people with me as a means to some other end.

EXECUTIONER

Some men die for love. Some men die for a cause. Some men die out of bad luck. My blade greets them all equally.

Fear is no stranger to you. You have spent years as the threat and promise that holds the rule of law for the city, the final word on the side of law and justice. There's no knowing how many you've killed, or how many were actually guilty. But then, judging the guilty was never your duty, only seeing the sentence carried out.

What lead you to this life has and will always be the subject of rumor among the common folk. Is the executioner a bloodthirsty psychotic that is barely restrained by the crown, a man too many times wronged by the criminal world, a stoic and uncaring servant of justice, or something else entirely?

Perhaps you were a grim specter of the city whose name every man, woman, and child knew for your brutal public executions. Or, wishing to avoid the wrath of malcontents, you might have hidden your face from the guards during the private hangings, your identity only being known by a select few.

- **Skill Proficiencies:** Intimidation and Performance
- **Tools:** Torture tools
- **Languages:** One common language
- **Equipment:** A set of black robes, an executioner's mask, a belt pouch containing 15gp, and an executioner's seal.

VARIANT: PUBLIC TORTURER

While the role you filled was executioner, you did not simply end the life of the person, but publicly and painfully brought them to some form of confession. Yours was never seen as a necessary legal means of enforcing good, but often a cruel and wanton display of power and fear.

FEATURE: THE MAN IN BLACK

By presenting your executioner's seal, you may gain advantage on Charisma (Intimidation) checks against members of the criminal world or political outlaws.

SUGGESTED CHARACTERISTICS

Executioners are almost always lawful, having spent their lives as instruments of law and order. They may be cruel and debased or simply stoic. Whatever the case, they are unlikely to shy away from violence or punishment of any kind, as long as they feel it is justified or deserved.

d8 Personality Trait

- 1 I know hundreds of stories of famous and interesting crimes.
- 2 I have terrible manners, having spent most of my time shunned by others.
- 3 I prefer to act with official sanction, when possible.
- 4 I know a lot about the anatomy of humanoids, and bring it up often.
- 5 I never remove my executioner's mask.
- 6 Nothing gets me down. No matter the situation, I'm able to take it with a lighthearted smile and a whistled tune.
- 7 If I am going to kill someone, I give them a chance for last words or a last request.
- 8 I have always enjoyed being the center of attention.

d6

Ideal

- 1 Justice The weak are best defended by preventative measures and punishment of the wicked. (Good)
- 2 Revenge An eye for an eye is a good place to start. (Evil)
- 3 Greed As long as it ends in payment, there are few jobs I wouldn't take. (Evil)
- 4 Anonymity Being well known is the first step in being a target. (Neutral)
- 5 Order The laws that rule us are in place for everyone's benefit (Lawful)
- 6 Greater Good In order to protect the world from monsters, we must become monsters ourselves. (Evil)

d6

Bond

- 1 I executed an innocent person and must repay an infinite debt to their family.
- 2 I was replaced with a machine. I deeply dislike the new contraption and anything else that replaces labor with technology.
- 3 I remember every person I have ever killed
- 4 My instrument of execution is more important to me than anything in the world.
- 5 I am searching for the only criminal to have ever escaped my justice.
- 6 I am working to earn the forgiveness and understanding of my family for the awful things I have done.

d6

Flaw

- 1 I would report a friend for a serious crime.
- 2 I had my tongue removed and cannot speak
- 3 I am more than happy to kill an unarmed opponent.
- 4 I am proud of what I was, and I am very well known for it, which attracts more than a few vengeful friends and family members to my door.
- 5 I trust representatives of the law far too much
- 6 I am not afraid of death, having spent my life surrounded by it

EXPERIMENTAL DOCTOR

"Science isn't about WHY. It's about WHY NOT. Why is so much of our science dangerous? Why not marry safe science if you love it so much. In fact, why not invent a special safety door that won't hit you on the butt on the way out, because you are fired."

-Apeture Science CEO Cave Johnson, Portal 2

Among the shadowed alleyways and battlefields of the world the cutthroats, pickpockets, and thugs have ever held dominion. Now though, as the world changes, a new faction pulls on its gloves, rolls up its sleeves, and dives elbow deep into the bowels the cities, the Experimental Doctors. Men and women of science, a blasphemous practice of anti-magic, seeking to heal the bodies of the living by spending hours digging through the guts of the dead quest for knowledge and power in a world that finds their very existence an affront to civilization.

Are you a plague doctor, lurking about the streets of a disease ridden city, paying paltry coppers to gangs of the dock to bring in fresh kills? Perhaps you stalk the cemetery at night, shovel and lantern in hand in search of resources for you latest endeavor. Or are your foul pursuits legitimized by a noble patron, keeping you locked away and secret from the world whilst you conduct your work for their gain?

Whatever reality dominates your present, the future of all Experimental Doctors is almost certainly the gallows. Yours is a life of secrecy, a life that hangs by a thread that dances on the executioner's axe. Tread lightly, doctor. The world is watching you.

- **Skill Proficiencies:** Nature and Medicine
- **Languages:** Any standard language
- **Tools:** Alchemist's Tools
- **Equipment:** Soiled noble clothes, a leather apron, a set of specialized knives, a pouch containing 15 gold

FEATURE: GRIM CONNECTIONS

Your discreet pursuit has given you experience in finding the "materials" necessary for your experiments. You know where to find hassle-free access to fresh corpses in any city, and how to move them around without drawing too much attention.

SUGGESTED CHARACTERISTICS

An Experimental Doctor is driven often by the search for knowledge. Some doctors seek this knowledge for good, some for evil, many more just for the sake of progress. In the world of Faerun, these doctors are seen as heretics, practicing a form of anti-magic that defies all tradition. For this reason, Experimental Doctors are usually secretive individuals, who value discretion in their colleagues.

d6

Personality Traits

- 1 Odds and ends from "experiments" are a good thing to keep around. They are small reminders of my work.
- 2 Humor is something fools use to hide their lack of knowledge.
- 3 I'm the kind of person who removes a man's stomach with my bare hands and says, "I guess he couldn't stomach it."
- 4 I tend to document important events, interactions, and creatures I encounter.
- 5 People find my homey bedside manner and natural smile disarming.
- 6 Most doctors practice in the rear camps. Me? I honed my blade in the front line.
- 7 My research takes precedence over nearly everything in life, including my own health.
- 8 I am a devout follower of several gods. Best to hedge one's bets.

d6

Ideal

- | | |
|--------------|---|
| Knowledge | Knowledge is power. Guard it jealously. (Evil) |
| Progress | To survive we must always grow. (Neutral) |
| Power | I do not trust the less intelligent than I to wield power, especially when I could wield it much more effectively. (Evil) |
| Science | The world has a set of laws far more powerful than those of magic. I serve to discover and master those. (Chaotic) |
| Selflessness | Through my work I can truly help the suffering. (Good) |
| Teamwork | A group is always more than the sum of its parts. (Lawful) |

d6

Bond

- 1 I was taught my profession by a close friend and confidant, to whom I still look for guidance.
- 2 My work is wondrous, but not exactly profitable. I am lucky to have a benevolent patron.
- 3 The implements and tools of my trade hold immeasurable value to me and in their own right.
- 4 I still seek the cure to the disease that threatens to consume my village.
- 5 The love of my life was taken from me and all I do is in an attempt to find them.
- 6 I have a small religious trinket passed down for many generations that means more to me than anything.

d6

Flaw

- 1 There's no reason NOT to cut deeper! Perhaps just one more incision will bring to light something new!
- 2 I find the details haunt me day and night. Once I have begun a task, I cannot rest until I have finished it.
- 3 Working with the dead and dying has taken its toll on my body. I am often sick or weak.
- 4 I long since abandoned the practice of washing off the seemingly endless blood that now coats my skin and hair.
- 5 Deep within me I know that the experiments are just an excuse. The truth is that I enjoy seeing the insides.
- 6 A life of hiding my profession from friends and family has built up a wall of lies between the world and my true self.

d6

"Specialization"

- 1 My work seeks to find a path to immortality more reliable than that of necromancers.
- 2 I am dedicated to finding a preventative measure for a specific disease.
- 3 I know that the secret to creating the perfect life form is in understanding and altering the imperfect ones around me.
- 4 The brain holds the keys to knowledge far beyond what we currently understand.
- 5 My sect believes the physical key to the soul lies within the body.
- 6 My specialty involves combining mechanical artifacts of a pseudo-magical nature with the biology of sentient races.

EXPROPRIATED ONE

Power does not corrupt. Fear corrupts... perhaps the fear of a loss of power.

-John Steinbeck

By whatever means and for whatever reason, you have been stripped of the great personal power you once held. Where once your name alone was enough to inspire awe, terror, or exaltations, now, it only draws disbelieving glances, pity, and even violence.

Perhaps you were one of the great sages of Candlekeep, spending sleepless centuries researching the secrets of the Forgotten Realms, only to have your well deserved magical power ripped from your mind by some young, usurper wizard. Perhaps you were once a great warrior who, after years of being jailed and restrained, has been drained of your physical strength and stamina.

Were you a devout priest of some dark god, who turned away from your evil ways and lost your connection to your divine power? Or, perhaps you were a prolific bard who sang songs that wooed barmaids and inspired tavern brawls across the realms, until a tragic accident left your voice sounding more like a boar than a bird.

Whatever the case, you've tasted the life of fame or power, only to be dropped down to the first rung once more.

- **Skill Proficiencies:** Choose one from Persuasion or Performance and one from History, Arcana, or Nature
- **Tools:** Choose two from any gaming set, musical instrument, or artisan's tools.
- **Equipment:** A set of fine clothes appropriate to your former station and a purse containing 5gp.

FEATURE: NAME DROP

Whoever you are or used to be, your name is one that the common folk of the realm may have heard before. Whenever it is brought to their attention, the common folk will recognize you. They may know of your tragic downfall and wish to aid you. Of course, depending on your history, they may seek vengeance for some terrible crime you perpetrated against them.

SUGGESTED CHARACTERISTICS

An Expropriated One is shaped by the experiences that lead to their fall from power and how they cope with that loss. Choose a former source of your power and a method of its loss in order to set the stage for your character's motivation. Your character might be deeply motivated by revenge for their loss or philosophically committed to moving on from and forgetting their past life. The character may have family and other close relationships that want them to return or want them dead.

FORMER POWER

d12	Former Power
1 Fighter	I was once a warrior of unparalleled strength and tactical understanding.
2 Wizard	In my previous life the pursuit of knowledge and the strategic use thereof gave me great power over man and beast alike.
3 Cleric	My devotion and service to my chosen god or gods earned me their favor.
4 Rogue	There was a time when I could pick any lock, climb any wall, sneak past any guard, and slide a knife right where it needed to be,
5 Bard	Dashing good looks, a silver tongue, and the voice of an Asimar brought me fame and fortune.
6 Druid	The power I held was never truly mine, as much as it belonged to nature itself. I simply borrowed it for a while, it would seem.
7 Warlock	A pact with a vile power beyond nightmares was what gave me my strength. Should have read the fine print.

FORMER POWER CONT.

d12

Former Power Cont.

- 8 Paladin My service to the light was an inspiration to all. The gods themselves gave me the strength to enforce their will.
- 9 Barbarian My body was a weapon to be feared and my primal connection with the world around me gave me the wisdom to use it well.
- 10 Monk My mind was a temple of tranquility and wisdom. Many came to seek my council.
- 11 Ranger Kings, queens, emperors, and everyone in between trusted me above all else to be their eyes and ears.
- 12 Sorcerer No mortal accomplishment or lowly pursuit empowered me. I was born into strength and excellence.

d6

Loss of Power

- 1 Magical My power was somehow stripped from me by a magical or mysterious means.
- 2 Political The power I held was publicly taken from me by those who claimed to speak for the people.
- 3 Tragic Accident No one directly stole my power from me. Perhaps I am to blame. Was I arrogant or just unlucky?
- 4 Combat I suffered a debilitating injury in battle that prevents me from using my former powers.
- 5 The Gods The gods themselves have seen fit to strip me of my once mighty power. I may or may not know why.
- 6 Age In my youth I was feared and respected, but the years have caught up with me and my mind or body fails me.

d8

Personality Trait

- 1 I find it hard to get up in the mornings. Losing everything has been crushing.
- 2 I have no idea who or what caused me to lose my power and don't care. My past is in my past.
- 3 I don't see why I would need to tell people who I am. It's my actions now that define me, not my name.
- 4 I often talk of adventures I've had in the past without any context.
- 5 I sometimes forget that I no longer possess my awesome powers, and it gets me into some trouble.
- 6 I have risen to every challenge life has ever given me. I'll rise to this as well!
- 7 I see all achievements and positions of power as fleeting luck. Here today, gone tomorrow.
- 8 My loss of power has taught me that one can accomplish more with a group than alone.

d6

Bond

- 1 The quest I was on is still unfinished, and I will not rest until it is complete.
- 2 The person or entity which stripped me of power will one day know the pain they have caused me.
- 3 Somewhere my close relations are waiting on my return. They do not know what has happened to me.
- 4 My most valued personal possessions are out of my reach in my new situation.
- 5 My old adventuring companions are still out there, probably getting glory and riches.
- 6 I would have died during my downfall if not for being rescued by a street urchin.

d6

Flaw

- 1 I can't help but tell people who I am, no matter the reaction they might have.
- 2 I look down on the weak and am jealous of the strong.
- 3 Nothing will ever be as good as it was and I never fail to point that out.
- 4 I inherently trust people who remind me of my old self.
- 5 My loss of power has left me with some form of addiction.
- 6 I'm used to being able to deal with very difficult situations. Without my powers, I tend to get in over my head.

FAMILIAR

War is peace. Freedom is slavery. Ignorance is strength" - George Orwell, 1984

You watch as your fellow adventurers hoard their gold to spend it in taverns and equipment store. You smirk as they argue over magical items. You laugh silently as they struggle day in and day out over what to do next. The poor fools do not know their own plight. They are rudderless and aimless, leaves on the wind. You, however, have purpose. And purpose is true freedom.

As a Familiar you serve power greater than your own. You have pledged yourself completely to them and their will is your will. Did you take a blasphemous oath to a powerful vampire out of pure self preservation? Or is your master a cruel wizard who has promised to give you power? Perhaps you simply lacked the will to resist when a devil sought to dominate you. Whatever the case, your mind may be your own, but your will is not.

As a familiar you seek to satisfy your master's wishes at all times. Your reasons for joining your adventuring party may not even be known to you, but you are happy to do whatever your master tells you to. After all, service is in your nature.

- **Skill Proficiencies:** Deception and Stealth
- **Tool Proficiencies:** One gaming
- **Languages:** One common languages
- **Equipment:** Common clothes, a letter with your master's instructions, a purse with 5gp, a candle the burns a black flame, and a trinket from the Compendium of True Evil Trinket List.

FEATURE: GUIDING HAND

Your master's will is ever present. By taking an hour to perform a ritual you may contact your master to ask for guidance. This guidance may come in the form of a direct answer, an omen, or some other means your DM chooses.

SUGGESTED CHARACTERISTICS

A Familiar is defined by their need to please their master. All needs or desires beyond that pale in comparison. This does not, however, turn a familiar into an unfeeling zombie. A Familiar can be strong willed, can fall in love, have a career, or go on unrelated adventures. So long as they are always subservient to the will of the master.

Relationships between master and Familiar also come in many forms. Consider how the pact you have made might affect what your character seeks to gain from the relationship and what the master wants in return. Is the relationship permanent, or temporary? Can your character defy their master's will or are they enthralled? To what extent does your master control or care about your day-to-day actions? Are you on a specific quest or simply eyes and ears?

Lastly, consider how your service to your master guides your relationships with others.

MASTER

d6	Master
1 Wizard	A powerful mage has taken you as their familiar. What have they promised in return?
2 Vampire	You guard your master from zealous adventurers as they slumber in the day.
3 Fiend	Devils and Demons often make deals with mortals for their souls, or did they even ask you first?
4 Mindflayer	A secretive race of subterranean mind control experts. They see all as their slaves.
5 Elder Dragon	With power and riches beyond imagination an elder dragon often has the need for spies.
6 Aboleth	Gods forgive you for what the aboleth force you to do. The mortal races certainly won't.

d8 Personality Trait

- 1 The favor my master has shown me gives me immense confidence when dealing with the common folk.
- 2 I am terrible at gambling, but love doing it anyway.
- 3 I loudly and regularly comment on the unfair power relationship between royalty and commoners.
- 4 I really like to tell my entire story to people I have only just met.
- 5 I often feel conflicted about my arrangement. If I could find a way out, I would.
- 6 I often fantasize about the power my master will one day grant me.
- 7 In my spare time I write fiction about a fantastical land in which humans are the only intelligent race.
- 8 I firmly believe that my arrangement with my master is for the greater good of the realm.

d6

Ideal

- 1 Ends Sometimes the price of victory of great evil is the many smaller evils we commit. (Evil)
- 2 Means Your methods are your own, and you choose to minimize the harm you do. (Good)
- 3 Higher Power The laws of mortal society hardly deter one with a higher calling. (Chaotic)
- 4 Observation Watch, wait, learn. Act only when you can be sure of the outcome. (Neutral)
- 5 Service A pledge or oath is not to be broken. (Lawful)
- 6 Power It is better to rule in hell than serve in heaven. (Evil)

d6

Bond

- 1 I entered my arrangement in order to free someone I cared deeply about from a similar situation.
- 2 My master requires daily updates on my activity.
- 3 My service to the master keeps my only child alive, though they think I am dead.
- 4 My master has more than one familiar. Competition is... fierce.
- 5 My master uses an item of power to control me. If I could destroy it I would be free.
- 6 The further I travel from a specific place, the weaker my connection is to my master.

d6

Flaw

- 1 Long service to my master has numbed me to the evil deeds I am required to do.
- 2 I tend to procrastinate, spending my time on idle entertainment rather than important tasks.
- 3 My focus on my master's wishes often blinds me to opportunities right in front of me.
- 4 I am beginning to imitate some of my master's mannerisms.
- 5 If caught doing something, I never admit it, even if the person saw me.
- 6 I regularly tell people about my secret allegiance to a dark power, even if they never asked.

MONSTER WITHIN

"Oh, monsters are scared," said Lettie. "That's why they're monsters." -Neil Gaiman, *The Ocean at the End of the Lane*

Within your soul a darkness stirs, a deep and unrepentant evil that, unless kept constantly in check, would claw its way into the world, taking control of you and likely killing anyone you cared about. You have spent countless hours in meditation, prayer and arcane study in an attempt to control the Beast Within, and have gained some measure of respite from doing so. However, no matter the length to which you go to free yourself of it, it will always be part of you.

Perhaps you labor to control your own thirst for blood, having been bitten by a weakened vampire spawn. Perhaps, knowing that with the full moon your willpower wanes and you become the were-beast so many of your town rightfully fear, you have built a cage for yourself in the woods. Or, is the monster within you not of some supernatural origin, but only the dark shadow of your own nature you seek to reign in from its murderous outbursts?

Those with Monsters Within live lives of only fleeting peace, constantly struggling with themselves and with society. Theirs is a life of torment, as they know they will never fully free themselves from the monster, but neither would they ever surrender to it. Those with Monsters Within are usually emboldened to resist it by some connection to their old life. A promise to a loved one, an unfinished quest, a holy vow, these are what prevents them from giving in.

Most with Monsters Within shun communities, either because they fear they will hurt some innocent or they fear the innocents will hurt them. Those few who do live among other people usually lead very secretive lives, having very few relations and living on the outskirts of town.

Warning: This background is non-standard. Speak with your DM before choosing it.

- **Skill Proficiencies:** None
- **Languages:** None
- **Tools:** None
- **Equipment:** A set of common clothes and an empty coin purse

FEATURE: MIND & BODY

As your life is a constant struggle to maintain control of the darkness within you, you have become practiced in the art of self control, both with your mind and body.

Choose either Wisdom or Constitution and gain +2 to saving throws with that attribute.

d6

Monstrous Nature

- | | |
|----------------|--|
| Vampire | Cursed with the blood of the vampires, you are drawn to feed on the living. |
| Lycanthrope | Part man, part beast. You feel the call of the wild within your soul. |
| Mindflayer | A mindflayer seeks control over you from afar. Whispers from beyond reason haunt your dreams and call you to dark deeds from the depths of your unconscious. |
| Demonic | Though it doesn't show as much as a Tiefling, you were born of a demonic bloodline, drawing you to commit great acts of evil on your neighbors. |
| Psychosis | Either by nature or by your awful upbringing, a dark passenger has latched on to your mind, always urging you to do unspeakable things. |
| Alien Parasite | A grotesque alien creature resides within you. It may or may not have a mental link with you, but it is likely driving you to take actions you wouldn't, whether you know it or not. |

d6

Ideal

- | | |
|----------------|--|
| Self-Reliance | There is no reason to ask someone to do for you what you can do yourself. (Neutral) |
| Self-Control | Giving in to one's impulses is a sign of weakness, and a moment of moral laxity may lead to a lifetime of compromise. (Law) |
| Agency | You get what you want by making it happen. Letting others make choices or letting choices make themselves robs you of power. (Neutral) |
| Independence | People only have power over you if you let them. If you aren't free, it's because you aren't trying to be. (Chaotic) |
| Self-Sacrifice | We all do evil. It is only by doing more good that we can redeem ourselves in the eyes of the gods. (Good) |
| Revenge | The creature that put this curse on me will pay a thousand fold, when I find it. (Evil) |

SUGGESTED CHARACTERISTICS

Those strong enough to contain the ghastly will of their own profane nature are always of strong mind and body. The lifestyle lived by someone with a Monster Within is determined by the nature of their struggle. A person seeking to contain vampirism may work in a graveyard, feasting on the freshly dead, while a person containing a werewolf may satiate their urges by working as a hunt master. Work with your DM to determine an appropriate Monster Within and previous lifestyle for your character.

d6 Bond

- 1 I have always wanted someone who could love me for who I am.
- 2 The Monster Within me controls someone I love, someone who could not resist their power.
- 3 I have lived several times my normal lifespan. My child is now elderly, even though I appear young.
- 4 My parents saw the darkness in me. They trained me to use it for good. I live a life of practiced ritual and schedule to maintain control.
- 5 People in my home town witnessed what happened to me and consider me a monster. Everyone in the area has likely heard the story.
- 6 I know killing the person I love wasn't my fault, but I will never forgive myself.

d6 Flaw

- 1 In combat I give in to the beast within me, letting its fury flow out.
- 2 I often argue with myself as if there were two people arguing.
- 3 I am disgusted by good actions or celestial beings.
- 4 I survive by drinking tiny amounts of blood from people I know, when they are asleep or not looking.
- 5 If I ever came into direct contact with the creature that seeks to control me, I would give in to them.
- 6 I can't resist raw meat. If I see it, I have to eat it.

RAISED BY EVIL

"We are all prisoners at one time or another in our lives, prisoners to ourselves or to the expectations of those around us. It is a burden that all people endure, that all people despise, and that few people learn to escape." -Drizzt Do'Urden

There are goodly races and there are evil races. There are traits universally recognized as morally right and there are characteristics that make a creature monstrous or implicitly despicable. Though you may walk among the former now, you were Raised by Evil.

Those Raised by Evil are connected through their past to the dark and evil creatures of the world. Perhaps you were a human child stolen from your cradle in cover of dark and raised by hags in the swamps. Or are you an ebony skinned Drow, the natural child of a noble Dark Elf house in the Underdark? Even more blasphemous, were you raised in the wilds by a tribe of cannibals?

Despite your origins, you walk among the "goodly folk" now, a dark shadow in their world of light. Did you escape your cruel homeland sneaking away in the night to get away from their unending cruelty? Or were you forced to leave when your profane family was set upon by good-hearted adventurers? Or, maybe your decision to leave was one of mutual gain, making you a spy among the unsuspecting.

You were Raised by Evil. Those who learn of your heritage will see only your past, see only the cruel origins. Will you give them what they want to see, a monster? Or, will you take the harder road and define your own way of doing things?

- **Skill Proficiencies:** Perception, Intimidation
- **Languages:** One standard and one non-standard language
- **Equipment:** Common clothes, 10 days of rations, 5 torches, flint and tinder, an empty gold pouch, and a trinket from the Compendium of True Evil Trinket List.

FEATURE: DARK KNOWLEDGE

Having spent much of your life in the grip of evil races, you know them as you know yourself. Roll on the table below to determine your evil heritage. You know the cultural norms and political machinations of these creatures well, as well as the mundane knowledge such as habits and diet.

FOUL HERITAGE

d8	Heritage
A Hag Coven	Dark magic serving inhuman ends dominated my childhood among the hags that took me from my parents.
Cannibals	My people waged war and took prisoners for the sole purpose of consuming their flesh to gain untold power.
A Cult of Assassins	I was trained in the arts of espionage and elimination by a cult of assassins who worshiped a goddess of death.
The Drow	My childhood was wrought with political machinations, cruel physical abuse, and a constant struggle to survive in the city of the Dark Elves.
Grey Dwarves	Infighting among the clans was a daily sight in the city of the Duergar, where a knife in the back was the most common way to die.
Mind Flayers	High above the slave pits, my dark patron commanded hundreds with untold mental powers, keeping me as his own personal attendant.
Dark Druids	I grew up among a sect of druids who worshiped a dark power, one that had corrupted all the land on which they lived.
Fiendish Presence	Though my childhood seemed normal from afar, I was watched over and guided by a fiend, one who ever whispered terrible things in my ear.

SUGGESTED CHARACTERISTICS

Those Raised by Evil live haunted existences, followed everywhere by knowledge of their own dark deeds, of the unspoken demands of their culture, of the unspoken judgements of those who know their stories, and, sometimes, by legitimate spirits of vengeance. Characters who were Raised by Evil are often somber and serious.

Their most important trait is the story of their separation from their evil heritage as it helps to define their opinion of the group that raised them just as it defines how that group thinks of the character.

d6	Trait
1	A slight upon my name is as much deserving of an answer as an attack on my body.
2	I rarely speak with strangers.
3	I keep an extensive journal of self-reflection.
4	If a person has learned of my past and accepts me, I am likely to be a very loyal friend to them.
5	I am covered in physical scars from my childhood
6	Though I no longer believe in the religion of my people, I still go through the motions of the daily rituals.

d6	Ideal
1 Ambition	Those who stop swimming sink. (Evil)
2 Redemption	Anyone can come back from a dark path. (Good)
3 Greed	Those who cannot defend what they possess do not deserve it. (Evil)
4 Hierarchy	It is natural for me to serve those clearly more powerful than I, just as those less powerful serve me. (Lawful)
5 Truth	No power built on a lie can withstand the test of time. (Neutral)
6 Secrecy	Knowledge is power; hide it well. (Evil)

d6	Bond
1	My friend and mentor secretly taught me to question those who raised me.
2	My family still searches for me, and likely with ill intent.
3	In my former life I visited dark deeds on innocent people in this region.
4	Dark gods and goddesses do not forget, and they do not forgive those who betray them.
5	Those who rule my former people killed my sister for my betrayal.
6	My people disappeared, abandoned me. Why would they do that to me?

d6	Flaw
1	I hunger for flesh.
2	When angry or upset I speak in my native tongue, one that is considered an evil language.
3	I am uncomfortable in the light of day, preferring the night.
4	I hear implied threats even when the speaker did not intend any.
5	The ways of the "good races" disgust me and I am not inclined to hide that fact.
6	Once a person has gained my trust, I remain loyal no matter how severely they violate it.

RESURRECTED

They didn't even bury you, the savages..." -Alvin Murphy, Zombie Messiah, Z Nation

Deep in the night a wolf howls and lightning streaks across the sky. As rain pours down it loosens the soil around your grave. A gnarled hand pushes forth from the dirt.

Magical energies swirl around the sky and electricity strikes a metal rod. Your eyes pop open as every muscle in your body fires off for the first time since...since...the moment you died..

Either by the will of some god, the profanity of some experiment, or the sheer force of justice in the universe you've been brought back. Were you killed only days ago in some cruel betrayal and granted the chance at vengeance? Have you been dead for centuries, only to have been sent back either due to or despite the judgment of the gods? Maybe you are the loathsome result of some foul experiment that was never meant to see the light of day. Does your flesh fall from your bones as you walk or were you brought back to the world in the peak of your physical condition? Do you remember every last detail of your life or nothing at all?

You were not meant to walk the realms of the living again, and yet, you do. You are not undead, but you are also not dead or alive. You are something different, something inexplicable. You are Resurrected.

- **Skill Proficiencies:** History
- **Tool Proficiencies:** One artisan's tool set
- **Languages:** Two common languages and one exotic language
- **Equipment:** Common clothes, 5 torches, flint and tinder, an empty gold pouch, and a trinket from the Compendium of True Evil Trinket List.

FEATURE: CARRION COURTIER

Your appearance won't win you any beauty contests, but it may turn a few heads. In order to pass as alive, you must conceal your face and any other parts of your body that may show signs of the grave. When you fail to do so, you can easily pass as undead or dead.

VARIANT FEATURE: MEMORIES OF THE ANCIENT AGE

When it comes to the history of the age you came from, you didn't have to read it in a book like some wizard or sage out of Candlekeep. You were there. You saw it with your own two eyes or knew people who did. If you are from the distant past, you have advantage on any knowledge checks related to the age you originally lived in.

SUGGESTED CHARACTERISTICS

Work with your DM to determine the nature of your resurrection, your original time period, and its role in the greater world. This may impact determines your physical appearance. A Resurrected is a unique creature in the world. The nature of their resurrection may draw attention to or even hide their nature. Roll on the Resurrection table below to determine your origin.

Whatever the case, a Resurrected is usually brought back to life for some purpose, even if that purpose is unknown or even unrelated to you. Resurrected are often either curious or bitter towards the world and can be utterly grim or childlike in their demeanor. They are usually chaotic, feeling no loyalty to modern institutions.

RESURRECTION

d6

Resurrection

- 1 I awoke in a graveyard, digging myself up out of my grave with no understanding of why or how I was brought back.
- 2 I remember dying, and then I was simply walking the streets of the city.
- 3 I was brought to undeath by a vile, but brilliant necromancer experimenting with dark magics
- 4 I awoke on a battlefield, stripped of my armor and weapons and left to be fed on by carrion birds.
- 5 I distinctly remember a great and terrible voice echoing in my mind before opening my eyes.
- 6 When the voices of my family called me to the next life, I refused.

d8

Personality Trait

- 1 My resurrection has given my a sudden passion for religion.
- 2 I knew legendary adventurers when they were just regular folks.
- 3 When I sleep I look legitimately dead
- 4 I often talk about the past as if it were the present, forgetting what year it is.
- 5 I am practically obsessed with the new cultural trends of the world.
- 6 I am in constant, dull physical pain from my resurrection.
- 7 I lived my last life free of vice, and look where it got me. This time around I indulge at every given chance.
- 8 I take extreme effort to maintain my physical form. Without it, I will literally fall apart.

d6	Ideal
1 Revenge	No foul deed should go unpunished. (Lawful)
2 Curiosity	In order to blend in and accomplish my goals, I will need to listen and learn. (Neutral)
3 Tradition	The old ways were better than the new ways. I know from experience. (Any)
4 Decisiveness	Analysis has its place, but I would rather act than spend precious time thinking. (Chaotic)
5 Relentlessness	A vow or oath should be pursued to its completion no matter the cost. (Any)
6 Religion	There is a world beyond this one and I have seen it. Our lives and actions in this world are fleeting. (Any)

d6	Bond
1	My family line has survived, and I am still sworn to serve them.
2	My creator is like my parent. I am eternally thankful to them for granting me life again.
3	I have been brought back to do something for either myself or some other power. I know exactly what it is.
4	I gave my life for a powerful institution or group that has since betrayed its values.
5	Somewhere, the person who killed me is walking around unpunished.
6	My resurrection is not permanent, and I need to be rejuvenated or re-resurrected at regular intervals.

d6	Flaw
1	I don't know much about the modern times.
2	I consider undead to be people too.
3	My presence tends to unnerve people, which angers me.
4	My sleep is rife with unspeakable terrors.
5	Whatever brought me back skipped a few details, so I don't feel things like heat, cold, or pain, even though I am affected by them.
6	I consider myself to be an abomination.

TURNCOAT

The one who hangs from the blacksnout is Brutus: Look how he writhes and mutters not a word!" -Dante, Inferno Canto 34 (on describing the 9th layer of hell)

In every realm and in every time there have been traitors and turncoats, those who changed their allegiance for reasons that history forgets or misrepresents. Are you listed among the cowards of the world, betraying your former adventuring guild to save your own life? Did you forsake your political faction for the love of a member of an opposing faction? Did you have to face the hard truth that you had been fighting on the side of wrong, and sneak away from your army's encampment in the night?

Your former allies, if any survived your betrayal, are likely avowed to find you. Your new friends mistrust and disrespect you. You may have sought to become an adventurer as an escape from their sideways glances, or it may be the means to gaining their trust. Whatever the reasons, your actions as an adventurer will win or lose their respect. Of course, none of that matters if your old allies catch up with you.

- **Skill Proficiencies:** Insight and Deception
- **Languages:** Two common languages
- **Equipment:** A set of common clothes, a symbol of your former faction, and a purse containing 15gp

VARIANT: DOUBLE AGENT

Though you have committed your betrayal (or betrayals, more likely) already, you have managed to avoid detection. Rather than announcing your decision to change your allegiance, you have decided to work secretly from within your original faction to destroy it. You may be working alone or under the orders of some contact from your new faction. Whatever the case, you had best be careful.

FEATURE: SAFE HOUSE

You've spent your fair share of time on the run. In any major city you will usually know of a safe place to lay low. The service may not always be free, but these types make a living off of their reputation for discretion.

SUGGESTED CHARACTERISTICS

Work with your DM to create a history which fits their world. If playing in the Forgotten Realms, consult the factions guide from the Sword Coast Adventurer's Guide or on the official Wizards of the Coast website for a list of major factions from which you may choose both a former and new faction. From this list you may choose to represent the faction as a whole or a smaller sub-faction.

A Turncoat is often strongly affected by a sense of suspicion of new people. Their actions are strongly guided by their recent betrayal and their being stuck between two different worlds.

d8	Personality Trait
1	I make promises with little intent to keep them.
2	I am always happy to hear the other person's perspective.
3	I have a nervous tick.
4	I am always on the lookout for a way to prove myself trustworthy, sometimes in an extreme way.
5	I distrust authority figures and actively look for some sign of deception from them.
6	I am attempting to learn an instrument, practicing regularly with little improvement.
7	The shame of my betrayal haunts me.
8	I have my own "unique" interpretation of my new faction's ideological goals.

d6	Flaw
1	People who know about my history don't trust me.
2	I despise members of my previous faction and will put myself at risk to harm them.
3	I received a crippling injury during my betrayal that negatively impacts my ability to serve my new faction.
4	I have lost faith in my own judgment.
5	I escape my regret by self medicating.
6	I regret my betrayal deeply. If the opportunity to regain the trust of my former faction arose, I would take it.

d6	Ideal
1 Loyalty	Loyalty should be valued above all. I will never make the mistake of betrayal again. (Lawful)
2 Disloyalty	My honor can never be regained, and, from now on, I am loyal only to myself. (Chaotic)
3 Redemption	It's never too late to do the right thing. (Good)
4 Cunning	Solving problems without shedding blood is usually the best way as it draws less attention. (Neutral)
5 Survival	One does what they have to do to survive. There is no honor in dying for a cause. (Neutral)
6 Suspicion	Trusting anyone before they prove themselves is foolish. (Evil)

d6	Bond
1	The person for whom I betrayed my faction has gone missing. I must find them.
2	My new faction has become my family. I will serve them until death.
3	I need to protect and hide something I stole from my former faction.
4	I betrayed my faction to save an innocent life and now feel responsible for that person.
5	A mysterious contact fed me information about the evils of my previous faction. The mystery of who it was still haunts me.
6	A member of the upper echelon of my previous faction and I were very close. I never wished to hurt them.

PART V

Being Evil: Character Creation Guide

BEING TRULY EVIL

I started writing this massive book around summer of 2018. However, the idea for it came in 2015, when I was DMing for a group of friends. These particular group was always a bit on the cheeky side. And, my girlfriend (now my wife) had convinced the entire group to create evil characters without telling me first. And so, for my first ever home-brewed campaign, I was somewhat ambushed by a group of truly evil bastard PCs.

They fought each other, did unspeakable things to their enemies, and even convinced a group of homeless people to eat one of my main NPCs. It was the most challenging and rewarding DMing experience I have ever had.

But, not because I was some amazing DM. No, I got lucky. I was along for the ride. This was an amazing campaign, because these characters, awful as they were, had been built with nuance and insight. The players gave them motivations and reasons for every action they took, and they worked together as a team to complete their quest... usually.

And so, this section is dedicated to that group for teaching me how to make truly evil characters and play them well; knowledge I hope to share.

MOTIVATIONS

A truly enjoyable evil character is one that is motivated. Role play is rooted in identification and fantasizing. And no sane person can / should do either of those things in association with a character whose only motivation is to murder everything they see and bathe in its blood. Not only is that weird for the person playing that character, but it is utter chaos for a DM trying to craft a story and miserable for the other players trying to make it work.

But, once a drop of motivation is introduced into an evil character, behaviors become predictable. And, more to the point, a motivation can be dangled in front of a character by a DM or empathized with by another character. No NPC will say, "I forgive you for eating everyone in this orphanage simply because the Red Lobster was closed." But, an NPC or PC may be able to say, "That human sacrifice was necessary. It was the only way to prevent them from opening a Red Lobster in our town."

The point, other than Red Lobster being evil, is that evil characters with no motivations are just plain evil. Whereas an evil character with an identifiable motivation is nuanced, and nuance is the core of believable character creation.

So, when you're making your evil character, read through these tables to consider how they may influence your story. Ask yourself, is my character driven to accomplish something, running from something, doing what must be done, or just deeply flawed.

QUESTS & MOTIVATION

Just like a hero, a villain needs a reason to put their butt-kicking slippers on in the morning. What thing is your evil character actually trying to accomplish with their acts? Do the ends justify the means? These classic anti-heroes were defined by a quest.

Example	Quest
The Punisher (comic book hero)	The true villains are the ones who took my loved ones from me! I can and will do whatever it takes to punish them.
Ammon Jerro (Neverwinter Nights 2)	I know my acts are evil. But, my deeds pale in comparison to what they prevent. What is a little torture to stave off the apocalypse?
Leon (The Professional) / Darth Vader (Star Wars)	I am not an evil person. But, I have been used as a tool to accomplish evil.
Mad Max (movie hero)	Good and evil are luxuries. Survival is the most important factor. Let the survivors bicker over the morality.
Magneto (X-Men villain)	Protecting the innocent sometimes requires good people to become monsters.
Severus Snape (Harry Potter)	I have done terrible things in order to infiltrate an evil group, but my heart is good.
Riddick (Riddick Series) / Snake Pliskin (Escape from N.Y.)	Those in power defined me as evil, and I changed to fit their definition. But, I still have good in my heart.
D-Fens (Falling Down)	The world is evil, not me. I am the only sane one left, it seems.

FEAR

Another major motivator for evil can be fear. That's not just true of famously evil people, but also of every day tiny, mundane cruelty. We lash out, because we are afraid of experiencing pain. And, by doing so we create more pain.

Too much for a book about D&D? Too bad. Because, these fears are the true motivators for many of our actions, good and evil. And, they provide excellent understanding of why your character may be willing to act the way they do. They are just like the rest of us, afraid.

Fear

Humiliation	You experienced a loss of self and pride. You were humiliated and shamed. You won't let it happen again.
Separation	You've lost something or someone you cared deeply for or have been rejected by them.
Loss of Autonomy	You were imprisoned, enslaved, controlled, or even emotionally smothered. You must remain free.
Mutilation	Someone hurt you, truly hurt you. Now you keep yourself safe by hurting others first.
Death	Is there anything else we fear more completely?

LIMITS

Even the most evil of characters has a limit. That's what separates them from the monsters and makes their stories interesting. Do you know what no one wants to watch a romantic comedy with Hitler as the lead? Because he was a monster. There is nothing about him that would make anyone want to identify with him. He had no limit to his cruelty. He had no humanity.

A D&D character, though, needs to have humanity (even if they are a 6 foot sentient turtle vampire) in order to inspire a connection with them. That's why you need limits. Decide on what your character's limits are. And, think very carefully about violating those limits. That's a slippery slope that can make the character just as miserable to play as they are to be around. And, remember, morality is not a scale. There is no slider like in a Bioware game. Once you have crossed a line, it rarely matters what else you have done to balance the scales. There are only things you will and won't do.

d8	Limit
1	I won't kill the defenseless.
2	I won't deal with demons or devils.
3	I won't support slavery in any way.
4	I won't torture or permit others to be tortured.
5	I won't coerce someone into sexual acts.
6	I won't hurt children.
7	I won't sacrifice the innocent.
8	I won't support a tyrant.

PLAYING DIFFERENT ALIGNMENTS

Lastly, there is the alignment question. Specifically, does it matter at all? Well, I think it does. And, I think that, as a player, you owe it to your character to consider your alignment carefully. Even though D&D 5E has moved away from alignments as a mechanic, they are still a wonderful way to build a moral and ethical framework for a character.

You don't have to google "would a lawful evil character do X". But you do have to ask yourself, because you get to define what the alignment means to you and your character. We all think of our choices in moral frameworks, whether we realize it or not. D&D characters are just lucky enough to have it spelled out for them, while we have to go through life defining our own.

LAWFUL EVIL

If this is your first evil character, I strongly suggest you go with lawful evil. This is a framework that is easy to understand, and even identify with, really.

A lawful evil character either a) follows the rules even though the rules are evil or b) uses the rules to pursue evil.

Darth Vader and Emperor Palpatine are the classic examples, respectively. The first knows that he is doing the wrong thing, but, at the end of the day he's just following orders. And, for what it's worth, the Emperor was the lawfully appointed ruler who technically broke no rules at all. In fact, it could be argued that his authoritarian regime, evil as it was, ultimately saved millions of lives by creating peace across the galaxy.

That's what makes this alignment so fun. You may be evil, but you are constrained by the rules of society, because you are playing the long game. The cuthroat lawyer, the prescription pill manufacturer, the guy who says he was "just following orders."

NEUTRAL EVIL

Neutral evil is a difficult alignment to describe, and so I will use one of my favorite examples.

First, Al Capone. That right there is a perfect example of neutral evil. He was not some crazed agent of chaos. He broke the law when it suited him and he used it when it suited him. He was simply out to serve his own needs in whatever way was the most effective and convenient.

And that is the core of neutral evil, the pursuit of self-gain while not really caring what happens to any one else.

CHAOTIC EVIL

Finally, here we are. Every DM's least favorite alignment, chaotic evil. This is the alignment that your 13 year old brother's best friend writes on his sheet right before he burns the village to the ground just because he can't make the baseball team and his favorite comic book villain is the Joker. Or, so the stereotype goes.

But, let's take a second to actually look at this alignment. It can have just as much depth as the others.

First off, motivation motivation motivation. Even the most often cited chaotic evil character, The Joker, was made somewhat likable in his portrayal by Heath Ledger, because there was motivation. The quote was "some people want to watch the world burn", but that hardly sticks. The Joker had a motivation. He wanted to see Batman break his rules. He wanted to replace a very specific example of order with chaos. So, in some way, everything he did was predictable and morally justified. He saw Batman as corrupt, stuck in a moral box that prevented him from reaching his full potential. The Joker didn't lash out at random, killing hundreds just for laughs. Every act he took was aimed at prying Batman's moral box open.

Second, remember that chaos doesn't mean total chaos. Even a psychotic anarchist realizes the postal system has value. And, that blowing it up is a great way to get thrown in prison or killed. So, if nothing else, don't forget that survival is a great motivator for keeping a chaotic evil character under check.

ON TEAMWORK

Last, but certainly not least, teamwork. Good or bad, a party must function as a team or it will suck for everyone involved. Period. And so, when you make your evil character it is your responsibility to create and maintain motivation for that character to work closely with your team.

Even the Suicide Squad was able to hold it together for a few hours to film that awful movie.

Use the table below as inspiration for deciding what holds your team together.

Reason	Description
Suicide Squad	I used the example above for more reason than just an easy dig at a crappy movie. Literature is full of stories of prisoners given one last chance at redemption. It's victory or death for your group. What quest are they on?
Shared Master	Perhaps you bite your tongue at work with these people not because you like them, but because you'd rather your master not flay you alive.
Strength in Numbers	Sometimes the only motivation you really need is knowing it's in your best interest. Is there some other threat out there, looming in the dark?
Common Cause	Come on team! We've got to work together as friends and allies, if we ever want to summon Bethuzmat, Demon Lord of Tax Evasion.

PART VII

Spells

BARD

1ST LEVEL

- Rune of Boost

2ND LEVEL

- Copycat
- Meat Puppet
- Rile

3RD LEVEL

- Forget
- Learn Desire
- Water to Poison

4TH LEVEL

- Body Double
- Curse Luck
- Enchant Message
- Filibuster

5TH LEVEL

- Ambush
- Antigravity Field
- Bottle Emotions
- Subtle Coercion
- Swap

6TH LEVEL

- Blood Oath
- Invisibility Sphere
- Snake Tongue

7TH LEVEL

- Curse of Alteration
- Minor Possession

8TH LEVEL

- Join Minds
- Mute

9TH LEVEL

- Cacophony

CLERIC

1ST LEVEL

- Lifeline
- Rune of Boost

2ND LEVEL

- Blood Transfusion
- Curse of Decay
- Rile
- Voices of the Dead

3RD LEVEL

- Fate's Restoration
- Rune of Repulsion
- Walking Bomb

4TH LEVEL

- Body Double
- Bone Shield
- Enchant Message

5TH LEVEL

- None

6TH LEVEL

- Blood oath
- Last Gasp
- Revenant
- Snake Tongue

7TH LEVEL

- Curse of Alteration
- Minor Possession
- Stasis

8TH LEVEL

- Inhuman Vigor
- Join Minds
- Sacrifice
- Transmute
- Zone of Death

9TH LEVEL

- Cacophony
- Fatalism

DRUID

1ST LEVEL

- Lifeline
- Rune of Boost

2ND LEVEL

- Blood Transfusion
- Curse of Decay
- Voices of the Dead

3RD LEVEL

- Burning Blood
- Fate's Restoration
- Rune of Repulsion
- Walking Bomb
- Water to Poison

4TH LEVEL

- Drain Plant Life
- Rain
- Ride the Lightning

5TH LEVEL

- Antigravity Field
- Elemental Armor
- Hunger

6TH LEVEL

- Last Gasp
- Snake Tongue

7TH LEVEL

- Curse of Alteration
- Stasis

8TH LEVEL

- None

9TH LEVEL

- Blood Moon
- Cacophony

PALADIN

1ST LEVEL

2ND LEVEL

- Curse of Decay
- Fortune Favors the Bold
- Lower Resistances
- Meat Puppet

3RD LEVEL

- none

4TH LEVEL

- Bone Shield

5TH LEVEL

- Bottle Emotions
- Elemental Armor
- Magic Martyr
- Subtle Coercion

RANGER

1ST LEVEL

- None

2ND LEVEL

- Fortune Favors the Bold

3RD LEVEL

- Water to Poison

4TH LEVEL

- Drain Plant Life
- Rain

5TH LEVEL

- Ambush
- Magic Martyr

SORCERER

1ST LEVEL

- None

2ND LEVEL

- Leech Spell

3RD LEVEL

- Burning Blood
- Elemental Nova
- Reverse Magnetism

4TH LEVEL

- Bone Shield
- Ride the Lightning
- Unprepare

5TH LEVEL

- Combat Teleportation
- Elemental Armor
- Swap

6TH LEVEL

- Backfire
- Invisibility Sphere

7TH LEVEL

- Acidic Blood
- Minor Possession
- Stasis

8TH LEVEL

- Inhuman Vigor
- Mute
- Transmute

9TH LEVEL

- Cacophony

WARLOCK

1ST LEVEL

2ND LEVEL

- Copycat
- Curse of Decay
- Meat Puppet
- Rile
- Voices of the Dead

3RD LEVEL

- Forget
- Learn Desire
- Walking Bomb

4TH LEVEL

- Body Double

5TH LEVEL

- Bottle Emotions
- Combat Teleportation
- Elemental Armor
- Hunger
- Magic Martyr
- Subtle

6TH LEVEL

- Backfire
- Blood Oath
- Revenant

7TH LEVEL

- Acidic Blood
- Minor Possession

8TH LEVEL

- Inhumane Vigor
- Transmute
- Zone of Death

9TH LEVEL

- Fatalism

WIZARD

1ST LEVEL

- Rune of Boost

2ND LEVEL

- Copycat
- Leech Spell
- Rile

3RD LEVEL

- Burning Blood
- Elemental Nova
- Forget
- Learn Desire
- Reverse Magnetism
- Rune of Repulsion

4TH LEVEL

- Body Double
- Bone Shield
- Curse Luck
- Enchant Message
- Filibuster
- Osmotic Learning
- Ride the Lightning
- Unprepare

5TH LEVEL

- Antigravity Field
- Bottle Emotions
- Combat Teleportation
- Elemental Armor
- Hunger
- Swap

6TH LEVEL

- Backfire
- Blood Oath
- Invisibility Sphere

7TH LEVEL

- Acidic Blood
- Curse of Alteration
- Stasis

8TH LEVEL

- Inhumane Vigor
- Join Minds
- Mute
- Sacrifice
- Transmute

9TH LEVEL

- Black Hole
- Cacophony

COMPENDIUM OF TRUE EVIL SPELLS

ACIDIC BLOOD

7th level transmutation

Casting Time: Bonus Action

Range: Self

Components: V, S, M (a rusty razor)

Duration: Concentration up to 1 minute

For the duration any non-magical weapon that deals damage to the target suffers a permanent and cumulative -1 to all damage rolls.

AMBUSH (RITUAL)

5th level transmutation

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Concentration up to 1 hour

Casting this spell allows your body to store unused energy and release it in a burst of movement. If you enter combat during this time the spell releases the energy. On your first turn in combat you may take one additional standard Action. The spell fails, if you move or take any actions between casting this spell and your first turn in combat. After the first round of combat the spell dissipates regardless of how many Actions you took.

ANTIGRAVITY FIELD

5th level transmutation

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (an apple core)

Duration: Concentration up to 1 minute

You create a floating spherical mirror on a space within range. All creatures within a 30 ft radius centered on the mirror must make a Strength saving throw or be pushed 40 ft directly away from the mirror. When a creature enters or starts their turn in the area they must repeat the saving throw. Within the affected area all movement speed is halved except for movement directly away from the mirror, which is doubled. A creature that is pushed against a wall takes 1d8 bludgeoning damage and is considered restrained until they pass their saving throw.

Inanimate objects that are large or smaller are automatically pushed. Objects thrown in this way become projectiles and deal bludgeoning damage to the first creature they strike based on their size. Tiny- 1d4+1, Small - 1d8+1, Medium - 2d6+1, Large - 2d10+1.

BACKFIRE

6th level abjuration

Casting Time: Reaction

Range: 60 ft

Components: V, S, M (a rubber ball)

Duration: Instant

You attempt to redirect the magical energy of a spell back at its caster. If the creature is casting a spell of 4th level or below, the creature is treated as the target of the spell. If the spell affects an area, the creature becomes the center of the area of effect. If the caster was already the target of the spell, nothing happens. If the creature is casting a spell of 5th level or higher, the casting is not affected.

Casting at higher levels: The level of spell that can be affected increases by 1 spell slot level for every spell slot used to cast Backfire of 7th level or higher.

BLACK HOLE (RITUAL)

9th level conjuration

Casting Time: 1 Action

Range: 120 ft

Components: V, S, M (a marble made of cursed onyx)

Duration: Concentration up to 10 minutes

You create a point of immense gravity in a space that you can see within range. The point appears as a small black dot floating above the ground and attracts all objects within 60 foot radius. Any creature that enters the radius or starts its turn within the radius must make a Strength saving throw. On a failed save the creature is pulled feet closer to the point. Inanimate objects automatically fail this save, including the ground, stone walls, or anything else within range.

If a creature or object reaches the point they must make a Constitution saving throw. On a successful save they can move up to half their movement speed away from the point. On a failed save they are transported to a temporary pocket dimension which can only be accessed through the black hole. Any creature or object in the pocket dimension when the spell ends is destroyed.

If you choose to cast this spell on the same point before the spell ends its duration is extended to 24 hours. If you repeat this for a total of 7 consecutive days the black hole increases in size and the effect becomes permanent. For every 7 consecutive days spent casting this spell, the radius doubles. (eg. 120 ft, 240 ft, 480 ft.)

You are immune to the pull of this spell. By touching the black hole you can enter the pocket dimension. Once in the pocket dimension you can escape by touching an identical black hole in that dimension. This method of escape does work for anyone other than the caster.

BLOOD OATH (RITUAL)

6th level enchantment

Casting Time: 10 minutes

Range: 30 ft

Components: V, S, (a piece of parchment, a quill, an ink well filled with blood)

Duration: 24 hours

You create a sworn oath between you and a willing creature, binding you both to a promise. Choose a willing creature within range. The creature must have an Intelligence score of at least 4. You and the creature must share a language or have some other means of communication such as a psychic bond or an spell effect such as speak with animals. You and the creature must agree on the terms of a promise.

Once the blood oath spell is complete, the creature must complete the terms of their promise. The promise can involve both parties or apply to only one party. The specific terms of the promise are completely open to the caster and the target creature. Both the caster and the target creature must be willing to agree to the terms of the promise or the spell fails.

The spell does not force the creature to be honest about their intentions. A creature can agree to the specific terms of the promise while violating the spirit of the contract. After the oath is made, if a creature wishes to break the promise they must use a greater restoration or wish spell to break the blood oath. If the blood oath is broken by one creature, the other party is immediately aware that it has been broken.

Casting at higher levels: Casting this spell using a 7th level spell slot increases the duration to 1 month. Using an 8th level spell slot increases the duration to 1 year. If the spell is cast using a 9th level spell slot it does not end until either the caster or the target dies.

BLOOD MOON (RITUAL)

9th level transmutation

Casting Time: 1 hour

Range: Self

Components: V, S, M (a perfect ruby worth at least 1,000 gold)

Duration: 24 hours

You change the moon to shine a deep red, bathing the world in crimson light. The effect is only visible to creatures within 100 miles of your original casting location. For the duration any creature that can see the moon has disadvantage on saving throws against being frightened or charmed. In addition, as long as you can see the moon you gain +1 to all spell attacks. This spell does not affect the natural cycle of day and night.

BLOOD TRANSFUSION

2nd level necromancy

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (a bat fang and twine)

Duration: Instant

You transfer vitality directly from yourself to a target that is conscious and has at least 1 hit point. You must sacrifice 2 hit points for every hit point you heal the target up to a maximum of 20 HP healing. This spell has no effect if the target is undead or a construct.

BODY DOUBLE

4th level illusion

Casting Time: 1 Action

Range: 150 ft

Components: V, S, (two identical rings)

Duration: Concentration up to 8 hours

Choose a creature within range that you can see. The target makes a Charisma saving throw. On a failed save you and the target appear as each other. Regardless of the result the creature does not know the spell has been cast unless the new appearance is drastic enough to affect its perception of the world around it (growing several feet taller, having extra fingers). The change affects your physical appearance, clothing, and voice. You can appear as a creature one size category smaller or bigger than you, but cannot alter your basic shape. For instance, a human could appear as a kobold, but could not appear as a dragon. You can use a bonus action to end this spell.

BONE SHIELD

4th level necromancy

Casting Time: 1 Action

Range: Self

Components: V, S, M (a bag of bird bones)

Duration: Concentration up to 10 minutes

You briefly animate the bones of nearby corpses to create a temporary shield of floating bones. You gain 1 AC for every two corpses within a 30 foot radius centered on you. The corpses must be from a creature sized small or larger. This effect does not stack with other effects that increase AC. If there are no corpses in the area the spell fails.

BOTTLE EMOTIONS (RITUAL)

5th level enchantment

Casting Time: 10 minutes

Range: Touch

Components: V, S, (an empty potion bottle, a diamond ring worth at least 500gp)

Duration: 8 hours

Target a creature you can see. The creature must make a Charisma saving throw. On a successful save, the spell has no effect. On a failed save the creature's emotions are sapped from their body and become a dark brown liquid in the potion bottle. For the duration the creature acts without passion or emotion, operating solely on logic and reason.

At the end of the spell the creature is flooded with emotion and takes one level of exhaustion. The spell can be ended early if the creature drinks the bottled emotions or with the remove curse spell. A creature can choose to fail their saving throw.

Casting at higher levels: You may target one additional creature if you use a spell slot of level 6th or 7th. At 8th level the spell effects all creatures in a radius of 20 feet. If you cast this spell at 9th level, you may choose to give the effect a permanent duration. If the spell is ended in one of the above ways the creature is overcome with years of emotion, immediately taking 3 levels of exhaustion and moving between uncontrollable crying and manic laughter for 1d20 days.

BURNING BLOOD

3rd level evocation

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M (a firefly)

Duration: Concentration up to 1 minute

You target a creature you can see within range. The creature makes a Constitution saving throw. On a failed save the creature takes 6d6 fire damage as its blood changes to liquid fire. For the duration of the spell attacks against this creature cause it to bleed fire, dealing an additional 1d6 damage to the target and any creatures within 5 feet of the target. On a successful save the creature takes half of the initial damage and suffers no continuing effects. The creature repeats the saving throw at the end of each of its turns.

CACOPHONY

9th level evocation

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (two pieces of brass)

Duration: Duration

You create a circle of horrendous noise, so loud and disjointed as to assault the senses. All creatures within 20 ft radius of a point of your choosing must make a Constitution saving throw. On a failed save they are stunned for 1 round and deafened for 1 minute. On a successful save the creature is not stunned.

COMBAT TELEPORTATION

5th level conjuration

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (a sling bullet with inscribed runes)

Duration: Instant

Choose a creature you can see within range. If the creature is willing, it is instantly teleported to an empty space of your choice within range. The creature can make a Strength saving throw to resist being teleported. On a successful save the spell fails. The creature can choose to fail their saving throw.

COPYCAT

2nd level transmutation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: 1 hour

You alter your body to mimic the skills of another creature. Choose a target that you can see within range and a skill you would like to mimic. For the duration of the spell you may use that creature's bonus to the skill of your choice. If the creature is unwilling, you must make a ranged spell attack against $8 +$ the creature's bonus to the target skill. This spell can only be used to learn skills, not weapon, tool, or armor proficiencies

CURSE OF ALTERATION

7th level transmutation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Concentration up to 8 hours

You transform the appearance of a creature within range that you can see. The creature makes a Constitution saving throw. On a failed save you decide what it looks like, including its height, weight, facial features, sound of its voice, hair length, coloration, and distinguishing characteristics, if any. You can make the creature appear as a member of another race, though none of its Statistics change.

You cannot make the creature appear as a creature of a different size than or basic shape than its natural form. If it is bipedal, you can't use this spell to make it quadrupedal, for instance. At any time for the Duration of the spell, you can use your action to change its appearance in this way again or end this effect. A creature can choose to fail this saving throw.

CURSE OF DECAY

2nd level necromancy

Casting Time: 1 Bonus Action

Range: 30 ft

Components: V, S, M (a crab claw)

Duration: Concentration up to 1 minute

Choose a target within range that you can see. The target makes a Constitution saving throw. On a failed save the target cannot be healed. Any healing spells cast on the target instead afflict an equal amount of necrotic damage.

CURSE LUCK

4th level divination

Casting Time: 1 Action

Range: 1 mile

Components: V, S, M (a tuft of black hair)

Duration: Concentration up to 8 hours

For the duration the target has very bad luck. All mundane tasks the target attempts now require the target to make an appropriate skill check against your spellcasting DC. This effect applies to all daily tasks such as riding a horse, hammering a nail, or having a conversation. On a failed save the creature fails at the task, usually causing some negative effect. For example a rider may fall from their horse, or an attempt at persuasion may offend. Because life threatening situations bring heightened concentration, casting this spell on a creature in combat causes the spell to fail. If the target enters combat at any point during the spell's duration, the spell immediately ends.

DRAIN PLANT LIFE

4th level necromancy

Casting Time: 1 Action

Range: Self

Components: V, S, M (a twig of cat's tail plant+)

Duration: Instant

You reach out to the life energy of nearby plants, draining that energy to sustain yourself and your allies. You create a pool of healing points based on the terrain you are standing on (see table below). You can then distribute those points to any number of creatures within a 20 foot radius centered on yourself. Using this ability kills all plants within 30 feet of you. Casting at higher levels: When you cast this spell using a spell slot of 5th level or above, increase the resulting healing points by 5 per spell slot level.

- Arctic: 5
- Coast: 15
- Desert: 10
- Forest: 25
- Grassland: 20
- Jungle: 25
- Mountain: 20
- Swamp: 20
- Underdark: 15

ELEMENTAL ARMOR

5th level abjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (a handful of ash)

Duration: Concentration up to 1 minute

You are wreathed in a layer of dangerous elemental energy. Pick a damage type from acid, cold, fire, lightning, poison, thunder. For the duration the element swirls around you. A creature that moves within 5 feet of you or starts its turn within 5 feet of you must make a Constitution saving throw. On a failed save it suffers $1d8 +$ your modifier damage of the chosen type and an effect from the list below. On a successful save it does not suffer the effect and the damage is halved. **casting at higher levels:** the damage is increased by $1d8$ for each spell slot level above 5th.

- Acid: the creature's AC is reduced by 1 until the end of its next turn
- Cold: the creature's movement speed is halved until the end of its next turn.
- Fire: the creature takes 1d4+1 fire damage and cannot hide or turn invisible until the end of its next turn
- Lightning: the creature cannot take reactions until the end of its next turn
- Poison: the creature cannot use multi-attack until the end of its next turn
- Thunder: the creature is pushed 5 feet in a random direction (roll a d8)

ELEMENTAL NOVA

3rd level evocation

Casting Time: 1 Action

Range: Self

Components: V, S, M (a badly scorched rock)

Duration: Instant

A blast of elemental energy explodes out of you, affecting all creature within a 20 foot radius centered on you. You choose the damage type from acid, cold, fire, lightning, or thunder. All creatures within range take make a Dexterity saving throw. Each creature takes 8d8 of the chosen damage type on a failed save or half on a successful one.

ENCHANT MESSAGE

4th level enchantment

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a needle)

Duration: Concentration up to 8 hours

You prick your finger and press it against a written message, leaving behind a bloody fingerprint. Doing so enchants up to two sentences of the written message with the suggestion spell. The spell acts as normal with one exception. The duration of the spell begins from your casting, not from the reading of the message. Casting at higher levels: when cast at 6th level or above the duration of the spell begins at the reading of the message.

FATALISM

9th level necromancy

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration up to 1 minute

You make a melee spell attack against a creature you can see. On a successful hit the target knows and accepts its fate. If the target is reduced to 30% of its maximum hit points at any time during the spell it is instantly incapacitated.

FATE'S RESTORATION

3rd level evocation

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M (a coin imprinted with a holy symbol)

Duration: Instant

A beam of healing energy shoots from your hand toward your target, instantly healing it for 3d8 + your spell casting modifier hit points. The beam then forks to a random creature within 20 feet and heals that creature as well. This includes creatures hostile to the caster. If there is no creature within 20 feet of the target, the spell heals the original target and then fades.

FILIBUSTER

4th level enchantment

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (a very long book)

Duration: 10 minutes

Choose a target you can see within range. The target must make a Charisma saving throw. On a failed save the target is unable to stop speaking for the duration. What a target chooses to say is up to them and the spell in no way prevents a target from casting a spell with verbal components.

FORGET

3rd level enchantment

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a blue mouse ear flower)

Duration: Instant

The target must make an Intelligence saving throw. On a failed save you may erase a memory of no longer than 1 minute formed within the last 10 minutes. The target is aware that their memory has a gap. On a successful save nothing happens. Regardless the target is aware that a spell has been cast on them.

Casting at higher levels: when cast at 4th or 5th level the spell can erase 10 minutes of memory formed in the last hour. When cast at 6th or 7th level it can erase 1 hour formed within the past 24 hours. And when cast at 8th or 9th level it can erase one full day of the last year.

FORTUNE FAVORS THE BOLD

2nd level Transmutation

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (a tuft of lion fur)

Duration: Concentration up to 1 minute

Choose a willing creature within range. For the duration the target has disadvantage on all saving throws, their AC is reduced by 2, and they cannot receive healing. The target gains advantage on all melee weapon attacks, and +10 to movement speed. You may end this spell as a bonus action.

casting at higher levels If you cast this spell at 5th level or higher, the target can add your casting modifier to its melee damage for the duration.

HUNGER

5th level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S, M (a pickle fork)

Duration: 1 Minute

For the duration you gain the ability to eat and digest anything you can put in your mouth, and your teeth are able to chew through any non-magical material. Any mundane objects you eat during this period are destroyed forever. Any magical objects are transported to a random place on the astral plane.

INHUMAN VIGOR

8th level necromancy

Casting Time: 1 minute

Range: 30 ft

Components: V, S, M (a teaspoon of white powder)

Duration: Instant

By decreasing the number of hours a creature's natural life would last, you create a burst of energy they can use now. You create a circle with a 10 ft radius on a space within range that contains at least one creature. All creatures within the area of effect lose 24 hours from their natural life span. You can then redistribute those hours to any creature within range, including yourself. For each 24 hours distributed to a creature, that creature will not sleep for 1 day. Instead the creature can gain the benefits of a long rest by doing 1 hour of light activity.

INVISIBILITY SPHERE

6th level illusion

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (a piece of cloth with a glass orb inside)

Duration: Concentration up to 10 minutes

You create a sphere of magical energy with a radius of 30ft centered on a point of your choosing within range. For the duration all creatures inside the sphere are invisible from outside the sphere. Any creature inside sphere is able to see other creatures inside the sphere.

Casting at higher levels: You can extend the radius of the sphere by 30ft for every spell slot of above 6th level used to cast this spell.

JOIN MINDS

8th level enchantment

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a bit of metal tube)

Duration: Concentration up to 1 minute

You touch a creature that you can see and begin a complete exchange of memory. If the creature is willing, you instantly learn every memory it has formed in the last 24 hours as if you experienced it yourself. The target gains the same information from memories. If the creature is unwilling it must pass a Wisdom saving throw to resist the exchange. On a successful save the creature cannot be joined for 24 hours.

As long as you maintain physical contact with the creature you may use your action to probe deeper to access other memories. The probe can be increased to: 1 week, 1 month, 1 year, 10 years, 100 years, and 1000 years. Each time you increase the depth of your joining, an unwilling creature may make an additional saving throw. On a successful save the spell ends.

LAST GASP

6th level abjuration

Casting Time: Reaction

Range: 30 ft

Components: V, S, M (a length of barbed wire)

Duration: Instant

When a friendly creature within range would drop to 0 HP you use your reaction to instead reduce the creature to 1 HP. The creature cannot have their hit points reduced below 1 HP until the end of their next turn. At the end of their next turn, they are automatically reduced to 0 HP and incapacitated. They immediately fail 1 death save.

LEARN DESIRE

3rd level enchantment

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M (an empty perfume bottle)

Duration: Instant

Choose a target within range that you can see and shares a language with you. The target must make a Wisdom saving throw. On a failed save you gain insight to the target's immediate surface desires.

****Casting at higher levels:** ** Casting the spell at 4th or 5th level gives you access to the target's long term motivations and goals. Casting the spell at 6th level or higher grants you deep personal knowledge of the target's deepest and most secret desires.

LEECH SPELL

2nd level abjuration

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (a hunk of charcoal)

Duration: Instant

Choose a target within range that you can see. The target makes a Charisma saving throw. On a failed save, you steal a spell from the target's prepared spell list. The spell you steal is of a level 1d4-1. If the result is higher than the target's maximum spell slot, leech a spell of a level equal to the target's maximum spell slot. If you would gain a spell of a spell slot higher than your maximum spell slot, instead gain a spell slot for your maximum spell slot level.

If the target has no spells prepared of a viable level, the spell fails. The DM randomly chooses a spell on the target's prepared spell list from that spell slot level. The target immediately forgets that spell and you learn it, adding it to your prepared spells for the day. When either you or the target take a long rest, the effect ends. If the result is a 0, you gain access to a cantrip the target knew.

****Casting at higher levels:** ** When casting at 4th level gain a spell slot of 1d6-1. At 6th level gain 1d8-1. And at 8th level gain 1d10-1.

LIFELINE

1st level necromancy

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M (a live mosquito)

Duration: Concentration up to 1 minute

Make a ranged spell attack against a creature you can see. On a hit, the target takes 1d6 necrotic damage. On your turn, you can use your action to deal 1d6 necrotic damage to the target. Each time the target takes damage from this spell you regain 1 hit point. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or has total cover from you.

LOWER RESISTANCES

2nd level abjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration up to 1 minute

For the duration all hostile creatures within 10 ft of you lose any damage resistances or immunities they have. Moving out of the range of the spell ends the effect immediately.

MAGIC MARTYR

5th level abjuration

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration up to 1 minute

You tap into the primal experience of pain and its connection to magical energies. For the duration of the spell you store damage received by hostile creatures and convert it into spell slots. For every 1HP of damage taken you receive a magical point. At any time during the spell you may use a Bonus Action to convert magical points into spell slots. This does not end the spell.

For every 10 magical points you may regain a 1st level spell slot. You may convert 20 magical points into a 2nd level spell slot or two 1st level spell slots and so on. When you convert magical points into a spell slot your maximum HP is reduced by an equal amount until you take a long rest. Any excess magical points not used dissipate at the end of the spell and do not decrease your maximum HP.

MEAT PUPPET

2nd level enchantment

Casting Time: 1 Action

Range: 10 ft

Components: V, S, M (two buttons)

Duration: Instant

Target a creature within range that you can see. If the creature is willing, it can use its reaction to take both a full action and a bonus action. Unwilling creatures can resist this by making a Charisma saving throw.

MUTE

8th level abjuration

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M (a gag or bandana)

Duration: Concentration up to 1 minute

You choose a target creature that you can see within range. The creature must make a Dexterity saving throw. On a failed save the target cannot speak for the duration of the spell. The creature does not lose any form of telepathic communication or the ability to write. You can end this effect with a Bonus Action.

OSMOTIC LEARNING (RITUAL)

4th level divination

Casting Time: 10 minutes

Range: 120 ft

Components: V, S, M (a jar of earthworms)

Duration: 1 hour

For the duration of the spell you are able to absorb knowledge from written texts. You remember any non-magical text you touch as if you had read that text. When the spell ends you retain your memory of the knowledge within the texts. This spell has no effect on magical texts and cannot be used to learn spells.

MINOR POSSESSION

7th level enchantment

Casting Time: 1 Action

Range: 120 ft

Components: V, S, M (a finger puppet and an emerald worth at least 1000 gp)

Duration: Duration

You attempt to take active control of a creature's body. The creature must make a Charisma saving throw. On a failed save you gain total control of the creature. While in control your body becomes catatonic. You assume the creature's statistics for the duration and can use any spell or abilities that the creature has prepared. You do not have access to the creature's memories. If the creature takes damage while being possessed you must make a Constitution saving throw against your own spell save DC or your soul is returned to your body.

The creature's mind is completely suppressed during to possession and it has no memory of any actions you take while in its body. You are distantly aware if someone is speaking to your body, touching your body, or it is being harmed. However, you cannot make out words or discern the nature of any physical interaction. If your body dies during this spell, you die.

You may end this spell as a Bonus Action. This spell does not affect any creature that is immune to charm effects. When this spell ends, your soul returns to your body as long as it is within 120 ft. If you are not within 120 ft of your body, you die.

RAIN (RITUAL)

4th level transmutation

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a vial of rainwater)

Duration: 8 hours

You cause a light rain to fall on your immediate surroundings. You must be outdoors to cast this spell. When you cast the spell, the weather conditions begin to change. After 1d4 x 10 minutes a light rain begins to fall in a 1 mile radius centered on you. This rain persists for 1d6 + 2 hours starting from when it is cast. You cannot end this spell early without casting Control Weather.

REVENANT

6th level necromancy

Casting Time: 1 Action

Range: Touch

Components: V, S, M (an arrowhead)

Duration: 1 hour

You reach out to the vengeful spirit of a recently deceased person. You touch their body. If they died of unnatural causes within the last 7 days, their spirit will appear and seek out the person who killed them. It is invisible to everyone other than the caster and the person they seek out. Spirits summoned in this form are mad with revenge and are incapable of meaningful conversation. The spirits uses the stat block of a Specter.

REVERSE MAGNETISM

3rd level abjuration

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instant

You imbue yourself and a creature that you can see within range with opposing energies, causing you to be pushed in opposite directions. The creature makes a Strength saving throw. On a failed save both you and the creature travel 30 feet in opposite straight lines. The spell does not lift either target off the ground. If either creature would hit a solid object such as a wall or another, they take 1d8 bludgeoning damage and is knocked prone. If this spell would cause a creature to fall (e.g. from a bridge or cliff), the creature can make an additional Strength saving throw to prevent falling.

RIDE THE LIGHTNING

4th level evocation

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Instant

You channel the energy of storms, converting your body to lightning. Your body becomes a lightning bolt that immediately moves in a straight line from your current location to a location within range that you can see. Creatures in your path must make a Dexterity saving throw or take 2d8 lightning damage and lose their reactions until the end of their next turn. On a successful save they take half as much damage and suffer no other effects. When you reach your destination your body returns to its normal form.

RILE

2nd level enchantment

Casting Time: 1 Action

Range: 90 ft

Components: V, S, M (a poorly spelled letter)

Duration: 10 minutes

This spell magically raises levels of aggression for creatures in its area of effect. Roll 7d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell becomes emotionally agitated.

Creatures under this effect are still subject to their own personalities and may be affected in different ways. A group of priests may simply become annoyed with each other while an orc war party may turn on each other. The exact nature target creatures' reactions are determined by the DM.

RUNE OF BOOST

1st level transmutation

Casting Time: 1 Bonus Action

Range: 60 ft

Components: V, S, M (a vial of mercury)

Duration: Concentration up to 1 minute

You create an energized rune on a flat surface that occupies a 5x5 space within range. The rune appears as a glowing symbol on the surface. When a creature passes over the rune, they are propelled forward in a straight line for a distance equal to their movement speed, continuing the direction they were moving when they crossed over the rune.

A creature may choose to stop before completing this movement. To do so it must make a Strength Saving throw against the caster's spell save DC. On a failed save it must move its complete walking speed in a straight line. If the creature would hit a solid object such as a wall or another creature, both take 1d8 bludgeoning damage.

RUNE OF REPULSION

3rd level transmutation

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (2 bits of metal that push away from each other)

Duration: Concentration up to 1 minute

You create an energized rune on a flat surface that occupies a 5x5 space within range. The rune appears as a softly glowing symbol on the surface. When a creature passes over the rune, they must make a Strength saving throw or be propelled backward in a straight line in the opposite direction they were moving when they crossed over the rune.

The creature makes the save with disadvantage if they did not see the rune. The rune has a stealth equal to the caster's spell save DC. If the creature would hit a solid object such as a wall or another creature, both take 3d8 bludgeoning damage.

SACRIFICE (RITUAL)

8th level divination

Casting Time: 1 hour

Range: Touch

Components: V, S, M (scented candles, an appropriate altar, a magical item of at least uncommon quality)

Duration: Instant

You appeal a deity to grant you a boon by sacrificing an item of magical power. In order to make the appeal, you must be in good standing with the chosen deity and possess an item of at least uncommon quality that is destroyed in the process. The chosen item cannot be cursed. The appeal is answered with a boon based on the rarity of the item and the nature of the chosen god or goddess.

The boon itself is chosen by the DM and can be either mechanical or narrative. The following is a list of possible effects based on the rarity of the item sacrificed. Uncommon: a clue or guidance in a current task. Rare: the aid of the deity's local followers. Very Rare: a powerful, but temporary spell like ability. Legendary: a permanent increase to an attribute.

SNAKE TONGUE (RITUAL)

6th level illusion

Casting Time: 1 Action

Range: 20 ft

Components: V, S, M (a bent fork and a vial of poison worth at least 100 gp)

Duration: 1 hour

Choose up to 3 willing creatures that you can see. For the duration of the spell those creatures are able to communicate in a language unique only to them. The language is indecipherable to any creature not under the effect of the spell. The spell also affects the thought patterns of the target creatures, making their minds unreadable.

Casting at higher level: at 7th level this spell can affect up to 5 creatures. Casting this spell at 8th level allows the caster to choose any number of creatures within range to be affected.

SUBTLE COERCION

5th level enchantment

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Concentration up to 1 minute

For the duration the creature experiences intense pain. When you cast this spell you name a painful experience or injury. The target feels pain as if they are subjected to that experience or injury, but is not physically harmed. Though the target is aware that they are not being physically harmed, the pain is identical to actually experiencing the chosen injury.

As an action you can change the nature of the pain. Doing so causes the target to take 1d6 psychic damage. You may end this effect at any time as a Bonus Action. Creatures that are immune to being charmed are not affected by this spell.

STASIS

7th level evocation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a nightshade bloom)

Duration: 1 Round

You target a creature that you can see. The target is encased in glowing energy until the end of your next turn, during which it cannot take any actions or move. The target can still perceive what is happening around it. For the duration the target becomes immune to all damage and cannot be moved from its current location by physical force or magic.

When the spell ends, the target is restored to its full hit points. This restores any reduction to its hit point maximum as well. The target is also cured of the Blinded, Charmed, Deafened, Fatigued, Frightened, Paralyzed, Petrified, Poisoned, Prone, Stunned conditions and any levels of Exhaustion or diseases.

SWAP

5th level conjuration

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Instant

Choose two objects or creatures that you can see within range. Each creature makes an Intelligence saving throw. If both creatures fail the save, they exchange locations. A creature can choose to willingly fail the saving throw. Any inanimate object automatically fails. If you attempt to teleport a creature to a space smaller than its body (such as fitting an entire human in a small backpack), the creature takes 1d10 force damage and the spell fails.

TRANSMUTE

8th level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a metal bead)

Duration: Concentration up to 1 minute

Target a creature you can see that is within range. The creature makes a saving throw using its highest saving throw modifier. On a successful save nothing happens. On a failed save you and the creature exchange HP and AC values. If this increases either creature's HP beyond the maximum, the additional hit points are considered temporary hit points.

UNPREPARE

4th level abjuration

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a small piece of rubber)

Duration: Instant

Target a creature that you can see within range. The creature makes an Intelligence saving throw. On a failed save the creature immediately forgets one of its prepared spells. The spell is randomly chosen from the creature's 5th level spells. If it has none, the spell effects next highest spell slot. If the creature does not have any spells prepared, this spell fails.

Casting at higher levels: This spell always targets a spell slot one level above the slot used to cast it. (Casting at 5th level targets a 6th level slot, and so on).

VOICES OF THE DEAD

2nd level necromancy

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (a bag of teeth)

Duration: Duration

You summon the haunting voices of the dead to your aid. Your target makes an Intelligence saving throw. On a failed save the target is overwhelmed by their cries and takes 2d10 + your casting modifier psychic damage or half as much on a successful save. For every dead or undead humanoid within 60 ft of the target the damage increases by 1d6.

Casting at higher levels: the damage increases by 1d10 for every spell slot above 2nd.

WALKING BOMB

3rd level necromancy

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Concentration up to 1 hour

You choose a creature within range that you can see. That creature makes a Constitution saving throw. On a failed save, the creature becomes a walking bomb for the duration of the spell. If the target dies it immediately explodes. All creatures within a 20 foot radius centered on the target make a Dexterity saving throw, taking 8d6 necrotic damage on a failed save or half as much on a successful one. *Note: the target must die, not be incapacitated.*

Casting at higher levels: the spell damage is increased by 1d6 for every spell slot above 3rd level. When cast at 5th level or higher the duration is 8 hours.

WATER TO POISON

3rd level transmutation

Casting Time: 1 Action

Range: 30 ft

Components: V, S

Duration: 1 hour

You target a container of liquid no larger than one gallon. The contents of the container immediately become poisonous.

When you cast this spell you can choose from any of the poisons below based on the spell slot used to cast.

Descriptions of each poison can be found on page 257 of the DMG. Use your spell casting DC in replace of the listed poison DC. After an hour the liquid loses its poisonous properties.

- 3rd or 4th level: Assassin's Blood, Truth Serum, Serpent Venom
- 5th or 6th level: Crawler Mucus, Drow Poison, Essence of Ether, Malice, Pale Tincture,
- 7th or 8th level: Burnt Othur Fumes, Torpor
- 9th level: Midnight Tears, Purple Worm Poison, Wyvern Poison

ZONE OF DEATH

8th level necromancy

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Instant

You create a circle of entropic energy with a 10 foot radius starting on a point of your choice within range. Any creature within the circle that are at 10% or lower of their maximum hit points immediately die.

Casting at higher levels: when cast at 9th level this spell effects all creatures at or below 20% of their maximum HP.

NOTES ON SPELLS

FATALISM

This uses %. That's not normally in dnd 5e. Ask your DM before taking this spell.

FORTUNE FAVORS THE BOLD

The casting at higher levels ability to add spell modifier to damage is a potential balance issue. A dual wield fighter could do immense damage with this.

LEECH SPELL

This is a rough spell to balance. the current build is supposed to encourage the dice to give you a possible spell of your maximum slot by sacrificing one of your second highest.

MAGIC MARTYR

This was a hard one. The big question was is this a bonus action or action. I chose to make this an action in the end. Mostly because when put on a bladesong wizard as a bonus action it would be extremely powerful. But, even as an action it can be powerful for a wizard.

MUTE

I considered killing this spell as it is an absolute mage killer. However, at 8th level, taking this spell requires you sacrifice some other very powerful spells. It was increased from 5th level to 8th level for release.

ZONE OF DEATH

This spell violates a lot of rules (no save, % health). And, it's not even that powerful. Speak with your DM before taking it.

PART VIII

Feats (the part that didn't fit in the tab)

ALCHEMIST IN BLACK

At the beginning of every day you may expend 200 gp to create a random uncommon potion. The potion is unstable and becomes inert if not consumed within 24 hours. There is no gp cost, if you have access to a fresh corpse.

ASSASSIN'S KISS

You gain proficiency with the Poisoner's Kit and learn the Thieves' Cant language. In addition, when using a dagger or knife your critical hit range is increased to 19-20.

BESTIAL COMBAT

Either through intentional study or uncontrolled animalistic instinct you fight more like a beast than any sentient creature. You gain the following benefits

- Your unarmed strike uses a d4
- As a Bonus Action you may make a special Bite attack that deals 1d6 piercing damage. You are proficient with this attack and it uses your Strength modifier. This attack may only be used against a grappled target.

BLOOD LUST

1 / day you may enter a state of mindless blood lust. While in this state you gain advantage on all melee attack rolls but melee attack rolls made against you also have advantage.

CREATURE OF THE NIGHT

You gain advantage on all Wisdom (Perception) checks and a +1 bonus to AC in places without sunlight (caves, underground, night), but disadvantage on Wisdom (Perception) checks and a -1 to AC when in direct sunlight.

DARK RITUAL

You have learned to speak with the Dark Powers. You gain +1 Intelligence and the Augury spell. If you cannot normally cast spells, you learn this spell only as a ritual. If you do have access to casting you always have this spell prepared and may cast it using a spell slot or as a ritual.

DREAD KNOWLEDGE

Prerequisite: The ability to cast a level-one spell

You have read from the Compendium of True Evil and survived. You gain +1 to Intelligence or Charisma and may add a spell of a level you are able to currently cast from the Compendium of True Evil spell list to your known spells list.

DREAD MASTER'S HERALD

You have pledged your service to a widely known and dreaded powerful being. You gain +1 to your Charisma attribute score and proficiency in one charisma skill. If you are already proficient in the skill you select, you gain expertise in that skill.

FLESH EATER

You have learned the profane rituals which draw power from the vitality of others. During a short or long rest you may choose to prepare and eat the flesh of an intelligent humanoid creature. The meat must have either been properly preserved or fresh to prevent spoiling. Consuming this meat grants you a boon based on the creature. The boon dissipates at the end of a short rest and you can have only one active boon. Preserving meat for this trait requires 1 hour and 5 silver of supplies. 1 creature yields 3 servings of meat.

- Aarakocra: +1 Dexterity, +1 Wisdom
- Aasimar: +2 Charisma
- Bugbear: +1 Strength, can dual wield non-light weapons
- Centaur: +20 walking speed
- Changeling: Ability to cast *Disguise Self* at will
- Dragonborn: Breath weapon (*phb page 84*)
- Dwarf: +2 Constitution
- Elf: Dark Vision, +1 Dexterity
- Feral Tiefling: Cast *Burning Hands* once per day as a second level spell.
- Firbolg: +1 Wisdom, Speech of Beast and Leaf
- Genasi: +2 Constitution
- Gith: *Mage Hand* cantrip and 2 languages
- Gnome: +2 Intelligence
- Goblin: Take the Disengage or Hide action as a bonus action
- Goliath: Once per day when taking damage, as a reaction roll a d12 and add your Constitution modifier. Subtract the result from incoming damage.
- Half-Elf: +2 Charisma
- Halfling: Reroll a 1 on an attack, ability check, or saving throw and use the new roll.
- Half-Orc: +2 Strength
- Hobgoblin: +1 Constitution, +1 Intelligence
- Human: Your DM chooses a Feat at random. You gain that Feat for the duration.
- Kalashtar: Resistance to psychic damage, +1 Wisdom, ability to cast *telepathic bond* at will
- Kenku: +1 Charisma, you can mimic sounds or voices. Creatures hearing you may make a Wisdom (Insight) check opposed by your Charisma (Deception)
- Kobold: Darkvision, +1 Dexterity

- Lizardfolk: +1 Constitution, +1 Wisdom
- Minotaur: +1 Constitution, +1 Strength
- Orc: +1 Strength, As a bonus action you can move up to your speed towards an enemy that you can see or hear. You must end this move closer to the enemy than you started.
- Shifter: You gain 1d6 + your Constitution modifier maximum hit points. You may make a bite attack as a bonus action. You are proficient in this attack and its modifier is Dexterity. It deals 2d4 piercing damage.
- Tabaxi: You gain proficiency in Perception and Stealth. Additionally, when you move on a turn you may double your speed until the end of the turn. You cannot use this trait again until you move 0 feet on one of your turns.
- Tiefling: You can cast *hellish rebuke* as a 2nd-level spell once per day.
- Turtle: +1 AC and you can breathe under water for 10 minutes.
- Triton: +1 Constitution, water breathing, 30 ft swim speed
- Yuan-ti: Advantage on saving throws against spells

FOOL'S RAGE

You may now use the Rage ability as described in the *Player's Handbook*. You may not use this ability again until finishing a long rest. Additionally, you suffer -1 to your Wisdom attribute score. (Note: if you are already capable of using the Rage ability, you gain one additional Rage charge.)

GRAVEROBBER

Your reputation as a midnight treasure hunter precedes you. You gain proficiency in the Dexterity (Stealth) and receive 10% more treasure when looting bodies. Of course, people don't think very highly of you.

IMMORTAL EVIL

If you are slain in battle, dark powers will return you to the material plane as an undead. Once resurrected you become Vulnerable to all Radiant Damage and have Disadvantage on Charisma based skill checks. Each time you die and are resurrected your physical appearance will deteriorate further.

POISONER

You have perfected the carefully guarded art of poisoning. At the end of a long rest you may add poison to a single weapon. Critical hits caused by this weapon inflict the Poisoned condition to the target. In addition you may craft food and drink with undetectable poisons. Crafting poisons takes 1 hour and requires 10 gp of supplies per dose / target.

Targets ingesting the poison must pass a Constitution saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency. On a failed save they suffer one of the following effects:

- Rotgut: target is Poisoned
- Nightshade: target sleeps for 2 hours
- Hemlock: target is paralyzed for 1 hour
- Quicksilver: target is under the effect of the *crown of madness* spell for 1 minute

PREDATOR'S INSTINCTS

You gain a single favored enemy as described in the Ranger player class on page 91 of the *Player's Handbook*. You can detect the presence of that enemy type within 100 feet (but not location). In addition, you can never be surprised by that enemy type.

RAVAGER

When you reduce an enemy to zero hit points with your action, you may take one additional standard action.

SELFISH HEALER

When targeting yourself with any ability that heals you gain additional hit points equal to your character level.

SELFISH TACTICIAN

Once per turn as a Reaction, when you are hit with a melee or ranged weapon attack, you may choose to redirect that attack to any non-hostile creature within 5 feet (10 feet for ranged attacks). Make a DC 15 Dexterity saving throw. On a successful save the new target takes only half of the original damage. On a failed save the new target takes the full amount.

SHADOWED MIND

You cannot be magically tracked or have your thoughts read against your will. Additionally, you gain advantage on saving throws versus magical charm effects.

SOUL OF BLACK MAGIC

Prerequisite: The ability to cast a level-one spell

When you gain this ability choose one of the following damage types: acid, cold, fire, lightning, or thunder.

When casting a spell with the chosen damage type you may choose to substitute the damage with necrotic damage. In addition your necrotic spell damage cannot be resisted and you may replace an 1 with a 2 for necrotic damage rolls.

UNDEAD FORTITUDE

You have advantage on death saves. Additionally, when you roll a natural 1 on your death save or take damage while unconscious, you take only 1 failure instead of 2.

UNDEAD SLAYER

Your weapon attacks against undead are considered magical for the purposes of determining resistance. Additionally, when you damage an undead creature, it cannot receive healing from any source until the end of your next turn.

PART IX

Trinkets

TRINKET TABLE

d100	trinket		
1	A raven feather	34	A monocle made of bone
2	A stone that vibrates softly	35	A dagger with a dragon claw handle
3	A vial of blood	36	A token for a free fortune reading
4	A necklace of teeth	37	An issue of The Blood Hunters comic book
5	A deck of gory playing cards	38	A holy symbol that has been broken in half
6	Small toy werewolves	39	A wine cup with missing jewels
7	A burnt doll	40	A candle that emits a black glow
8	A list of names with several crossed off	41	A wax stamp with a demon's head handle
9	A lute string that plays a single perfect note, even when unattached to a lute	42	A small portrait of a robust elderly man
10	A blunted scalpel	43	A flask from which you hear the sloshing of liquid even when empty
11	A quill that always writes the same word	44	A mummified human heart
12	A bootleg healing potion	45	A nutcracker made from an illithid skull
13	A necklace with a strange pendant	46	A vial of perfume that rekindles a distant memory
14	A stone that heats up when you touch it	47	A child's drawing of a man with a wicked grin
15	A jar of mud from a far off place	48	A coin purse with a hole in the bottom
16	A blood stained coin	49	An eyepatch with a strange symbol on it
17	A box of tiny black magic dolls	50	A piece of black metal with a demonic mouth etched into it that is also a mask
18	A preserved finger in a jar	51	A small brass star that is also a coat pin
19	A chess piece that whispers strategies to you at night	52	A piece of parchment with a large black circle in the center
20	A rusted arrowhead	53	A bit of jerky from unknown meat
21	A horseshoe that seems to put horses ill at ease	54	A block of onyx that becomes cold near fresh blood
22	A canteen that taints the taste of any liquid put in it	55	A wooden stake with the name "Emily" carved into it
23	A cape that seems to catch the shadows around it	56	A compass that always spins wildly
24	An unfinished letter	57	Wolfskin gloves
25	A shovel with the word "gravedigger" written on it	58	A bloody sewing kit
26	A bat shaped broach	59	A bag of dead spiders
27	A knife that seems to always come unsheathed in your bag	60	A bag of live spiders
28	A small black ring	61	A silver spoon with scorch marks
29	A mirror that shows the viewer as much older	62	A bent steel mirror
30	A block of cheese of unknown origin	63	A clock powered by a dismembered heart
31	A fossilized bite mark	64	A glass hairpin
32	An onyx snake figurine	65	A wooden toy that smells of sulfur
33	A decidedly evil shoe		

d100**trinket**

- 66 A brass locket with 2 portraits in it, both scratched out
- 67 A pouch full of garlic
- 68 A dog whistle that dogs don't seem to hear
- 69 A jar of Meine the Magnificent's Underdark Style Pickles
- 70 A map of a town no one has ever heard of
- 71 A page from a vampire's journal
- 72 A weapon sheathe with a built in flint
- 73 An oil lantern that, when lit, produces faint, distant whispers
- 74 A bit of cloth with a stain that looks something like a face
- 75 A book of matches with a mysterious seven digit numerical code on the back
- 76 A rat's skull
- 77 A recipe book for cooking sentient species
- 78 A puzzle of iron rings that resets each morning if not solved
- 79 An eyepatch that appears identical to an actual eye
- 80 A headband of vines with dead leaves
- 81 A jar of sand labeled "pixie dust"
- 82 An unbreakable ceramic pig that sounds as if it is full of coins
- 83 A necklace of polished pebbles that always drips water
- 84 A broken sword with unknown runes across its hilt
- 85 A large, spiked collar
- 86 A bag of black marbles
- 87 A chicken foot tied to a bracelet
- 88 A coin with a goat head on it that always reappears in your purse
- 89 A glass cat eye
- 90 A looking glass that can only see a parallel reality
- 91 A vial full of liquid labeled "last resort"
- 92 A marionette puppet that you dream of every night
- 93 A parchment on which everything you write disappears after a few seconds
- 94 A copy of the book "The Plague"
- 95 A paintbrush with which you can't help but paint nightmarish creatures
- 96 A silver arrowhead
- 97 A set of manacles with blades facing towards the wrist
- 98 A single shard of iron embedded in your chest from an old wound
- 99 A pocket knife handed down through generations

100

A timepiece that only moves when you aren't watching it