



GRIMOIRE OF UNDEATH

MASTER THE POWER OF UNDEATH WITH NEW
CHARACTER OPTIONS

INDEX

- Introduction.....2
- Undead Characters..... 3
- Undead Feats..... 6
- Class Options..... 8
- Spells..... 10
- Monsters' Stat Blocks.....11

INTRODUCTION

*I*t's a dark and stormy night. The tree branches move frantically, relentlessly whipped by cold winds. On the top of a solitary hill, a group of tall figures stands, their outline vaguely illuminated by the scattered light of lanterns. From the distance, an acute observer could spot burning eyes inside their cowls and helmets. If he would come

close enough, far more disturbing details would become evident: one has sharp canines, while another seems to have nothing but black void inside his helmet. Another still has bandages wrapped all around his body, and the eyes of the last one seem hungry for souls. Why have they come here, and why now?

Nobody in the village could answer this question but the wind, howling ill omens.

Welcome, players and Dungeon Masters, to this guide to the powers of death and beyond. This document contains all you need for an undead-themed campaign, introducing the undead race and its five subtypes (dullahan, lich, mummy, revenant and vampire), a new bardic college (The College of Eulogies), two subclass variants (the Totem of the Vulture or Path of the Totem Warrior barbarians and the Death Knight, a variant of the Eldritch Knight fighter), thirteen new feats for your undead characters, five new spells and a pair of new undead monsters, the Horde of Zombie and the Undead Abomination. Always remember to consult with your DM if you would like to use any material from this document.

I, the author, sincerely hope that you find this work of help in building your character or your campaign. I would love to receive any feedback or even just your opinion about it!

Have fun with the powers from beyond!

ARE THIS OPTIONS OVERPOWERED?

I did my best to keep these character options within the limits of 5th edition. However I cannot honestly guarantee for their balancing status. If something doesn't seem to work, because either too strong or too weak, work with your DM to tune it suitably, using the material presented here as a guideline. Then, if you like, send me your feedback!

LEGAL SECTION

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnic and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by [Guglielmo Bellesi] and published under the Community Content Agreement for Dungeon Masters Guild.

CREDITS

This document was written and put together by Guglielmo Bellesi email: bellesi.guglielmo.91@gmail.com
The art contained in this document comes from DM Guild Creators Resource. Made with the Homebrewery (naturalcrit.com)



UNDEAD CHARACTERS

There are many ways to surpass and go beyond death. In fact, there are many different types of undead each with its unique features, strong suite... and mortal weaknesses. Remember, you may have avoided it, but death can still catch up!

THE CURSE (OR BLESSING) OF ETERNITY

Undead creature experience time in a different way from common mortals. Consequently they "live" following different philosophies and alien ways of thinking. While building you undead character, take some time to think about his or her world view, relation with mortal creatures and other undead, and opinion about time and destiny.

A PURPOSE BEYOND DEATH

Many undead are fixated with a single purpose in their existence. This is literally true for revenants and mummies, but even the thirst for power of a lich or the desire to dominate of a vampire qualify equally. If you choose the path of undeath, think carefully about what your character desires and how you want him or her to conquer such a goal. It is the very definition of your existence!

UNDEAD TRAITS

Ability Score Increase. Your Constitution score increases by 2.

Age. You do not age.

Alignment. Most undead are evil, but this tendency is not strictly intrinsic of their nature. A revenant paladin, for example, might seek redemption for his past mistakes. The power of undeath can corrupt a soul, but the intentions and goals of an intelligent undead depends deeply on who they were in life and how they died.

Size. Your size is Medium.

Speed. Your speed is 30 feet.

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

Undead Nature. Your undead nature grants you the following benefits.

- If you are below half your hit points maximum at the start of your turn, you regain 1 hit point.
- You gain resistance to necrotic damage.
- You are immune to the Poisoned condition.
- You do not need to breathe, eat or sleep. You still need to rest at least 4 hours to gain the effect of a long rest. During this time you can do light activities like reading or standing guard.
- You gain vulnerability to radiant damage.

Languages. You can speak, read and write at least two languages of your choice, dependently on who you were in life. Work with your DM to choose which languages are more appropriate to your character.

Subrace. There are many types of undead scattered through the multiverse. You may choose the most appropriate from the following list: dullahan, lich, mummy, revenant, and vampire.

DULLAHAN

Dullahan are probably one of the most bizzare type of undead. Known in many places as Headless Knights, all dullahan share the unique absence of their head, sometimes replaced with an empty helm or something scarier like a carved pumpkin. Their necks, in addition, seem to be constantly lit by a greenish cold flame. Their true origin is unknown and theories about their nature abound: some say they are the embodiment of dark powers, others that they are cursed creatures coming from a different age. The truth will probably remain hidden forever.

Ability Score Increase. Your Strength score increases by 1. One other score of your choice, except Constitution, increases by 1.

Appearance. Dullahan are headless humanoids. They maintain the customary aspect of their former race from the neck down. The top of their neck is constantly surrounded by cold greenish or blueish flames.

Ghostly Fire. Your neck emits a light equal to a Continual Flame spell, except the light cannot be dispelled in any way and continues to shine until your destruction.

Headless. Being without a head, you sense the world around through innate magic. You have the following traits.

- You can see and hear magically within a range of 60 feet. You cannot hear or see anything out of this range.
- You can't eat food, but can consume potions pouring by them into your ghostly fire.
- You can also telepathically communicate with any creature within 60 feet that shares a language with you. If your telepathy range increases, so do your magical eyesight and hearing.
- You can don a helmet or similar piece of armor, if it can be attached to your chest armor or clothes, but you can't wear items like glasses, earrings or similar equipment.
- You do not have a sense of smell and can't speak. You ignore the verbal component of any spell you cast.
- You are immune to the Blinded and Deafened condition.
- As an action, you can focus your sense for 1 minute. During this time you can see invisible creatures and automatically discern illusions. Once you use this trait, you cannot use it again until you complete a long rest.

Burning Renewal. When you are destroyed, your body turns to ash, leaving behind your equipment. You then manifest as a spectral image of yourself. The image has the statistics of a **Spectre**, but you retain your alignment and personality. If your image is destroyed, you die permanently. You then have 24 hours to find a Large or bigger pyre of fire to regenerate your body. The pyre must be non magical. To be reborn, you must commune with the fire for at least one hour, standing within 10 feet of it. You cannot do anything else and must not be interrupted while doing so. Additionally the fire must keep burning and, while you commune with it, the flames turn to a blueish or greenish color. At the end of the process, the pyre explodes with a thundering roar and your physical form is restored within 10 feet of it.

Gold Vulnerability. As a dullahan, your mortal weakness is gold. While you are within 30 feet of at least 12.4 kg or 438.9 ounces of gold, you have disadvantage on ability checks, attack rolls and saving throws.

LICH

Unlike many other undead, lichs most often choose undeath voluntarily. By definition, a lich is a creature whose soul is contained in a specially crafted artifact called a philactery. While the souls remains there, a lich becomes immune to death by old age and its mortal shell starts to slowly rot, but still functions perfectly. To sustain its immortality, a lich must feed souls to its philactery: doing so allows its body to reform next to it even if it is reduced to ash by a disintegrate spell. The art to manufacture such an object is tricky though, and only the most potent spellcaster can display such a feat. Additionally, the slightest error could cost a lich its powers. Not all lichs are volunteers however, and there are even tales of mortal that became lichs by having their souls absorbed into a philactery and swapping place with their original (and very unlucky) owner.

Ability Score Increase. Your Intelligence score increases by 2.

Appearance. Most lichs look like rotting corpses. However, depending on how often and how strong are the souls they feed to their philacteries, they may retain a more ordinary appearance.

Philactery. You have a special artifact that serves as your philactery. A philactery is traditionally an Amulet in the shape of a small box, but it can take the form of any item possessing an interior space into which arcane sigils of naming, binding, immortality, and dark magic are scribed in silver. A philactery can contain only one trapped soul at any time.

Soul Sacrifice. The connection to your philactery grants you the knowledge of a special ritual to feed it. This ritual requires an hour (you can perform it during a short rest), one creature to sacrifice with a number of Hit Dices at least equal to your character level and one gem worth 50 gp per Hit Die of the victim. Both your philactery and your ritual's target must be within 10 feet of you while you perform it. At the end of the ritual, the victim's soul is trapped inside of your philactery and the gems turn to dust.

Death and Restorion. When you are destroyed your body turns to ash, leaving behind only your magic items, and your consciousness returns to the philactery if it is not prevented from traveling the planes. You can then consume the soul stored inside it (if there is any) to reform within 10 feet of the philactery 24 later. A soul consumed this way is lost forever and can be recovered only by divine intervention. If your philactery contains no soul when your spirit enter it, you enter a dormant state until you can obtain a soul with your Trap Soul feature or someone else restores you appropriately. If your philactery is broken you are permanently destroyed, no matter if your consciousness is inside of it or not.

Trap Soul. While your consciousness is inside your philactery and it contains no trapped soul, if a creature with a number of Hit Dices at least equal to your character level that possess a soul dies while within 30 feet of it or touches it, you can try to trap it. That creature must make an Intelligence saving throw against a DC determined by the following formula:

[8 + your proficiency modifier + your Intelligence modifier].

On a failure, the soul becomes trapped inside your philactery. On a success nothing happens and you cannot try to trap that soul again for the next 24 hours.

MUMMY

Mummies are a type of undead rare in most regions, because the dark secrets to create one are well guarded by the few cultures that possess them. Their origin and motives vary: some are powerful individuals trying to escape oblivion, while others are criminal and wrongdoers cursed to undeath as a punishment. Whatever their background may be, mummies are bound by their bandages inscribed in runes that preserve them. Upon those, in fact, are written the condition to rise and the purpose in death of the specific individual, and without them they will crumble into dust. Even if they are an uncommon sight for adventurers, many knows the fact that the glare of a mummy can inspire uncontrollable fear even in the most brave of heroes.

Ability Score Increase. Your Wisdom score increases by 1. One other score of your choice, except Constitution, increases by 1.

Appearance. Mummies are humanoid completely or almost completely covered in bandages, usually made of linen or similar fabric and covered in runes. Materials and motives may vary from one individual to another, but the concept always remains the same. Under the bandages, the state of the corpse may also differ depending on the procedure to create the mummy itself.

Dreadful Glare. As a bonus action, you can inspire terror into a creature you can see and that can see you within 60 feet of you. The target must make a Wisdom saving throw against a DC calculated as follows: **[8 + your proficiency bonus + your Wisdom modifier]**. On a failure the target becomes frightened of you until the end of your next turn. If the target fails the saving throw by 5 or more, it is also Paralyzed for the same Duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies, but not mummy lords, for the next 24 hours. You can use this feature a number of times equal to your Wisdom modifier (minimum 1).

Bound by Bandages. As a mummy, your existence is bound to the runes on your bandages. Work with your DM to determine the circumstances of your awakening and your purpose as an undead.

When you accumulate 3 or more death saves failures, instead of being destroyed you enter a state of paralysis. You reawaken again with 1 hit point when the circumstances of your awakening, as determined by your bandages, are met (they could be, for example, a specific ritual, string of words or time of the year). During that time, however, your bandages can be destroyed if soaked in holy water inside an anti-magic field. They cannot be destroyed otherwise unless by a wish spell or divine intervention. If your body is destroyed, it magically reforms at the time of your next awakening.

REVENANT

Revenants are damned souls, forced to walk the lands of mortal by the weight of their sins and failures. When a hero falls prematurely without completing his quest or dies turning his back on the light, he may rise again as a revenant. Both the powers of good and evil can rise a revenant, depending of what they want to bestow: a curse to endure until eternity or a second chance to redeem oneself. Most revenant endure an existence drenched in sorrow and pain, but even most wicked of them has a chance of salvation.

Ability Score Increase. Two scores of your choice, except Constitution, increase by one.

Appearance. The aspect of revenants varies widely, depending on the circumstances of their death. Those who retain their flesh may appear pale and wrinkled, with their death wounds still open but inert. Other are just walking skeletons, inspiring fear in mortals with burning lights where their eyes used to be.

Undeath with a Purpose. Until your goal is fulfilled or your curse is lifted in some way, you are incredibly hard to kill. Work with your DM to determine the exact circumstances of your death and the nature of your undeath. Until your purpose is not fulfilled, you can fail up to ten death saves before you are permanently destroyed. Once it is, however, you are destroyed permanently and cannot be brought back to life.

VAMPIRE

One of the most notorious type of undead, vampires are the ultimate predators of the night. The extent of their powers varies from culture to culture, and so do the many legends about their origins. All of them however agree on three facts: their thirst for humanoid blood, their power to charm someone with a single glance and their deadly vulnerability to sunlight.

Ability Score Increase. Your Charisma score increases by 1. One other score of your choice, except Constitution, increases by 1.

Appearance. Unlike other undead, vampires are hard to distinguish from their mortal counterparts. Most retain their former appearance with just minor differences, like slightly pointed ears or reddish eyes. However all vampires share their distinctive sharp canines, which an acute observer can spot for an early warning, if it is not already too late.

Bloodthirst. You can drain blood and life energy from a willing creature, or one that is grappled by you, incapacitated, or restrained. Make a melee attack against the target. If you hit, you deal 1 piercing damage and 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Blood Surge. When you drain blood with your Bloodthirst ability, you experience a surge of vitality. Your speed increases by 10 feet, and you gain advantage on Strength and Dexterity checks and saving throws for 1 minute.

Blood Dependency. As a vampire, you do need to sustain your existence on the blood of other living creatures: if seven days pass without feeding, you suffer one level of exhaustion every 24 hours. These levels of exhaustion cannot be removed in any way except by feeding (one use of your Bloodthirst ability or one vial of blood, the equivalent of a potion, removes one level of exhaustion gained this way). You do not sleep, but need to meditate at least 4 hours to gain the benefits of a long rest.

Superior Darkvision. Your Darkvision has a radius of 120 feet.

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

Vampiric Powers. You know the friends cantrip and can cast it without components. When you reach 3rd level, you can cast charm person without components once per long rest. When you reach 5th level, you can cast misty step without components once per long rest. Charisma is your spellcasting ability for these spells.

Vampiric Weaknesses. Sunlight is your worst enemy. While exposed to sunlight, you have disadvantage on ability checks and attack rolls, if you drop to 0 hit points you are instantly destroyed, you cannot regain hit points and take 10 points of radiant damage at the start of your turn.

WHY THERE IS NO BASE RACE DISTINCTION?

For simplicity's sake. The undead races option presented in this document represent the most common creature of that type that anyone could find. To obtain this synthesis however I, the author, had to simplify things a bit. Taking into account each and every race of the Player's Handbook alone would have required a much more complicated approach.

Want more personality? Work with your DM to add even more flavour to your character, if you so desire, and stress the importance of their original race. You are a Revenant Dragonborn? Why not change your breath weapon damage to necrotic, as suggested in "Unearthed Arcana: Gothic Heroes"? The possibilities are endless!



FEATS

You must fulfill the prerequisites to select some of these feats. You can select a feat if you meet the prerequisite as you are gaining that same level.

UNDEAD FEATS

Name	Prerequisite
Children of the Night	Vampire, Charisma 12 or higher
Consume Souls	Lich, Intelligence 15 or higher
Cursed Bite	Vampire, Charisma 12 or higher
Dominating Gaze	Vampire, Charisma 15 or higher
Ghost Walk	Dullahan or Revenant
Ghost Rider	Dullahan
Mist Form	Vampire
Regenerative Surge	None
Shape Changer	Vampire, Charisma 12 or higher
Spectral Mind	Any undead, non-Dullahan
Touch of Malady	Mummy
Touch of Frost	Lich or Revenant
Turn Resistance	None

CHILDREN OF THE NIGHT

Prerequisite: Vampire, Charisma 12 or higher

You can command creatures of the night to serve as your allies. You gain the following benefits.

- One ability score of your choice increases by 1, up to a maximum of 20.
- As an action, you call 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, you can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as your allies and obeying your spoken commands. The Beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a Bonus Action. Once you use this feature, you cannot use it again until you finish a long rest.

CONSUME SOULS

Prerequisite: Lich, Intelligence 15 or higher

You have the ability to drain energy from fallen foes. You gain the following benefit.

- Your Intelligence score increases by one, up to a maximum of 20.
- Whenever a creature dies while within 30 feet of you, you can use your reaction to gain a number of temporary hit points equal to **[your proficiency bonus plus your Intelligence modifier]**. You can use this feature a number of times equal to your Intelligence modifier, then you have to finish a long rest to use this feature again.

CURSED BITE

Prerequisite: Vampire, Charisma 12 or higher

Your bite carries a curse, and foes killed by it rise as minions under your command. You gain the following benefits.

- One ability score of your choice increases by 1, up to a maximum of 20.
- When a creature drops to 0 hit points after taking damage from your Bloodthirst trait in the same turn, that creature rises as a undead minion at the end of your next turn. The minion uses the statistics of a Zombie, acts immediately after your turn, obeys your mental commands and can use only its action for the Attack option. The minion turns into ash after it drops to 0 hit points, it is exposed to sunlight or takes any amount of radiant damage. You can have a number of minions at any time equal to your Charisma modifier. If you create a new minion while at your limit, an older one of your choice turns into ash.

DOMINATING GAZE

Prerequisite: Vampire, Charisma 15 or higher

You have mastered the power of manipulation and can enslave a mortal with just a glance. You gain the following benefits.

- Your Charisma score increases by one, up to a maximum of 20.
- As an action, you can target one humanoid or beast you can see within 30 ft. of you. If the target can see you, the target must succeed on a DC 17 Wisdom saving throw against this magic or be Charmed by you. The Charmed target regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or Actions in the most favorable way it can, and it is a willing target for your Bloodthirst feature. Each time you or your companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you are destroyed, are on a different plane of existence than the target, or take a Bonus Action to end the effect. If the target succeed the saving throw, it cannot be charmed by you for the next 24 hours. You can have only one creature charmed this way at any time. If you charm a creature while another is under the effects of this feature, the condition on that creature immediately ends.

GHOST WALK

Prerequisite: Dullahan or Revenant, Charisma 13 or higher

You have the ability to briefly transit to the Ethereal Plane. You gain the following benefits.

- One ability score of your choice increases by 1, up to a maximum of 20.
- As an action, you can shift (or come back from) to the Ethereal Plane. While on the Border Ethereal, you are visible but cannot interact with anything on the Material Plane. The shift lasts until the end of your next turn. You can traverse solid objects but cannot traverse magic barriers or force effects. Once you use this feature, you cannot use it again until you finish a short or long rest.

GHOST RIDER

Prerequisite: Dullahan

You have obtained the faithful service of a spectral horse. You gain the following benefits.

- One ability score of your choice increases by 1, up to a maximum of 20.
- You can use your action to create a phantom steed to serve as your faithful mount. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the Equipment created by this feature vanishes in a Puff Of Smoke if it is carried more than 10 feet away from the steed. It uses the statistics of a Riding Horse. It disappears when it drops to 0 hit points, it is more than 30 feet away from you, you dismiss it with an action or when sunrise comes. You can have only one steed created this way at any time, and cannot summon a new one until the previous one has expired.

MIST FORM

Prerequisite: Vampire

Your mastery over your vampiric powers increases. You gain the following benefits.

- One ability score of your choice increases by 1, up to a maximum of 20.
- You can use an action to polymorph into a Medium Cloud of Mist or back into your true form. Your statistics are unchanged with the following exceptions: you gain a flying speed equal to your walking speed, you cannot attack or cast spells, you can squeeze through very tight spaces if air could normally traverse them, you become immune to non magical damage and you gain advantage on Strength, Dexterity and Constitution saving throws. Any equipment you are wearing or carrying is transformed with you. The transformation lasts until you revert back or 1 hour passes. You cannot use this feature while exposed to sunlight. Once you use this feature, you cannot use it again until you finish a short rest.

REGENERATIVE SURGE

Prerequisite: any undead, Constitution 13 or higher

You have the ability to channel your regenerative powers, healing even faster. You gain the following benefits.

- Your Constitution score increases by one, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

SHAPE CHANGER

Prerequisite: Vampire, Charisma 12 or higher

You have mastered the power of the beast within. You gain the following benefits.

- One ability score of your choice increases by 1, up to a maximum of 20.
- You can use an action to polymorph into a Medium wolf, Large bat, a Tiny bat or Large worg or back into your true form. Your statistics are the same in each form. Any equipment you are wearing or carrying is transformed with you. You cannot use this feature while exposed to sunlight. Once you use this feature, you cannot use it again until you finish a short rest.

SPECTRAL MIND

Prerequisite: any non-Dullahan undead

You have the ability to touch the minds of other creatures. You gain the following benefits.

- Your Intelligence score increases by one, up to a maximum of 20.
- You gain the ability to communicate telepathically with other creatures within 30 feet. You and that creature must have one language in common to understand each other. You can speak this way with one creature at a time. If you already have telepathy, its range increases by 30 feet.

TOUCH OF MALADY

Prerequisite: Mummy

Your touch corrupts the flesh of your enemies, inhibiting their ability to heal. You gain the following benefits.

- Your Strength or Constitution score increases by one, up to a maximum of 20.
- Whenever you hit an enemy with a melee attack, you can curse it as a reaction. The curse lasts for one hour or until dispelled. While cursed this way, whenever the targets regain hit points, that amount is reduced by a number equal to (your proficiency modifier + your Charisma modifier). You can use this feature a number of times equal to your Charisma modifier, then you have to finish a long rest to use this feature again. This feature has no effects on Constructs or similar creatures.

TOUCH OF FROST

Prerequisite: Lich or Revenant

Your touch chills your enemies, hindering their speed and movements. You gain the following benefits.

- Your Strength or Constitution score increases by one, up to a maximum of 20.
- Whenever you hit an enemy with a melee attack, you can curse it as a reaction. The curse lasts for one hour or until dispelled. While cursed this way, the target's speed is reduced by a number equal to (your proficiency modifier + your Charisma modifier). Additionally the target cannot use the Disengage action. You can use this feature a number of times equal to your Charisma modifier, then you have to finish a long rest to use this feature again.

TURN RESISTANCE

Prerequisite: any undead

You have strengthened yourself against the powers of clerics and paladins. You gain the following benefits.

- Your Intelligence, Wisdom or Charisma score increases by one, up to a maximum of 20.
- You gain advantage on saving throws to resist the Turn Undead feature of clerics and paladins.
- As a reaction before taking damage, you can suppress your vulnerability to radiant damage until the start of your next turn. Once you use this feature, you cannot use it again until you finish a long rest.

CLASS OPTIONS

This chapter introduces a new subclass, the College of Eulogies for Bards, and two variant subclasses: the Death Knight, a variant of the Eldritch Knight for the fighter, and the Totem of the Vulture, a new totem for Totem Warrior Barbarian.

WHAT ABOUT OTHER CLASSES?

The classes not listed here already possess feasible subclasses for an undead-themed campaign. For example, clerics have access to the Death and Grave Domains, Oathbreaker paladins have awesome synergies with undead and so forth. If you want to know more, read the *Unearthed Arcana* supplements by Wizard of the Coast, they are available for free on their website!

BARBARIAN

As it is, the barbarian class lacks a real connection with the theme of death and necromancy since it is the only class with no access to spells in any way. However, it is possible to find a spiritual connection by looking at one of nature's supreme scavengers: the vulture.

TOTEM WARRIOR VARIANT: THE VULTURE

The vulture is a majestic beast with strong beak and large wings that feed on the dead and the weak. These traits, together with its amazing sense of smell, make it a natural idol of worship for many tribes who admire its capabilities.

TOTEM SPIRIT

Vulture. While raging, if you score a critical hit or a creature drops to 0 hit points after you hit it with a melee attack, you gain a number of temporary hit points equal to your Constitution modifier. The spirit of the vulture grants you endurance when you prey on the weak.

ASPECT OF THE BEAST

Vulture. You gain the amazing olfactory sense of the vulture. You gain advantage on Perception (Wisdom) checks to sense and discern smells, and you can smell and track the presence of carrions up to 1 mile away.

TOTEMIC ATTUNEENT

Vulture. While raging, if you score a critical hit or a creature drops to 0 hit points after you hit it with a melee attack, you can use a bonus action to make an additional melee weapon attack against an enemy in range.

BARD

Bards obtain a new connection to the powers of death and the afterlife through the new subclass presented here, the College of Eulogies.

COLLEGE OF EULOGIES

Bards from the College of Eulogies are called dirge singers, and celebrate the deeds of the dead or mourn the recently passed.

Despite the fact that often their songs are filled with sadness or sorrow, some of them use their powers to comfort the living by remembering their lost loved ones and assure the dead rest peacefully. Others, on the other hand, exploit this connection to deceive people and, some say, stir the recent dead from their sleep to do their bidding.

COLLEGE OF EULOGIES FEATURES

Bard Level	Feature
3rd	Funerary Rites, Song of Sorrow
6th	Litany for the Dead
14th	Call from Beyond

FUNERARY RITES

Your extensive study of burial rites and songs grants you the following benefits.

- You gain proficiency in the Religion skill. If you already had proficiency in that skill, you add double your proficiency bonus to checks for that skill.
- You learn the *Spare the Dying* and *Toll the Dead* cantrips. They are considered a bard spell for you, and do not count towards your cantrips known limit.
- You learn the *Gentle Repose* spell and can cast it as a ritual. It is considered a bard spell for you, and does not count towards your spell known limit.

SONG OF SORROW

You have learned to imbue your spells with power from the afterlife, be it for putting the dead to rest again or slay the living. When you deal damage with a spell of 1st level or higher, you can expend one use of Bardic Inspiration to deal an additional 1d10 necrotic or radiant damage (your choice) to the target. Additionally, that target cannot regain hit points until the end of its next turn. You can do so only once per round on your turn. The damage increases when you reach certain levels in this class, increasing to 2d10 at 5th level, 3d10 at 10th level, and 4d10 at 15th level.

LITANY FOR THE DEAD

You know special songs and rituals you can perform to stir or put to rest the dead. You gain the following benefits:

- You learn the *Animate Dead* spell. It is considered a bard spell for you, and does not count towards your spells known limit.
- As an action, you can perform a turning exorcism. Each undead that can see or hear you within 60 feet must make a Wisdom saving throw against your spellcasting DC. On a failure, a target becomes Incapacitated and its speed becomes zero for 1 minute or until it takes any damage. If the target's CR is 1/2 or lower, you can have its hit points drop to 0 instead. On a success, the target is not incapacitated and its speed is reduced by half until the end of its next turn. Once you use this feature, you cannot use it again until you finish a long rest.

CALL FROM BEYOND

Your experience in dealing with souls from the afterlife and telling their stories grants you the ability to call on a spirit for aid. To do so, you must perform a ritual of 1 minute that includes decanting the deeds of heroes or telling legends specific to a certain region or argument your character knows of. This may require some research, at the the discretion of your DM. Once the performance is completed, a spirit appears before you. It uses the statistics of a **Ghost**. The spirit belongs to a being who partecipated in the tales you told, witnessed them or was involved in some other way (at the discretion of your DM). You can have the spirit answer truthfully, at the best of its capabilities, to up to 5 questions or aid you in battle or in some other way for the next hour. Depending on the spirit, it could ask you to perform a task for it, like recovering a certain personal possession or speak to a living relative, after offering its services. If that is the case, you have a week time limit to keep on your end of the agreement. If you do not do so, the spirit becomes hostile to you and may come to haunt you in the future at any time. Once you use this feature, you cannot use it again until you finish a long rest. Additionally, you can have only one agreement with any spirit at any time.

FIGHTER

Fighter that desire to harness the powers of necromancy can select the Eldritch Knight variant presented below: the Death Knight.

ELDRITCH KNIGHT VARIANT: DEATH KNIGHT

Death Knights are fighters that mix their battle prowess with the powers of the grave. Unlike regular Eldritch Knights, they study necromancy spells and other specific incantations to weaken their enemies and rise the dead from the grave. Some do so fight fire with fire, while others are wicked marauders bent only on power.

DEATH KNIGHT SPELL LIST

Instead of choosing its spells from the abjuration of evocation schools, the Death Knight has its own spell list, as presented below. The other class features are unchanged.

DEATH KNIGHT SPELLS

Level Spells

- 1st Burning Hands, Cause Fear, Chromatic Orb, Expeditious Retreat, False Life, Fog Cloud, Ice Knife, Magic Missile, Protection from Evil and Good, Ray of Sickness, Snare, Witch Bolt
- 2nd Acid Arrow, Aganazzar's Scorchers, Blindness/Deafness, Darkness, Dragon's Breath, Hold Person, Levitate, Magic Weapon, Misty Step, Ray of Enfeeblement, Shadow Blade, Spider Climb
- 3rd Animate Dead, Bestow Curse, Counterspell, Dispel Magic, Fear, Fireball, Fly, Gaseous Form, Haste, Life Transference, Lightning Bolt, Phantom Steed, Slow, Summon Lesser Demons, Vampiric Touch
- 4th Banishment, Blight, Evard's Black Tentacles, Fire Shield, Ice Storm, Phantasmal Killer, Wall of Fire



SPELLS

The spells are presented in alphabetical order. Each spell has its class of pertinence stated in the description.

BANE OF THE UNDYING

3rd level Conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Wizard

A 20-foot-radius sphere of fog appears within range of you until a wind of at least 10 miles per hour blows it away, or until the spell ends. The fog is centered on a point you choose, spreading around corners and lightly obscuring the area it fills and preventing creatures inside from regaining hit points in any way. If a creature leaves the area they still cannot regain any hit points until the end of their next turn.

CONJURE UNDEAD MINIONS

3rd-level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: S, V, M (a humanoid tooth for each summoned creature, which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Cleric, Sorcerer, Wizard

You summon undead creatures that emerge from the ground and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One Undead of Challenge rating 2 or lower
- Two Undead of Challenge rating 1 or lower
- Four Undead of Challenge rating 1/2 or lower
- Eight Undead of Challenge rating 1/4 or lower

Each undead disappears when it drops to 0 Hit Points or when the spell ends, crumbling into dust. The summoned undead creatures must be corporeal, like zombies, skeletons or ghouls; they cannot be incorporeal like ghosts or spectres.

The summoned creatures are friendly to you and your companions. Roll Initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no Actions.

The DM has the creatures' Statistics.

At Higher Levels. When you cast this spell using certain higher-level Spell Slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

MASS RESTORE UNDEAD

5th-level Necromancy

Casting Time: 1 action

Range: 60 feet

Components: S, V

Duration: Instantaneous

Classes: Cleric, Sorcerer, Wizard

A wave of dark energy washes out from a point of your choice within range. Choose up to six undead creatures in a 30-foot-radius Sphere centered on that point.

Each target regains Hit Points equal to $3d8 +$ your Spellcasting Ability modifier. The targets also gain resistance on saving throws against turn attempts until the end of their next turn. This spell has no effect on living creatures or constructs. **At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the Healing increases by $1d8$ for each slot level above 5th.

PURIFYING FLAMES

Necromancy Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Druid, Sorcerer, Wizard

The target must succeed a Wisdom saving throw. On a failure, a white flame of radiant energy erupts from inside dealing $1d6$ radiant damage. If the target is an undead creature, the fire consumes it, dealing an additional $1d6$ damage at the start of your next turn and causing it to emit light like a torch until then. The spell can target an additional creature at 5th level, 11th level and 17th within 30 feet of the original target.

RESTORE UNDEAD

1st-level Necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Cleric, Sorcerer, Wizard

An undead creature you touch regains a number of hit points equal to $1d8 +$ your spellcasting ability modifier and gains advantage on saving throws against turn attempts until the end of its next turn. This spell has no effect on living creatures or constructs. **At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by $1d8$ for each slot level above 1st.

MONSTERS' STAT BLOCKS

This chapter introduces new undead creatures. They are listed in alphabetical order.

HORDE OF ZOMBIES

An horde of Zombies is exactly what one would expect: a massive number of humanoid undead clump together and moving more or less like a single entity. Zombies can behave this way for a number of reasons: they may have been created all together and given the same task or may be controlled by a sort of hive mind. No matter the reason, an Horde of Zombies is very dangerous, although very slow. Any unprepared adventurer falling to it only replenishes its numbers, making it even more dangerous.

HORDE OF ZOMBIES

Armor Class 8
Hit Points 112 (15d8 + 45)
Speed 20 ft.

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

Damage Resistances bludgeoning, slashing and piercing from nonmagical attacks

Damage Immunities poison

Condition Immunities blinded, deafened, charmed, paralyzed, petrified, prone, restrained, poisoned, stunned

Senses passive Perception 8

Languages -

Challenge 3 (700 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium humanoid. The swarm can't regain Hit Points or gain Temporary Hit Points.

Overwhelm. Other creatures can move through the Horde of Zombies, but a creature that does so is subjected to the horde's Surround and has disadvantage on the saving throw. A creature within 5 feet of the Horde of Zombies can take an action to pull a creature out of the horde. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 3d6 bludgeoning damage. The Horde of Zombies can hold only one Large creature or up to four Medium creatures inside it at any time.

Huge swarm of Medium undead, neutral evil

Endless Numbers. If an humanoid of size Medium or smaller dies as a result from an attack from the Horde of Zombies, its corpse reanimate and joins the Horde. That creature is now part of the swarm and the Horde of Zombies hit point maximum increases by 10, up to a maximum number equal to the double of its starting hit points when it was created. It also regains 10 hit points.

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 13 (3d6 + 2) piercing damage

Surround. The Horde of Zombies moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the horde enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the horde. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the horde enters the creature's space, and the creature takes 10 (3d6) bludgeoning damage and is surrounded. The surrounded creature is Blinded, Restrained, and takes 21, 6d6, bludgeoning damage at the start of each of the horde's turns. When the horde moves, the surrounded creature moves with it. An surrounded creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the surrounded.

UNDEAD ABOMINATION

An Undead Abomination is an horrible sight to behold: a mass of interlocked body parts or entire bodies stitched together or fused by rampant magic. They are often the result of experiments gone wrong or the most wicked of dark rituals. The secrets to create one however are jealously kept or very well hidden, luckily for the world of the living.

UNDEAD ABOMINATION

Armor Class 14 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	20 (+5)	8 (-1)	8 (-1)	4 (-3)

Saving Throws. Str +9, Con +8

Damage Resistances: acid, necrotic, psychic

Damage Immunities: poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 9

Languages Understands one language its creator knew, can't speak

Challenge 8 (3900 XP)

Disgusted by Light. While the Undead Abomination is exposed to sunlight, it gains disadvantage on attack rolls, ability checks and saving throws until the end of its next turn.

Siege Monster. The Undead Abomination deals double damage to objects and structures.

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

Large undead, chaotic evil

Undead Nature. The Undead Abomination does not need to breathe, eat or sleep. It cannot be put to sleep in any way.

Actions

Multiattack The Undead Abomination makes two melee attacks.

Charge. The Undead Abomination moves up to its speed and makes a Slam attack. If the attack hits, the target must succeed a Strength saving throw against a DC of 17 or become Prone.

Slam. Melee Weapon Attack: +9 to hit, reach 10ft., one target. *Hit* 5 (3d10 + 6) bludgeoning damage. If the target hit is a creature of Medium size or smaller, the Undead Abomination can grapple it. It can be grappling up to two creatures this way at any time. A grappled creature can try to break free with Strength or Dexterity check against a DC of 17.

Vomit Acid (Recharge 5-6). The Undead Abomination exhales a blast of acid vomit in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.