THE KHYBER KHRONICLE

LONG SHADOWS EDITION

The Influence of Droaam

Zombies!!

Shadow Cleric Domain

Travel into the Shadow Marches

Necromancer Class

GUILD

New Adventure, Spells, Monsters, and More

THE KHYBER KHRONICLE

MOUNT OGDEN
GAMING COMPANY

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Long Shadows

Written by Dave Knighton

By the candlelight, Aureon had finally found the tome. The desire for knowledge pushed him to open it, despite the fear of the unknown. In fact, it was this fear that drove him to continue his quest, the fear of truths not known to him was more pressing than anything else in his mind.

The spine of the old book groaned as he drew open the ancient manuscript as Aureon began to read. Muttering the first arcane spell, an aura of darkness began to envelop him. Without blinking he continued the incantation, not knowing the consequences that would follow, nor caring. As he finished the darkness crept off him. Turning away from the table which he read, a black visage stood, mimicking his every move. It briefly danced in the candlelight before taking on a life of its own. The Shadow was born.

The darkness brought into the world by Aureon during those first spells cast stole his shadow to use as a vessel to roam freely throughout Eberron. With this new-found freedom, the Shadow is now believed to lurk through the dark spaces of the world, bringing dread and despair, creating monsters, and granting power to those that wish to do the same.

During the time of Long Shadows, three days in the month of Vult, dark magic is at its peak. More feared than Wildnight, this is a time where most sane individuals stay indoors around a warm, bright, fire and avoid the dark recesses.

There are those that hold the 26th-28th of Vult in high reverence and use it as a time to fuel their sinister magic from the god of corruption. Many of the monstrous races of Droaam and the Shadow Marches worship the Shadow and believe these nights belong to them. These minions of the dark rise-up out of the shadows to prey on those fool-hearty enough to ignore the legends while the human wizards and sorcerers use this heightened power to complete rituals most foul.

Adventure Hooks:

- Deep within Droaam, the sorcerer, Soranda Toppe, has gathered a small army or half-orcs loyal to her patron, the Shadow, in order to call upon the dark magic of the Long Shadows to complete an eldritch machine. The Lord Mayor of Sharn has called upon you to search out Soranda as she was one of their trusted advisors and, with any luck, bring her in alive. Is it to face justice, or is there something more sinister afoot?

- A representative from a group of Karrnen settlers attempting to build within the Icewood's has called upon you to meet with him. Madborn have been attacking their new settlement, and in growing frequency approaching Long Shadows. It's feared that there is something stronger than just the Madstone at play. A wizard named Garrick Erdei has found an ancient arcane spell to harness the powers of the first arcane spell cast. The ritual must be performed at the height of Long Shadows. Garrick has found a way to control the Madborn in order to protect him while he prepares these dark rights. Is he working alone, or are there members of the settlers working with him?

THE DREAD MACHINE OF ROKXEK

A 2–6 hour adventure for levels 1–4
written and designed by David Morris

While searching for fragments of the Draconic Prophecy, you discover that an orc necromancer has found the ancient daelkyr ruins first. Can you make their way past his unliving servants in time to stop his infernal machine from opening the way to Mabar!

Glumtown is in the southern reaches of the Shadow Marches. A swampy forsaken land, the Shadow Marches are home to many orcs and to lesser degree humans and half-orcs. The orcs of the Marches live a simple and rustic life, not unlike humans in rural places throughout Khorvaire. The Shadow Marches are somehow closer to **Xoriat** than other regions on Eberron and there are places where magic behaves unexpectedly. Glumtown survives by harvesting the Eberron Dragonshards in the fields to the northeast. These Dragonshards are not simple to harvest, and so large mining operations are hindered.

Xoriat, the Realm of Madness. Xoriat is the home of the daelkyr and other strange beasts that defy all reason. Just viewing Xoriat through a portal is enough to break minds and visiting the plane is sure to leave any visitor in a permanent state of insanity. Xoriat once invaded Khorvaire, but its forces were pushed back and sealed in their dimension by the Gatekeeper druids.

The **University of Wynarn** has learned of a sunken daelkyr ruin that is said to hold lost passages of the Draconic Prophecy that are rumored to reveal the time and place where Eberron will be most vulnerable to another daelkyr invasion. They have hired adventurers to escort them to the ruins and defend them while they examine the site.

Little do they know that an orc necromancer, **Rokxek** a servant of the **Emerald Claw** also sought a Draconic Prophecy found in the ruins outside Glumtown. Rokxek has already found the ruins and entered the heart of the old fortress. His undead servants guard him while he uses the information he has uncovered to construct an artifact that will create a permanent manifest zone of **Mabar**. This feat can only be achieved during the Long Shadows.

Mabar, the Endless Night. Mabar is a plain of darkness. No light exists in Mabar and all light sources brought there are quickly extinguished. The realm is saturated with negative energy and undead are linked to this dimension.

Part 1. Trouble in Glumtown

The characters arrive in Glumtown by wagon with the University representatives. The town is quiet, and the stilted buildings have their doors and windows closed. From one of the larger huts, the characters spot someone watching them who hurries to hide back inside. Whether they approach or not, they notice the dead begin to rise in the swamp around them. The wagon is being floated with the horses inside. There is no fast way to flee. The area of the zombie horde should be shaped around the party so that as many of them as possible are sharing its space.

The wagon and University representatives are not able to run from the horde and need to be defended or they will be consumed. If you want to make the threat more challenging you can have some of the horde's squares be adjacent to the wagon and threaten the researchers. The stats for the horde are found at the end of the adventure.

Once the party has escaped or defeated the zombie horde, they can approach the huts. The orcs inside are scared and hiding from the zombies. They can reveal the following to the party.

- A stranger came into town and was asking around about some nearby ruins.

- The stranger left soon, but two days later the zombies arrived.

- The zombies didn't pursue us to our houses, but some did carry off Khyber crystals towards the ruins.

The **Gatekeeper druid**, **Tuqree**, sits in meditation in one of the buildings. She is focused on holding the nearby Xoriat manifest zone at bay as the dread machine disturbs the protections keeping it suppressed. The villagers will introduce the party, but Tuqree is too focused and will not speak with them. If she is forced to stop her meditation, the dampening tree withers and dies inside the ruins.

Adjusting the Scene
For weaker parties, lower the hordes current hit points and squares (remove one square for every 10 hp reduced) and for very weak parties use some of the hordes attacks as grapples.

A Growing Storm

If the below three events happen, the **dread machine** activation is inevitable, but the characters can still defeat Rokxek, recover the Draconic Prophecy, and escape the ruins. Before all three have happened, the characters can stop the machine from being started. The party may take a long rest before these three events occur, however, if they take one after the final three events are fulfilled, the Shadow Marshes have a much larger problem.

The events are;

- If the zombies can return to the ruins with the Khyber crystals the dread machine is at full power. A low humming can be heard throughout the ruins. Any necrotic damage dealt within the ruins ignore resistance.

- If the prisoners in the dungeon are not saved. The dread machine feeds upon their life force. Dark veins of energy course over the stones of the ruins. The connection to Mabar increases and all healing spells have their effectiveness reduced by 50%.

- If the Xoriat Manifest Zone dampening tree is destroyed. Shapes and colors begin to twist in the edges of the character's vision. The Xoriat manifest zone is no longer contained. All spells cast of 1st level or higher cause a roll on the Wild Magic table in the *Player's Handbook.*

Things get progressively worse from here. The below three events each trigger a new change to the situation and the party is in increasing danger. Remember that these events do not trigger if the party was able to stop any of the three events above.

- The **allip** librarian appears in Area 12 and begins to research how to help throw the door to Mabar open. If the characters don't defeat the librarian add one **shadow** to each encounter for the rest of the adventure. This event begins once the party reaches Area 10 and takes place 1 minute after they enter that room.

- The party is trapped in Area 13 by **ghosts** coming through the dread machine. If the characters fail to push them back, the spirits leave through the ground and head to Glumtown. There they attack and kill the village elder, the **Gatekeeper druid** who is holding back the Xoriat manifest zone. Reality begins to bend and twist inside the dungeon, making the entire area act as difficult terrain. The party must make a successful DC 13 **Constitution** saving throw or gain a level of exhaustion. This saving throw is made for every hour they remain in the ruins.

- The gate to Mabar is open in the summoning chamber once the party reached Area 18. They have three rounds to defeat Rokxek. If they fail to do that, at the beginning of round four, the power of Mabar reaches out and transforms Rokxek into a **lich**. The transformation takes one round. If the characters run, they are pursued by three shadows. If they stay Rokxek destroys them without mercy.

The Ruins

Zombie Miners

This group of five **zombies** can be found at the entrance the ruins collecting Khyber crystals that surrounding the entrance. If no one interferes with them they take the crystals inside. If they reach the summoning chamber, they can load the crystals into the machine. They are slower than the party, so it is possible to just get up ahead of them and enter the ruins. Just remember that if the party takes a short rest while in the ruins, this zombie group may come up behind them while they rest. The zombies have been ordered to deliver the crystals, so they will just shuffle along to follow the command, fighting only to protect themselves.

Area 1. The Entrance

The recently excavated entrance into the old ruins is cleared of much a debris for the most part, though some footprints do lead further inside.

Area 2. Prisoners of Despair

The door to this room has been wedged shut using pitons. It can be forced open with a successful DC 14 **Strength (Athletics)** check. Inside six **orcs** are being held prisoner. They are afraid and have three levels of exhaustion but are happy to see anyone that is alive. Their shackles can be opened with a successful DC 13 **Dexterity (Thieves Tools)** check or pulled off the wall with a successful DC 13 **Strength (Athletics)** check.

The prisoners were taken from Glumtown, but don't have much more information about the ruins or about the orc necromancer who abducted them.

Area 3.

This room is empty

Area 4. Out for a stroll

This room is haunted. With a **passive Perception** of 13, a character notices there are strange dark spots on the wall in the room ahead. A **passive Insight** of 14 allows a character to notice the feeling of despair emanating from the room. When the first character enters the room, bloody footprints appear randomly across the floor, walls, and ceiling. Characters witnessing this or moving through the room must succeed at a DC 13 **Charisma saving throw** or take 5 (1d10) psychic damage and is frightened. A character may attempt a DC 13 **Wisdom (Religion)** check to force the haunt out of the room.

Area 5. The Orb of Xoriat

A small tree grows between the shattered tiles of the floor in this room. The sound of rushing winds fills the space, the air is still.

The Gatekeeper druids planted this tree here to suppress the Xoriat manifest zone. It is a rare plant and there are no seeds present. If the tree is dug up or cut, it withers and dies, and the manifest zone is no longer suppressed. If the characters dig up the plant, there is a small crystal orb beneath worth 200 gold pieces.

Area 6. Collapsed Chambers

The hall to enter this area is partially collapsed. A small character can squeeze in with a successful DC 13 **Dexterity (Acrobatics)** or **Strength (Athletics)** check. On a failure, part of the ceiling collapses and the character must succeed at a DC 15 **Dexterity saving throw** or take 10 (3d6) bludgeoning damage and begins to suffocate until they are dug out with a successful DC 13 **Strength (Athletics)** check. The rooms are empty.

Area 7. The Grand Hall

The visages of horrific unnamable creatures line the walls in delicate bas-reliefs. The hall is empty.

Area 8. The Flooded Passage

Four **drowned ones** dwell here, previous explorers that died in this room to some creature that has since moved on. A secret door in the north wall can be seen with a successful DC 15 **Wisdom (Perception)** or **Intelligence (Investigation)**.

Area 9. Armory

This door to this room is locked and trapped. Opening the door requires a successful DC 13 **Dexterity (Thieves Tools)** check. The poison needle trap can be detected with a successful DC 13 **Intelligence (Investigation)** check and disabled with a successful DC 15 **Dexterity (Thieves Tools)** check.

If the trap is not detected, a character opening the door takes 3 (1d6) piercing damage and must succeed on a DC 15 **Constitution** saving throw taking 10 (2d10) poison damage and becoming poisoned on a failure. A character takes half damage and is not poisoned on a successful saving throw.

Inside the room are old and rusted weapons and armor. None are usable and are too damaged to be repaired with the mending spell. One spear appears to be undamaged and is a +1 Spear with a curved blade.

Area 10. The storehouse

This room was used to store equipment and ingredients for arcane experiments. Shelves and desks line the rooms as well as chests and crates. Strange multicolored mushrooms of various sizes grow on the floors, walls, and furniture. A successful DC 13 **Wisdom (Perception)** check allows a character to notice limbs of a corpse sticking out from under a large purple fungus.

Two **violet fungus** and 1 **gray ooze** reside in this room and attack when the characters enter.

In the chests and crates, the characters can find some valuables. It requires a successful DC 15 **Intelligence (Investigation)** check to find the chest with the valuables unless the players specifically destroy all the fungus. Inside is a 300 gold piece diamond, 2 scrolls of Aganazzar's Scorcher, 20 +1 arrows.

Keep track of how many rounds the combat took. It also takes one round for each roll to find the valuables and one round to collect everything. Once a character enters this room, the party has 10 rounds to reach Area 12. The Library and engage the allip. They do not have to defeat him, so long as they have attacked him on or before the 10th round.

Area 11. The laboratory

The tables and shelves in this room are cluttered with alchemical and arcane tools and supplies. Many of the equipment was recently used and are left scattered around. It takes five rounds for one character to collect all the supplies, clean them, and store them in their case. Multiple characters can work together to make it go faster. If the party takes the time to do so, they have an alchemists kit and 150 gold pieces worth of spell components.

Area 12. The Library

Floor to ceiling bookshelves line the walls in this room with a single large desk in the center. A dark wispy figure can be seen at the desk or tossing books aside looking for exactly what it needs. This is the allip the characters must prevent from completing its research. If the characters arrive here more than ten rounds after entering Area 10, the allip is gone and all that remains in this room are books strewn across the floor.

Area 13. Ghost Trap

A strange green energy swirls around the door at the other end of the room. After the party enters, the energy covers the walls, floor, and ceiling of the room (including the other door). Ghosts swim through the energy and come into and out of the room, moaning and howling at the characters. Each round, the characters must make a DC 13 **Charisma** saving throw or take 5 (1d10) psychic damage. If a character fails by 5 or more, they also age 1d4x10 years. The ghosts remain for 1d4+1 rounds before departing. The ghosts can be cast back into Mabar with a successful DC 15 **Wisdom (Religion)** check. The ghosts can also be sent back with Turn Undead, they have a +1 bonus to save against Turn Undead.

Area 14. Quarters

These rooms have old furnishings that are no longer useful.

Area 15. Quarters

These rooms have old furnishings that are no longer useful.

Area 16. Quarters

These rooms have old furnishings that are no longer useful.

Area 17. Preparation Room

This room is empty. The sounds of the Dread Machine thumping away can be heard along with the moans of the dead.

Area 18. The Summoning Chamber

Rokxek is in this room with his dread machine. He waits impatiently watching the machine or the spirits coming out of it. He is surprised to see the characters if they approached quietly unless another creature in the dungeon was able to warn him. The machine empowers Rokxek and whenever he falls it fills him with necrotic energy. The machine has an AC of 15 and 100 hit points. If the machine is destroyed, Rokxek screams in anger and redoubles his efforts. If all the events of the Growing Storm occurred, the machine cannot be damaged and there is nothing left to do but flee.

Area 19. The Spoils

There must be treasure after the final battle, right?

The collected treasures of other rooms in the dungeon and from elsewhere in the Shadow Marches are held here. 500 gold pieces in coins, a black pearl worth 500 gold pieces, 3 turquoises worth 10 gold pieces each, a golden necklace with a pink pearl in the center worth 150 gold pieces, and 3 potions of healing.

CREATURE STATISTICS

ZOMBIE HORDE
Environment

Armor Class 10
Hit Points 102 (12d10 + 36)
Speed 20ft.

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

Environment. The zombie horde is an environment that covers 10 5-foot by 5-foot squares. Each square must share a side with one other square of the environment. It can share space with other creatures. It can be targeted with any effect that can target or affect a creature or object. It has the following traits.

The area is difficult terrain.

When in the space of this environment, visibility is heavily obscured due to the number of zombies.

For every 10 points of damage dealt to the horde, it is removed from one 5-foot by 5-foot square that was included in the effect or attack. Before removing the square of the horde, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the square is not removed.

Undead. The zombie horde is treated as an undead creature for any effects or attacks that include it in their area or target the horde.

ACTIONS

Multiattack. The zombie horde makes a melee attack against anyone it shares a square with.

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

Drowned (Sea Zombie)

Medium undead, chaotic evil

Armor Class 13 (natural)

Hit Points 45 (6d8 + 18)

Speed 25 ft. swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	7 (-2)	11 (+0)	5 (-3)

Saving Throws Wis +2

Skills Athletics +5

Damage Immunities poison

Damage Resistance fire

Damage Vulnerability cold, lightning

Condition Immunities charmed, exhaustion, poisoned, frightened

Senses Darkvision 60 ft. passive Perception 10

Languages The languages it knew in life.

Challenge 2 (450 XP)

Stench. Creatures within 10' of the Drowned must make a **Constitution** saving throw DC 13. Failure causes the creature to be poisoned until it makes the save. Roll at the end of each of the creatures turns. Once the save is made, the creature is immune to drowned stench for 24 hours.

Turn Immunity. The drowned is immune to effects that turn undead.

Undead Fortitude. As the zombie ability (Monster Manual).

Actions

Infectious Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage and 4 (1d8) poison damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the poison damage taken. This reduction lasts until the target finishes a long rest or is the target of an effect that removes disease. The target dies if this effect reduces its hit point maximum to 0.

Rokxek

Medium humanoid (orc), chaotic evil

Armor Class 13 (15 with Mage Armor)

Hit Points 66 (12d8 + 12)

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Damage Resistance necrotic

Senses darkvision 60 ft. passive Perception 11

Languages Common, Elven, Infernal, Orc

Challenge 4 (1,100 XP)

Spellcasting. Rokxec is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Rokxek has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand*

1st level (3 slots): *false life*, mage armor, ray of sickness**

2nd level (2 slots): *blindness/deafness*, ray of enfeeblement*, web*

3rd level (2 slots): *animate dead*, bestow curse*, vampiric touch**

*Necromancy spell of 1st level or higher

Grim Harvest (1/Turn). When necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Empowered by Mabar. When Rokxek is dropped to 0 hit points, he rises again on the next turn with full hit points and recovers his highest missing spell slot, so long as the dread machine is operational.

Actions

Withering Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit*: 5 (2d4) necrotic damage.
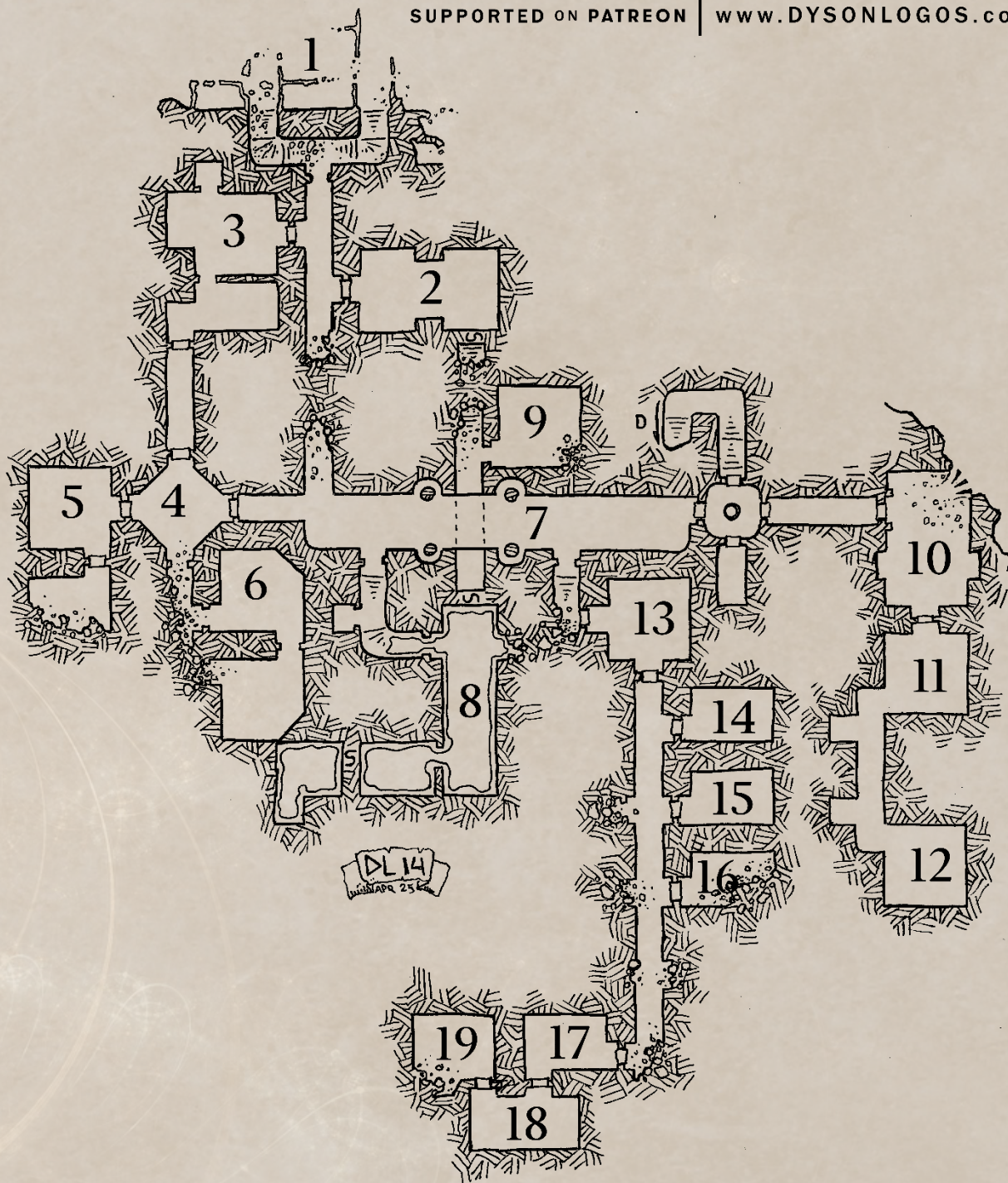
THE INFLUENCE
OF DROAAM

Written and Designed by Joe Raso

The Evil Triumvirate

Droaam is a wild and dangerous land that has only recently been elevated above the savage chaos that had defined it for countless years. The arrival of the Daughters of Sora Kell has reshaped the region. The three powerful hags - Sora Maenya, Sora Teraza, and Sora Katra - now enforce their will upon the warlords who continuously squabble over this perilous region. In a little over a decade, this half-fiend coven has forged a formidable nation that is filled with monstrous legions and which lies within striking distance of the civilized core of Khorvaire. Leaders who disregard the power of this wildland do so at their peril.

Sora Maenya

Sora Maenya is an **annis** originally from the Eldeen Reaches that savors the rush of brutal subjugation. She leverages a monstrous army that intimidates all within Droaam. Even though Maenya has scores of powerful creatures at her beck and call, the hag still enjoys to personally deliver pain and destruction to any who need to be reminded of the three sisters' rule.

Until now much of Sora Maenya's focus has been within Droaam or the occasional raid on the outlying settlements of western Breland. Some have suggested that these sporadic forays outside of Droaam are tests to evaluate the mettle of Maenya's troops and to gauge the ability of "civilized" Khorvaire to resist their strength. Others quietly add that Sora Maenya dreams of leading a violent and bloody campaign across Khorvaire and only waits for her sister Teraza's word to begin.

Adventure Idea

The heroes stumble across an injured half-orc who is trying to avoid notice. She carries a leather satchel bursting with papers and will attempt to flee if spotted. If caught, the half-orc tries to kill herself by ingesting a vial of deadly poison. Examining the papers reveals numerous schematics of the lighting rail system at various points across Khorvaire. The diagrams include scribbled notes highlighting weak points in their structures. Evidence on the half-orc also suggests she was headed to Graywall. Why was she carrying these papers and what was she going to do with them?

Sora Teraza

Sora Teraza is a mysterious, blind, **dusk hag** who is skilled at divining the future. She came out of the Demon Wastes to urge her hag sisters into joining together to claim Droaam as their own. Teraza's prophetic visions continue to guide the actions of the evil three hags to this day.

The dusk hag is rumored to be a powerful caster and possibly the greatest oracle in all Khorvaire. What futures she sees and how she uses her visions to test fate remains a mystery even to her hag sisters.

Recently, stories have circulated suggesting that the dusk hag is sending cryptic revelations to individuals across Khorvaire. Whether these words are prophetic, or falsehoods intended to influence future events is unknown, but it may suggest that the three hags are now becoming more active at influencing events beyond Droaam itself.

Adventure Idea

A gnomish charlatan fabricated a series of false prophetic messages attributed to Sora Teraza and used them to con rich individuals out of their wealth. Unfortunately for the gnome, some have discovered that these messages are fake and now seek revenge. Who has the gnome fooled and what did he con out of these victims?

Adventure Idea

Stories have long circulated that priests of the Shadow infiltrated the creation forges of house Cannith during the war. Recently a rumor has circulated of a hidden sigil inserted into the warforged during their creation by one of these priests. If such a sigil exists, it may be possible to use magic to control any who are imbued with this mark. Why has this rumor begun circulating? Could it explain the strange behavior that has recently been observed with some warforged in the lower Cogs of Sharn?

Sora Katra

Sora Katra is a **green hag** and the diplomatic leader of the three sisters. Brilliant and conniving, she wields her words with considerable skill and has managed to smooth over many of the disputes that continually arise between the monstrous warlords of Droaam. She receives ambassadors from other nations and makes most pronouncements issued by Droaam.

Sora Katra is skilled at weaving plots and intrigue. Although much of her focus is spent maintaining the three sister's control of Droaam, Katra has created a network of spies across the five nations.

Her largest, and arguably most successful effort is the criminal guild Daask. This organization is filled with all manner of monsters from Droaam and now dominates criminal activity in portions of Breland and recently Aundair. In Sharn, the guild has battled aggressively against the Boromar Clan and now controls most of the Cogs and the lower wards of the massive city.

Daask uses brute force and intimidation to expand its influence, running many lucrative protection schemes in the dark underbelly of cities. Additionally, they have expanded to become a major player in the narcotics distribution business. They are the sole suppliers of Dragon's Blood, a powerful and sought-after narcotic that has allowed Daask to entrap many well-placed individuals in a vicious cycle of dependence.

Adventure Idea

While traversing a dangerous section of a large city, the heroes catch sight of a trusted NPC briefly meeting with a gargoyle. The monstrous creature gives the NPC a small package before flying off. The NPC examines the package and then collapses in grief. If the heroes approach, they discover the NPC is holding a small petrified hand. Whose hand was delivered and what did the NPC do to warrant the grisly delivery?

Droaamish Agents Across the Five Nations

Aundair

Sora Katra continues to expand her web of influence in Aundair, targeting nobles, successful merchants, and key members of the dragon marked houses who may be vulnerable to her influence. The green hag's minions have had great success targeting vacationing nobles on the shores of Lake Galifar near Passage. There they have trapped many souls into a cycle of dependence by distributing Dragon's Blood to growing ranks of users in the region.

Hagro Karch

Human Brelish Male, 34.

Hagro is a rail-thin man of sickly disposition who works at the massive lightning rail maintenance and repair facility in Passage. Daask relocated the mechanic from Sharn after they saved him from a desperate situation by paying off the debts, he owed to the Boromar Clan. Hagro is now a Daask supplier of Dragon's Blood and other narcotics to the area around Passage. He keeps meticulous records of any nobles or adventurers passing through the lightning rail station and he passes this information to his Daask handler on a weekly basis.

- **Personality:** Don't wanna cause no trouble. Just here to give folks what they want.

- **Ideal:** Life's simple if ya keep your head down.

- **Bond:** I owe Daask my life. I would have been dead if they hadn't paid off them bloody halflings.

- **Flaw:** I ain't addicted. I just gotta test the product to make sure it's good, ya know?

Breland

With the successful startup of Daask throughout Breland, Sora Katra now looks for other opportunities to influence the southern nation. Recently the scheming hag has made connections with the warmongering fiend Bastinu, who is also the secret leader behind the Swords of Liberty. The Swords profess the ideal of overthrowing the current government and transforming Breland into a democracy. Recently, the Swords of Liberty have augmented their message with a vision to use Breland's might to forcefully spread democracy across Khorvaire.

Jez (Jersi Derryn)

Changeling, 23.

Jez is an ambitious changeling working directly for Sora Katra. She is extremely loyal to the hag and has been rewarded for her faithful service by having great latitude in the activities she undertakes. Jez is aware that the fiend Bastinu is a key figure behind the Swords of Liberty as she personally couriered numerous messages between the evil fiend and Sora Katra herself.

Jez is currently based in Starilaskur, having infiltrated a cell of the Swords of Liberty. She is posing as a disillusioned intellectual named Jersi Derryn, who is interested in spreading democracy at all costs. She influences the cell's actions based on the guidance provided to her from Droaam.

- **Personality:** There are dumb people everywhere just looking for someone to tell them what to do.
- **Ideal:** Once I've decided to do something, nothing can get in my way.
- **Bond:** Determination will get me the power I deserve.
- **Flaw:** I'm better than everyone else around me.

Cyre/Mournland

To date, the sisters have made limited forays into the Mournland. Sora Katra has discreetly communicated with Prince Oargev and it has been suggested she supports his aims to carve out a portion of Breland to forge a new Cyre. House Tharashk has supplied numerous ogre workers from Droaam to help build up New Cyre, though some speculate that Sora Katra has arranged the delivery of these workers to Prince Oargev in planning for future activities other than construction.

Ghunderbrahg

Half-Orc, 27.

Ghunderbrahg grew up in Sharn's lower city. He is remarkably well spoken and is generally amiable to most he meets. However, he has a cruel streak that becomes evident to those who offend him.

Ghunderbrahg works for Tharashk but is also secretly a member of the Daask criminal guild. He used to run a small protection racket in Sharn before Daask made him an offer he couldn't refuse. Currently, he oversees a Tharashk unit of ogres in New Cyre while acting as the eyes and ears for Daask in the new city. He's not above using his ogre crew to punish those who he feels have slighted him in some way.

- **Personality:** If you don't cross me, I'll be your best friend.
- **Ideal:** I'm pragmatic enough to know when to speak nice and when to cut your throat.
- **Bond:** My reputation has got me to where I am.
- **Flaw:** If you offend me, I'll relentlessly pursue you until you pay for what you've done.

Karrnath

In contrast to the other leaders of the five nations, King Kaius III has sent a limited diplomatic acknowledgment of Droaam to Sora Katra. The secretive king supports the green hag's activities in Breland in hopes of weakening King Bornale's power as he sees the southern king as his main rival in Khorvaire. Some have suggested that a once powerful Bone Knight travels between Karrnath and Droaam to deliver messages directly between their respective rulers. Others have suggested that this Bone Knight may even directly support Sora Katra's activities in other lands.

Sigor Thul

Human, Karrn, 56.

Sigor is a retired member of the Rekkenmark who was one of those that felt the Last War ended too quickly and questions the decisions made by King Kaius.

He was asked by the King to discreetly work to weaken Breland, and in doing so was introduced to Droaam agents. Though Sigor has no love of monstrous Droaam, he sees Sora Katra's criminal network as a useful tool that can help destabilize Breland and re-ignite the war. The old knight travels back and forth between Breland and Karrnath acting as a double agent for Karrnath and Droaam.

- **Personality:** I've seen everything in the war. Trust me, you aren't anything special.

- **Ideal:** I'll work with anyone if it helps Karrnath.

- **Bond:** My bones will not rest until Karrnath returns to the glory it deserves, even if it means temporarily allying with monsters.

- **Flaw:** I really don't care what happens to outsiders. Karrnath is all that matters.

Thrane

The insular theocracy of Thrane, with its devotion to the Silver Flame, has been a challenge for Sora Katra's spy network to infiltrate. In many places, non-humans are viewed with distrust. The fledgling nation of Droaam is seen as a blight on the landscape of Khorvaire. The green hag has a few agents who have successfully infiltrated this religious enclave, with most being changelings posing as humans.

Some rumors suggest that Droaam changelings have worked their way into the Whispering Flame and are influencing the radical cult's actions to unknown ends.

Brawx

Changeling, 29.

Brawx has served as one of Sora Katra's spies since the founding of Droaam. Brawx is an adept of the Shadow, skilled with both arcane and divine magic. Brawx has recently infiltrated a Whispering Flame cult in Thrane and uses magical talents to manipulate the voices and messages supposedly heard by the cultists.

- **Personality:** There is nothing more pleasing to me that to corrupt Silver Flame fanatics.

- **Ideal:** Magic and Mayhem.

- **Bond:** I am an arm of The Shadow.

- **Flaw:** I want to know how far I can push and manipulate the weak minded.

Character Options

New Background

Droaam Prophecy Bearer

You spent a good part of your life in service to the Daughters of Sora Kell, delivering Sora Teraza's prophetic visions to those whose fate she has viewed. You traveled through most of Droaam in this effort and occasionally farther across Khorvaire to deliver the dusk hag's prophecies. You are an experienced traveler and you have learned how to survive on your own in the dangerous wilderness.

Skill Proficiencies: Persuasion, Survival

Languages: Two of your choice

Equipment: A set of traveling clothes, a two-person tent, a trinket identifying you as a messenger employed by the Daughters of Sora Kell, and a belt pouch containing 15 gp.

Feature: Droaamish Reputation

You have personally delivered messages to the inhabitants of Droaam from Sora Teraza. Your reputation as a Prophecy Bearer causes many to look at you with a mixture of fear and respect. Individuals in the more civilized parts of Droaam will take care not to mistreat you in fear of angering the Daughters of Sora Kell. You and your adventuring companions can expect a polite reception by most in Droaam and you may even receive free food and lodging in the larger settlements.

d8	Personality Trait
1	I can't stand still. I'm always on the move.
2	I hide my emotions when dealing with people.
3	I seek out unique experiences wherever I travel.
4	I always point out things that remind me of something I've seen in faraway places.
5	I am overly polite and will never say a bad word about anything.
6	I nervously watch for danger - ALWAYS.
7	I'm slow to trust.
8	I don't like foreign food and make sure to pack plenty of rations for me to eat when I travel.

d6	Ideal
1	**Discovery.** There's always something more to discover if you keep going. (Neutral)
2	**Greed.** Taking what you can is the only way to survive. (Evil)
3	**Duty.** I never fail to do what is asked of me. (Lawful)
4	**Freedom.** Everyone should be free to follow their own path. (Chaotic)
5	**Truth.** Nothing is more valuable than honesty. (Good)
6	**Charity.** Many people have helped me. I owe it to them to do the same for others. (Good)

d6	Bond
1	I was almost killed by someone who didn't appreciate a message I delivered. I can never show my face to them again.
2	I never want to know the future because I've seen what that does to people.
3	My service to the hags has kept my family safe. I owe them much in return.
4	I've seen how the lucky ones live. I promise I'll live like that one day.
5	The road is where I choose to live my life. I will never settle down.
6	Droaam is a place I can call home. I will do anything to protect this new nation.

d6	Flaw
1	I take advantage of people's goodwill.
2	I like to point out things I find strange about the people I meet.
3	I disregard other people's advice because I know better.
4	I won't sleep in the same place twice.
5	I won't eat anything unless I've seen it being prepared.
6	Other races make me nervous.

New Roguish Archetype

Thug

Seems you're late paying for them dragon's blood shipments. Harash don't like people being late. I'm here to make sure you ain't gonna be late again.

-Perric the Cruel, Daask Enforcer

Where many rogues focus on deception and guile, you are not one of them. You reinforce verbal threats with acts of violence. You excel at inciting fear in those who oppose you. You know the best way to strike with a club and mace and you've discovered that the application of pain is an effective motivator when dealing with uncooperative individuals.

Thug Features

Rogue Level	Feature
3rd	Brutal Bludgeoning, Incite Fear, Punish the Fearful
9th	Beat Down
13th	Wave of Fear
17th	Stunning Strike

Brutal Bludgeoning

In addition to finesse and ranged weapons, you may also use a club or a mace to deal sneak attack damage.

Incite Fear

When you choose this archetype at 3rd level you become skilled at inciting fear in your opponents. You gain the ability to use a bonus action to use a threat of violence to attempt to frighten one creature who is within 30 feet and who can see or hear you. The target of this ability must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus). On a failed save, the creature is frightened of you until the end of your next turn.

You also gain proficiency in the Intimidate skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make with this proficiency.

Punish the Fearful

At 3rd level, you gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of the target, and the target is frightened of you, provided you do not have disadvantage on the attack.

Beat Down

Beginning at 9th level, when you deal bludgeoning damage with a weapon attack, the target of the attack must make a Constitution saving throw (DC 8 + your Strength modifier + your proficiency bonus). On a failed save, the creature falls prone and its movement speed is reduced to half of its normal speed until the end of your next turn. If the creature is frightened of you, its saving throw is at Disadvantage against this ability.

Wave of Fear

Starting at 13th level, your skill at intimidating others is so effective that you can now frighten crowds. You may use a bonus action to attempt to frighten groups of creatures with threats of violence. Using a bonus action, you may force all creatures within a 30-foot cone who can see or hear you to make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus). On a failed save, creatures are frightened of you for up to 1 minute.

If a creature ends its turn in a location where it doesn't have line of sight to you, that creature can make a Wisdom saving throw to end this effect and they are immune to your Wave of Fear ability for the next 24 hours. If you targeted a creature with a melee attack while it is affected by your Wave of Fear ability, that creature's saving throws to end this effect are at Disadvantage.

Stunning Strike

At 17th level, you can daze creatures with your powerful strikes. If you use a club or a mace to deliver Sneak Attack damage, you also cause the creature to be Stunned until the end of your next turn.

Shadow Domain

Designed by Jeremiah McCoy

Scag found his way through the tunnel. In the cogs, in the dark beneath the city, there are many people like Scag. So many are lost and forgotten in the shadows. I do not forget them, though. I am The Shadow's servant in the world and I see much. Now, it is time to find out what secrets Scag has brought me. What whispers are heard in the dark?

- Grimden Gall, Priest of the Dark Six

The Gods with the Shadow domain may seem obvious. One of the Dark Six is named the Shadow after all, but there are also followers of the Undying Court, the Blood of Vol, and the Cult of the Dragon Below all have their adherents in the shadows. Shadows hide many terrible things, but they are also a cool respite from the heat. Those who would do you harm will often strike from the dark, but the dark is often where lovers meet. It is neither good nor evil. Shadow is not opposed to light, because, without light, shadows would not exist. Clerics of the gods of Shadow are not concerned with enlightenment. They seek the experiences of in the dark places, seeing the hidden world, and hiding what the light need not see.

Shadow Domain Spells

Cleric Level	Spells
1st level	Arms of Hadar, Disguise Self
3rd level	Darkness, Darkvision
5th level	Hunger of Hadar, Non-detection
7th level	Shadow of Moil, Mordenkainen's Private Sanctum
9th level	Modify Memory, Hallow

Bonus Cantrip

When you choose this domain at 1st level, you gain the *Guidance* cantrip if you don't already know it.

Superior Darkvision

As a cleric of this domain, darkness is your home. Your darkvision has a radius of 120 feet.

Protective Shadows

At 1st level, if you are in shadows or darkness, you can as a reaction impose disadvantage on an incoming attack, even if you do not see the attacker. An attacker that can't be blinded or has darkvision is immune to this feature.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Embrace the Dark

Starting at 2nd level, you can use your Channel Divinity to harness shadow, embracing the darkness and helping your allies.

As an action, you present your holy symbol, and any magical or mundane lighting within 30 feet of you is dispelled or extinguished. Additionally, each ally within 30 feet of you gains an additional 1d4 on skill checks or saves till your next turn. A creature that has total cover from you is not affected.

Shadow Scrying

Starting at 6th level, you can invoke your Channel Divinity to activate this ability. If you do, you may Scry on any place that is in shadow or darkness. This is restricted as normal to creatures on the same plane as you. In all other respects, this functions as the *Scrying* spell.

Darkened Step

Starting at 6th level, you have advantage on **Dexterity (Stealth)** checks and **Wisdom (Perception)** in shadowy or dark environments. You may attempt to Hide as a Bonus action.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Ripple of Shadow

Starting at 17th level, you can use your action to activate a cloak of swirling shadows that lasts for 1 minute or until you dismiss it using another action. While active, you are the center of a *Darkness* spell (15ft radius), but you and any ally with darkvision may still see through it. Darkvision is normally blocked by a Darkness spell. Additionally, you have Damage Resistance against Radiant and Flaming damage while active.

College of Dirgesingers

Written and designed by David Morris

Bards of the College of Dirgesingers voice melodies of despair and sadness. They seek to spread sadness and believe that grief is the gateway into understanding the world. They are often from cultures that obsess over death and are charged with crafting mournful laments for the dead.

Bonus Proficiencies

When you join the College of Dirgesingers, you gain proficiency with three skills of your choice.

Song of Sorrow

Also, at 3rd level, you learn to sap the spirit from your enemies. To do so, you expend a use of your Bardic Inspiration. Instead of using your inspiration die to add to one ability check, attack roll, or saving throw, they subtract the Bardic Inspiration die from one of those rolls they make within the duration of your Bardic Inspiration.

Song of Awakening

At 6th level, you learn the Song of Awakening. When you perform this dance, poem, or song for 1 minute, you can cast *animate dead* as the spell. When you do so, you can target one additional corpse or pile of bones, creating another zombie or skeleton as appropriate.

Additionally, you may perform as an action to give undead you have created immunity to Turn Undead until the start of your next turn.

Song of Horror

At 14th level, you learn the Song of Horror. As an action, you may expend one use of your Bardic Inspiration to perform a horrific dance, poem, or song to cast the *circle of death* spell.

Items in the Shadow

Written and designed by Jeremiah McCoy

Cataloging a faith can be difficult in the best of circumstances, but it is made even more difficult when the faith in question is one of secret knowledge and shadowy figures. The priest of the Shadow are often a secretive bunch, and the ancient texts are often unclear or simply contradictory about their practices. Studying The Shadow is a theological challenge.

That said, there are clues. The physical signs of their faith can be found. These legendary and often cursed articles are scattered throughout the world. Finding them should be a priority of this institution, if not for their scholarly value, then for the safety of the world.

*- Excerpt: **Dark Cults of Khorvaire** by Professor Comal Yeardy via Morgrave University Press*

Draught of Shadows
Potion, rare

Upon consumption, you are wreathed in darkness. You are considered to have three quarters cover in a well-lit environment. You have total cover in a dark or shadowy environment. You have advantage on **Dexterity** and **Strength** checks made in a shadowy environment.

This effect lasts 24 hours or until you take a long rest.

When you take a long rest, you must make a DC 13 **Wisdom** save. If you succeed the effect ends. On a failure, the effect continues, but you will gain a level of exhaustion. Each failed save grants another level of exhaustion. This effect continues until you succeed on a saving throw and end the effect, or you die due to exhaustion. Creatures killed by the potion become the undead monster, a **shadow** (See Monster Manual for stats). A Remove Curse will remove this effect, and end all the beneficial effects, as well. This must be done before the imbiber dies.

Shadow Gate
Wondrous Item, rare, (Requires Attunement)

It is believed that the Shadow Gates was part of an early empire in Khorvaire and beyond, but the scholars differ on which empire and when. It is widely believed, among those who study such artifacts, that there may have been thousands of them around the world at one time, but now there is only a handful to be found. How they were created, and by whom, is a mystery. The followers of the Shadow believe it created them for the faithful.

This is a 7ft tall mirror with a darkened glass mirror. The frame is bone white with intricate designs which appear to move and change as you look at it. Someone who is attuned to the mirror can use it to open a portal to Mabar. This requires a little blood, and a DC 13 **Intelligence (Arcana)**. This can be done once a day and remains open for 10 minutes. The portal is only big enough for medium and smaller creatures to move through.

Additionally, if the user knows of the location of another Shadow Gate, and has attuned to it, then they can open the portal to that gate.

The mirror shatters in direct sunlight.

When the Shadow Gate is opened, there is a chance that something will come out. On a roll of 1 on the **Intelligence (Arcana)** check, a random item comes through the gate. Roll on the chart below.

Roll 1D6

1	A **shadow demon** appears and proceeds to stalk anyone in the area.
2	8 **shadows** appear and try to drain the strength of everyone present.
3	A cultist of the Shadow and 5 of their acolytes appear (use the **cult fanatic** and **cultist** stats respectively)
4	A nebulous dark shadowy form appears but does not interact and is not affected by anything. It appears to be oblivious of everyone and eventually fades from view. A successful DC 13 **Intelligence (Arcana)** check informs a creature it is some sort of an echo of past events.
5	A hapless mortal comes stumbling out of the portal. They were trapped in Mabar since the Day of Mourning and have forgotten much of the previous life. They are terrified of the dark and keep begging for help, even if they don't know what sort of help they need.
6	A **Young Red Shadow Dragon** appears in the portal. It can't fit through (Large size creatures can't fit through), but it does use it's Shadow Breath through the portal. The dragon exhales shadowy fire in a 30-foot cone. Each creature in that area must make a DC 18 **Dexterity** saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead **shadow** rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.

Closing the portal is a free action for someone attuned to it.

Staff of the Darkwood
Staff, uncommon

This staff can be used as an Arcane focus. The range of cantrips which require saves or attack rolls are doubled when wielding it. The wielder is weighed down in sunlight. While carrying the staff, in sunlight their movement is halved.

Talon of The Shadow
Weapon (dagger), rare (Requires Attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This dagger appears to be carved from a black bone-like substance.

As an action, the weapon can be activated and emits a shadowy smoke. Once activated, if you successfully stab a target with this weapon, they must make DC 15 **Constitution** save. If they fail, they are cursed. Magical Healing will not work on the target, and they gain the Frightened condition to light. This curse can be removed with a *remove curse* spell.

Attuned wielders of this blade gain damage vulnerability to radiant damage and are at disadvantage to all ability checks made in direct sunlight.

Tome of Tenebrous Truth
Wondrous Item, very rare (Requires Attunement)

This book appears to be bound in dark brown leather and has pages of grey vellum. The text is indecipherable to people not attuned. Casting Comprehend Languages will allow one to read it, but the text will describe horrifying events with great (and unpleasant) detail.

Once attuned, it can be read, no matter what languages the reader knows. As the reader looks upon the text, it begins to describe a scene or event, written in real time and with sufficient detail to have been written by someone who is at the location witnessing it. This is a scrying effect. A difficult **Intelligence (Arcana)** check with DC 20 will allow the reader to guide the scrying. The reader must know the name of someone in the location they are trying to observe through the book. Otherwise, it will describe random scenes at the GM's discretion. Things which prevent divination and scrying will prevent the book from describing them.

In addition, owning the book can cause odd effects. At the end of each long rest that you are attuned to the book, you must roll on the following table.

Roll a d10

1-2	You are fine with no ill effects.
3-5	Roll on the Long-Term Madness chart in the Dungeon Masters Guide The effect lasts 1d10 × 10 hours.
6-7	Your eyes turn jet black and you gain Sunlight sensitivity. You are at disadvantage on ability checks made in direct sunlight. This lasts till you have a long rest.
8-9	You gain vulnerability to radiant damage, till your next long rest.
10	You gain the poisoned condition, till your next long rest.

These effects can be relieved with a *remove curse* or *lesser restoration* spells.

Magic of Villainy and Vileness

Written and designed by Zach Pickett

DM Note

The following spells are yours to alter, empower, or depower as you see fit. Should a player dispute your decision, hear them out, or not. After all, its everyone's game, but sometimes home-brew content can become highly disruptive to a campaign.

These spells are meant to be introduced by way of villains! As there seems to be a distinct lack of necromancy and other fearful magic in the core materials, it ends up rather difficult to make those Evil Necromancers live up to their shticks when they have so few appropriate spells.

The following spells range from classics like *bone arrow*, striking down love interests since the days of everyone's favorite barbarian, to the outright horrific *rabid hunger*, the looks on their faces will be priceless. And last but not least, those spells which are the meat and potatoes of the wicked casters, such as *Ihsan's thirsting touch*, *ray of fatigue*, *flames of fear*, and more.

Rare Components

Components of a rare quality are not commonly found in any sort of store, those which profess to sell them either do so at a premium or are selling a counterfeit. Rare components are complex and cannot be replaced by a component pouch, an arcane focus, and are treated as components which cost gold by all spells and abilities.

Finding Rare Components

Rare components must be found by the caster or made upon request. If an item has a gold piece value, it can be made by one with the appropriate expertise such as a glassblower making a glass rod or a blacksmith making a tuning fork (though, it takes more than just a blacksmith to complete the component for the *planeshift* spell). If a caster has access to the *fabricate* spell, they might try and create said item; however, for any piece of mineral or metal, they must possess the required tool proficiency for the casting to be successful.

Found items, such as dragon's blood should require the caster to go to great lengths to acquire the correct ingredient in such a quantity and quality that said component is actually useful. Dragon's blood, in particular, is greatly sought after, and as such, is in high demand. Its perishability also makes it quite rare to find in good condition. Going to the source is often the most effective, and dangerous, method of acquiring a rare, harvestable, component. The most common method of acquiring dragon's blood is through a Daask contact.

Why have Rare Components?

There are a few reasons to include the Rare Components rule into your game. The first is in the best interests of balancing the game. The *Player's Handbook* has many powerful spells within it whose components are quite specific or valuable. Spells such as *hero's feast* and *magic jar* can both cost a good bit to cast while also having the ability to break a game. Under the Rare Component rule, both spells will require the caster to expend more time and effort (alongside the required gp) in order to cast these and similar spells. Perhaps the caster will be more particular with how many times they attempt *resurrection* when they have to journey to the dwarven mines a kingdom over in order to obtain the priceless gems consumed by their magic.

The second reason to include the rule is to increase the feeling of wonder in one's setting. Dragons! The mystical creatures of legend whose very name we use for this game! Their scales come wholesale in the component pouch section of the village general store... It takes away from the feeling of awe when "The magical components required for the ritual of bringing an ancient king back to life" are purchasable from the merchant whose always been in town. Apothecaries and purveyors of components should only carry as many components as you deem appropriate in your world. This scarcity should give the wizard a reason to travel and be curious, so reward them with the components they couldn't buy in a store. Give the caster's a reason to feel like magic is special and, well, magical.

What it all boils down to is "how accessible is magic in your world?" If your world has a low level of magic where wizards are considered to be mere legends, then the player characters should probably have to make everything by hand. But, if the world is a spectacular place where magic is a part of everyday life, then components might be able to be bought and sold in the local market. Of course, in such a place, certain components might be heavily regulated by the powers which be. Can't have clerics digging up their executed friends and bringing them back to life now, can we? Not to mention those long-lost masters of evil whose names we shall not speak . . . .

SPELLS

BARD SPELLS

4th Level

Rabid Hunger (Enchantment)

WARLOCK SPELLS

1st Level

Ihsan's Thirsting Touch (Necromancy)

Ray of Fatigue (Necromancy)

3rd Level

Wall of Gloom (Conjuration, Illusion)

4th Level

Flames of Fear (Evocation, Illusion)

Rabid Hunger (Enchantment)

WIZARD SPELLS

1st Level

Ihsan's Thirsting Touch (Necromancy)

Ray of Fatigue (Necromancy)

3rd Level

Lance of Disruption (Evocation)

Wall of Gloom (Conjuration, Illusion)

4th Level

Flames of Fear (Evocation, Illusion)

Rabid Hunger (Enchantment)

6th Level

Bone Arrow (Necromancy)

Spell Descriptions

Bone Arrow

6th-level necromancy

Casting Time: 1 minute
Range: Touch
Components: V, S, M (Powdered sliver of bone mixed with black dragon blood, *Rare,* Consumed)
Duration: 24 hours, or until used

The caster paints runes upon a single arrow, crossbow bolt, dart, or javelin using the blood and bone mixture, changing the weapon into a magical weapon which radiates a cold and sinister nature. This weapon, when used by the caster, gains a +3 bonus to attack and damage rolls. For all others, this is reduced to a +1 bonus.

A non-undead, non-construct creature struck with the weapon takes its damage and must make a Constitution saving throw. On a failure, they take 10d10 necrotic damage. On a failure by 10 or more, they die, being slain instantly. On a success, they take 5d10 necrotic damage.

Once the weapon or ammo strikes a creature, the spell ends.

If the creature struck by the weapon was in close relation to the individual whose bones were used as the material component, they make the saving throw with disadvantage.

Flames of Fear

4th-level evocation and illusion

Casting Time: 1 action
Range: Self (40ft cone)
Components: V, S, M (charred bones)
Duration: Instantaneous

You release a wave of illusion laced fire from the held bones. All creatures in a 40-foot cone extending from you must make a Dexterity saving throw to avoid the flame. A creature takes 4d10 fire damage on a failed save, or half as much damage on a successful one. All creatures in the area must also make a Wisdom saving throw or become frightened for 1 minute. A frightened creature can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for every level above 4th level.

Ihsan's Thirsting Touch

1st-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Make a melee spell attack against a creature within reach. On a hit, the creature takes 2d8 necrotic damage and they must make a Constitution saving throw. On a failure, the target's hit point maximum is reduced by the damage taken, your hit point maximum is increased by the damage dealt, and you regain hit points equal to the damage dealt.

All changes to hit point maximums caused by this spell cease after a long rest.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for every level above 1st level.

Lance of Disruption

3rd-level evocation

Casting Time: 1 action
Range: Self (90-foot line)
Components: V, S, M (a tapered crystal rod of 3-foot length worth 200 gp, *Rare*)
Duration: Instantaneous

A concussive beam of force lashes forth from the crystal rod in a line 90 feet long and 5 feet wide in a direction of your choice. Each creature in the line must make a Constitution saving throw. A creature takes 4d6 + 12 force damage on a failure, or half as much damage on a successful one. The blast damages all objects which are not worn or held and structures in the line. If an object or structure is de-

stroyed by this blast, the line continues through it.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 + 3 for each slot above 3rd.

Rabid Hunger

4th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (fresh meat and the teeth of a gnoll)
Duration: Concentration, up to 1 minute.

You attempt to imbue a savage hunger into one creature you can see within range which must make a Wisdom saving throw. On a failed save, the target goes into a feeding frenzy, considering all to be its enemies and prey. It considers all creatures to be hostile. On each of its turns, it must move towards the closest edible creature (living, dead, or otherwise) it can sense, chosen at random, and make as many bite attacks against that creature as is possible (using other forms of melee attack if able to after biting to its fullest ability). The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If the target lacks a bite attack; it makes unarmed strikes instead. These unarmed strikes deal piercing damage, use strength or dexterity, and are made with full proficiency. If a creature lacks a mouth, it is immune to this spell.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for every level above 4th level. The creatures must be within 30 feet of each other when you target them.

Ray of Fatigue

1st-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

The caster drains their victim of their vigor, siphon-

ing their energy with an outstretched hand. Target creature must succeed on a Constitution saving throw. On a failure, the target gains one level of exhaustion. The creature can repeat the saving throw at the end of each minute, removing all exhaustion given them by this spell on a success. Undead and constructs are immune to this spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the levels of exhaustion given increase by one for every two slots above 1st.

Wall of Gloom

3rd-level conjuration and illusion

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (Fleece from a black sheep and an eyelash of a revenant, *Rare*)
Duration: Concentration, up to 10 minutes

You call forth a barrier of terrifying shadow at a point of your choice within range, not necessarily on the ground. The wall can be up to 60 feet wide, 20 feet high, and 10 feet thick, or make a ring up to 20 feet in diameter, 20 feet high, and 5 feet thick. The wall vanishes when the spell ends. The area of the wall is magically dimmed and everything is lightly obscured when viewed through the wall's space, as they all appear as dim shadows.

When a non-undead creature starts its turn in the wall or enters it for the first time on its turn, they must make a Wisdom saving throw. On a failure, they become frightened of the wall until the end of their turn and use their reaction to move out of the wall's space (either by the way they entered or in a randomly determined direction if they started their turn in it). Ranged attack rolls are made at disadvantage through the wall's area. The wall cannot be illuminated except by magical light of 3rd level or higher.

The Daelkyr's Spell Book

Designed by Jeremiah Jaggers

The Daelkyr sought to control Eberron, but their efforts were unsuccessful, and their homeworld was cut off. In the waning days of the conflict, much of the Daelkyr encampments were overrun. Foragers, curious observers, and criminals alike poured through the remnants. Among the things left behind was a wizard's tome. While most of what had been scribed in the book were common incantations, it also included a collection of dark spells never before seen. These are those spells.

Soul Drain
9th-level necromancy

Time: 1 action
Range: 30 feet
Components: V, S, M (500 gp diamond which the spell consumes)
Duration: Concentration, up to 1 minute
Classes: Wizard, Cleric

You point at one creature within range and a spectral hand grasps its body. The creature must make a Constitution saving throw. On a failed save the target is effected in the following ways:

- The creature can take only an action or bonus action, but not both.
- The creature cannot take reactions
- The creature takes 10d6 necrotic damage.
- The creature takes 1 level of exhaustion for each failed save.
- You may use your bonus action to inflict an additional 5d6 each round.

The creature may repeat the save at the beginning of its turn. On a successful save, the creature takes 10d6 necrotic damage.

Ricochet
8th-level abjuration

Time: Reaction
Range: Self
Components: V
Duration: Instantaneous
Classes: Bard, Warlock, Wizard

You point your finger at a creature within 30 feet who has forced you to make a spell save. You force that creature to make a save of the same type against your spell save DC. On a failed save, the creature suffers the effects of the spell. On a successful save, the targeted creature suffers no ill effects.

Gelatinous Protector
7th-level evocation

Time: 1 action
Range: Self
Components: V, S (a pinch of swamp mud)
Duration: 1 minute
Classes: Warlock

A thin gelatinous material covers your body granting you 50 temporary hit points. A creature successfully hitting you with either a melee or ranged attack inflicts the same amount and type of damage upon themselves as inflicted upon you. Once the temporary hit points are expended, the gelatinous material disappears.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, you gain an additional 10 temporary hit points for each slot above 7th.

Stone Spires
6th-level conjuration (ritual)

Time: 1 action
Range: Self
Components: V, S, M (a small rock and the hair off of a rat)
Duration: 8 hours
Classes: Druid

You extend your hand toward the ground to summon earthen protection. When doing so, stone spires burst from the ground, extending 30 feet in the air and surrounding an area 20 feet by 20 feet centered upon you. Any creature attempting to attack the wall with a non-magical melee or ranged attack automatically fails and takes 5 points of force damage as their weapon is deflected back toward them. The wall has an 18 AC and 100 hit points. Creatures standing over the area when the spires emerge take 5d4 bludgeoning damage and are moved outside of the protected area. The wall may be dismissed by you. After 8 hours the spires automatically retract back into the ground.

Dreadful Smite
5th-level evocation

Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
Classes: Paladin, Cleric

The next time you hit a creature with a weapon attack before the spell ends, your weapon surges with dark energy, and the attack deals an extra 5d10 necrotic damage. Additionally, the creature must make a Wisdom save. On a fail, the creature is frightened for 1 minute. The creature can use its action to attempt the saving throw at the end of its turn.

Dark Strike
4th-level evocation

Time: 1 bonus action
Range: 60 feet
Components: V

Duration: Concentration, up to 1 minute
Classes: Ranger

A dark shimmering orb appears in a 5 foot by 5-foot area you choose within range. When you make a ranged attack and the projectile passes through the orb prior to hitting the creature, the wound draws in the dark matter. The creature takes an additional 4d6 force damage. You may use your bonus action to move the orb up to 30 feet. If you attempt to move it to a space 60 feet beyond you, it disappears and the spell fails.

Astral Darkness
3rd-level illusion

Time: 1 action
Range: 120 feet
Components: V, S, M (a piece of tanned frog leather)
Duration: Concentration, up to 1 hour
Classes: Bard

You surround a creature with astral energy that you can see within range. The creature is heavily obscured and all attack rolls against the creature have disadvantage. In addition, the creature has advantage on stealth checks. The astral energy moves with the creature and requires no action by you to do so. If the creature moves more than 120 feet away from you, the astral energy dissipates and the target of the spell is no longer heavily obscured. Creatures with Devil's Sight are not affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you may target one additional creature up to a total of 3 creatures.

Fey Fear
2nd-level conjuration

Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute
Classes: Bard, Druid, Sorcerer, Wizard

You summon a tiny or small fey creature to any space within range. Hostile creatures within 5 feet must make an Intelligence saving throw. On a failed

save, the targeted creature is frightened of the fey and must use its movement and action to dash away from it. The targeted creature may repeat the save at the end of its next turn. As a bonus action, you may move the fey creature to another space within range. The fey creature has a 10 AC and 4 hit points. If the creature is reduced to 0 hit points, it disappears and the frightened condition ends.

DETECT WEALTH
1st-level divination

Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Classes: Rogue

For the duration, you know the location of any item worth 25 gold pieces or more within 30 feet of you. You do not know what the item is, but are aware of what it is made of and know its exact value. The spell can penetrate most surfaces but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

WALL OF MIST
Abjuration cantrip

Time: 1 action
Range: 30 feet
Components: V
Duration: 1 round
Classes: Sorcerer, Rogue (Arcane Trickster), Fighter (Eldritch Knight),

A swirling black mist emerges from the ground within 5 feet of one creature you can see within 30 feet. A misty wall appears and is 5 feet long, 5 feet high, and 1 inch thick. It provides full cover for small or smaller creatures, three quarters cover for medium creatures and half cover for large creatures. It provides no benefit for huge or bigger creatures. Passing through it is difficult terrain.
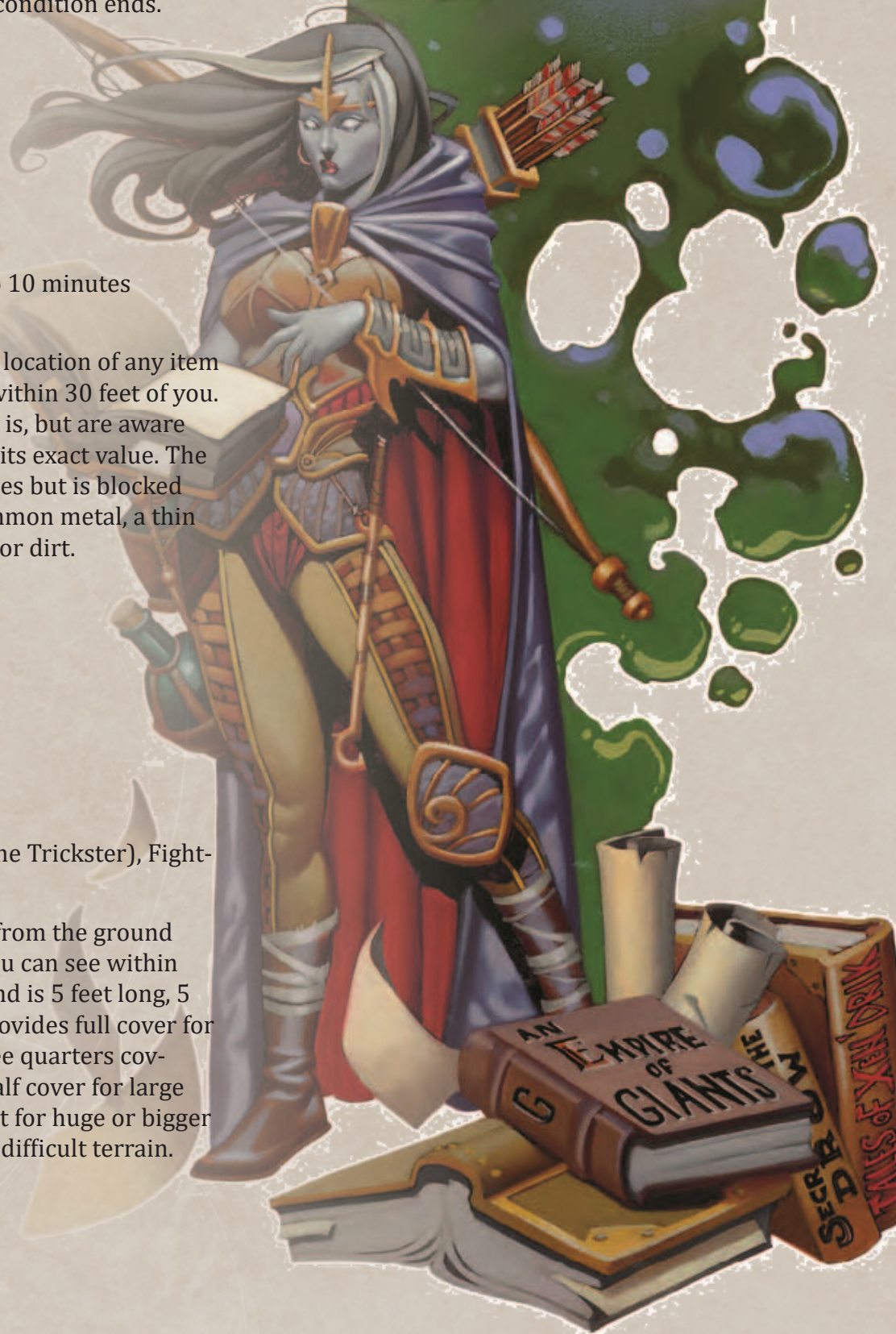
Necromancer

Written and designed by Gerald Glad

A young human leaps to the side, barely dodging the green blast of necrotic energy from the skeletal figure of the lich. As she lunges forward, thrusting her sword into the glowing phylactery that rests on the pedestal behind the lich, the lich screams in rage and crumbles to dust. Power explosively swirls around the young rogue as she seems to absorb the last of the lich's dying power.

Dressed in the black robes of mourning, a hooded tiefling cries in rage over a dark tome bound in what looks to be human skin. He vows to himself that death will no longer hold him or those he lost. As he flips pages, death and decay seem to swirl in a dark billowy cloud around him and power pulses in waves for all to witness.

A trembling, wizened hand, reaches out to turn an aged page as the old man collapses into the chair. At last, he had found it, the secret to eternal life. The lamp beside him flickered over the innumerable tomes that resided within the great library thought lost to the fires of ages long past. He had been searching for hundreds of years and even with his pure elvish blood he was almost at the end. But his power would return, and he would be reborn!

Necromancers may get their powers from different places and different ways but the same drive to break deaths bond pushes them into new heights of power. Drawing on the power of death they breathe new un-life into beings and control the flow of battle through powerful curses. Growing in power they seek to reach the heights of un-life themselves and live through eternity as a powerful force for their purpose.

Creating A Necromancer

To create a Necromancer, you must decide how you want to play them. Do you want to be in the thick of things leading an undead army into battle, or do you want to direct your minions from a safe distance controlling the flow of battle at your leisure?

As a Necromancer Intelligence should be your highest stat.

The Necromancer

Level	Proficiency Bonus	Features	Necron Points	Curse Points
1st	+2	Animate Dead, Curse (least)	1	1
2nd	+2	Grim Harvest	2	2
3rd	+2	Path Feature	2	2
4th	+2	Disguise Undead, Ability Score Increase	3	3
5th	+3	Curse (lesser), Speak with Dead	3	3
6th	+3	Scent of Undeath, Path Feature	4	4
7th	+3	Bone Wall	4	4
8th	+3	Summon Control, Ability Score Increase	5	5
9th	+4	Undead Senses	5	5
10th	+4	Path Feature	6	5
11th	+4	Curse (greater), Necrotic Overload	6	6
12th	+4	Bone Armor, Ability Score Increase	7	6
13th	+5	Death Witness	7	6
14th	+5	Command Undead, Path Feature	8	7
15th	+5	Bone Prison	8	7
16th	+5	Aura of the Lich, Ability Score Increase	9	7
17th	+6	Greater Necrotic Overload	9	8
18th	+6	Cloud of Death	10	8
19th	+6	Ability Score Increase	10	8
20th	+6	Lich Ascension	11	9

Class Features

As a Necromancer, you gain the following class features.

Hit Points

Hit Dice: 1d8 per necromancer level

Hit Points at 1st Level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per Necromancer level after 1st

Proficiencies

Armor: Light, shield

Weapons: Simple weapons, scythes

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose three skills from Animal Handling, Arcana, Athletics, Investigation, Nature, Religion, Survival

Equipment

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

- scythe
- a bag of holding that only holds bones
- (*a*) an explorer's pack or (*b*) a scholar's pack
- (*a*) a short-bow and 20 arrows or (*b*) any simple weapon
- an arcane focus, leather armor

Animate Dead

At 1st level, you have 1 necron point, and you gain more as you reach higher levels, as shown in the Necron Point column of the Necromancer table. As an action, they can spend necron points equal to a creature's size to raise it into an undead. Tiny creatures are six creatures raised for every 1-point, small creatures are two for every 1-point, medium creatures are 1-point, large creatures are 3-points, huge creatures are 7-points, gargantuan creatures are 11-points. The undead that you raise become lifeless at dawn unless you use necron points to maintain them at the same cost as raising them. All the undead you control are commanded through a one-way link of power, this can be temporarily interrupted by a *dispel magic* spell or any antimagic field. The undead template is at end of the class description. You regain all spent necron points when you finish a long rest.

Curse

At 1st level, you have 1 curse point, and you gain more as you reach higher levels, as shown in the Curse Point column of the Necromancer table. You can cast a curse as an action. The DC of the curses is 8 + your proficiency bonus + your Intelligence modifier. You can cast least curses at 1st level, lesser curses at 5th level, and greater curses at 11th level. You know all the curses in the Curse section below. You regain all spent curse points when you finish a long rest.

Grim Harvest

At 2nd level, you can gain the ability to reap energy from creatures. Once per turn as a bonus action, you can infuse necromantic energy into your weapon. Your weapon deals an extra 1d6 necrotic damage, it raises to a d8 at 6th level, d10 at 11th level, and d12 at 17th level. When a creature that has been hit with your attack dies you would either.

- Gain 1 necron and/or curse point, it raises to a 2 at 6th level, 3 at 11th level, and 4 at 17th level.

- Gain temporary 1d6 hit points. It raises to a d8 at 6th level, d10 at 11th level, and d12 at 17th level.

Ability Score Increase

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

Disguise Undead

At 4th level, you can hide your undead under an illusion of life. They will look like a living creature to a cursory glance. A DC 16 Perception check will reveal the true features. While they are disguised, their charisma score is equal to your own.

Speak with Dead

At 5th level you as an action you can cast the speak with dead spell. You can use this ability once before you take a short rest.

Scent of Undeath

At 6th level, you emanate the aura of the undead. You gain resistance to necrotic damage. You have advantage on checks and saves when dealing with them and all undead will need to succeed on a Charisma saving throw equal to 10 + your Charisma modifier + proficiency or have disadvantage to attack you.

Bone Wall

At 7th level as an action, you can conjure a wall of bone within 20ft of you. The wall is 15-feet wide and 10-feet tall, each 5-foot section of the wall has an AC of 12 and 30 hp. You can dismiss it at as a bonus action. You can only have one wall summoned at a time. If any section of the wall remains, you cannot summon another one.

Summon Control

At 8th level you can choose an undead you control to remotely control. This ability has no range limit. You can use any of your abilities through the undead and use its senses as your own. If you are using one of your senses or abilities through the undead you cannot use it in your own body. (example: when looking through their eyes you have the blinded condition), this can be temporarily interrupted by a dispel magic spell or any anti-magic field.

Undeath Senses

At 9th level, you gain immunity to necrotic damage and your hit point maximum cannot be reduced. You can also sense the location of any undead within 60 ft. of you.

Necrotic Overload

At 11th level as an action, you can cause one of your undead to explode with necrotic energy. Each creature within 15 ft must make a Dexterity save equal to your spell save DC. On a failed save they take 8d6 necrotic energy. On a successful save they take no damage

Bone Armor

At 13th level, as a reaction, you can cause a sheath of bone to burst out of the ground and armor you. You gain +4 AC for 1 minute. You can't use this again until you take a long rest.

Death Witness

At 13th level, when you cast *speak with dead*, you can touch a corpse and experience its last moments of life and know the effect, spell, or weapon that killed it.

Command Undead

At 14th level as an action, you can choose one undead you can sense within 60 ft of you to attempt to control. That creature must make a Charisma saving throw against your spell save DC. If it succeeds nothing happens and it is immune for 24 hours. If it fails, you gain control of it. If the target has an intelligence of 10 or higher it can repeat the saving throw every hour to break free. If the target has an intelligence of 14 or higher it has advantage on the saving throw and can repeat the saving throw every minute until it breaks free. If it succeeds you no longer control it and it is immune for 24 hours.

Bone Prison

At 15th level as an action, you can create a cage of bones that completely surrounds any one creature. This cage has an AC of 12 and has 40 hit points. You can dismiss it as a bonus action. You can only have one cage summoned at a time.

Aura of the Lich

At 16th level, you have an aura of high-level undeath. Undead will not willingly attack you unless you have dealt them damage, and if you would drop to zero hit points, you make a constitution save with a DC of 5 + half the damage taken. On a success, you drop to 1 hit point instead.

Greater Necrotic Overload

At 17th level as an action, you can cause one of your undead to explode with necrotic energy even if they were slain. Each creature within 30 feet. makes a Dexterity saving throw equal to your spell save DC. On a failed save, they take 8d6 necrotic energy and gain the poisoned condition. On a successful save they take half damage but are still poisoned.

Cloud of Death

At 18th level, the death inside you has taken physical form. You can emit an aura of death within a range of 10 ft. Within the affected area, all plants die, and any creature starting its turn there must succeed on a DC 17 Constitution saving throw. On a failure, they take 6d8 + 30 necrotic, on a successful save they take half as much. You regain a quarter of the damage dealt in temporary hit points. As a bonus action, you can activate or deactivate this aura.

Lich Ascension

At 20th level you can spend 8000 gp to create a phylactery with a form of your choice to hold your soul and give you immortality. As a result of this creation you gain all the abilities and stats (if they are lower than your own) of a lich, and if its health is higher than yours, your maximum health becomes the same.

Necromancer Paths

At 3rd level, you choose a focus for your necromantic energy. You choose to either focus on the intricacies of the physical form as a Necrotechnician or reveling in the power of control as a Curse Master. You gain features in your path at 3rd, 6th, 10th, and 14th level. These are detailed later in the class description.

Path of the Necrotechnician

At 3rd level when you choose this path you can spend 5 minutes to take a body part from a different creature and graft it onto your own undead to have a 50% chance of adding one physical ability of your choice to it. This will reset when undead dies or is re-raised.

Raise Caster

At 6th level you when you raise undead you can attempt to raise an undead spellcaster within one hour of death. This is limited to raising wizards, sorcerers, or druids. You can cast any spell they had prepared at the time of death for one curse point per spell level using your intelligence as the spellcasting modifiers. The undead spellcaster can also cast the spell. The first time they cast it roll a D100, on a roll of 25 or less they will be permanently destroyed and the spell will fail, the second time it raises to 50 or less, the third time 75 or less, and the fourth time the spell will succeed only if the roll is higher than 90 but the undead will still be permanently destroyed. This does not reset at any time even if the undead is re-raised.

Life Adjustment

At 10th level, as an action, you can lower the hit points of one or more of your undead to give another creature temporary hit points. You can also take your own hit points and grant temporary hit points to your undead.

Energize

At 14th level, you can spend 5 minutes to take a body part from a different creature and graft its energy into your own body to have a 50% chance of adding one ability of your choice or replacing one stat that's higher than your own until the next dawn.

Path of the Curse Master

At 3rd level when you choose this path you can spend 1 curse point to cast *remove curse* as an action.

Item Desecration

At 6th level, you can use a curse point to add a curse to any item, the next time that item would be used the curse will activate on your choice of the user or the target. This curse disappears at dawn. You can spend a long rest to permanently create a cursed item that targets the user.

Cursed Aura

At 10th level, as an action, you can spend one curse point to create a 15 ft. radius sphere of a curse of your choice around yourself. Any creature besides you that enters or starts their turn in the sphere has the curse effects applied. You can only use each curse effect once per long rest. You can dismiss this aura as a bonus action.

Area Desecration

At 14th level, you can spend 10 minutes and one curse point to apply a curse to any structure or 50 ft radius area. This curse disappears at the following dawn. Only one of each curse may be applied to any area or structure.

Curses

Curses use your spell attack bonus or spell save DC as required.

Lethargy: You create a dark haze around your enemies.

Least: You choose a target creature within 30 feet, that creature must make a **Wisdom** saving throw or creatures gain advantage against them for the rest of combat.

Lesser: You choose a target creature within 30 feet, that creature must make a **Wisdom** saving throw or be stunned, on the beginning of your next turn the targeted creature can attempt the saving throw again.

Greater: A number of creatures equal your Intelligence modifier must make a **Constitution** saving throw or be stunned, and your undead's reach is extended by 5 feet against those creatures. At the beginning of your next turn, the targeted creatures can attempt the saving throw again.

Apathy: You speak in multiple voices belittling your enemies.

Least: You choose a target creature within 30 feet, that creature must make a Wisdom saving throw or gain disadvantage to attack their next attack.

Lesser: You choose a target creature within 30 feet, that creature must make a Wisdom saving throw or gain disadvantage to attack for the rest of combat, on the beginning of your next turn the targeted creature can attempt the saving throw again.

Greater: A number of creatures equal your Intelligence modifier must make a **Constitution** saving throw or gain disadvantage for the rest of combat, only get one attack, and lose their reaction, on the beginning of your next turn the targeted creature can attempt the saving throw again.

WEAKEN: You summon an incorporeal mountain onto your enemies.

Least: You choose a target creature within 30 feet, that creature must make a **Strength** saving throw or deal half damage on their next attack.

Lesser: You choose a target creature within 30 feet, that creature must make a **Strength** saving throw or suffer disadvantage on all Strength saving throws and checks for the rest of combat, on the beginning of your next turn the targeted creature can attempt the saving throw.

Greater: A number of creatures equal your Intelligence modifier must make a **Strength** saving throw or reduce their Strength modifier by half, on the beginning of your next turn the targeted creature can attempt the saving throw again.

STUMBLE: You cause your enemies to see obstacles where none are.

Least: You choose a target creature within 30 feet, that creature must make a **Dexterity** saving throw or have their movements halved.

Lesser: You choose a target creature within 30 feet, that creature must make a **Dexterity** saving throw or suffer disadvantage on all Dexterity checks and saves for the rest of combat, on the beginning of your next turn the targeted creature can attempt the saving throw again.

Greater: A number of creatures equal your Intelligence modifier must make a **Dexterity** saving throw or reduce their Dexterity modifier by half, on the beginning of your next turn the targeted creature can attempt the saving throw again.

SICKEN: You make your enemies hallucinate a gruesome vision, causing them to become ill.

Least: You choose a target creature within 30 feet, that creature must make a **Constitution** saving throw or gain vulnerability to poison damage.

Lesser: You choose a target creature within 30 feet, that creature must make a **Constitution** saving throw or suffer disadvantage on all Constitution checks and saving throws for the rest of combat, on the beginning of your next turn the targeted creature can attempt the saving throw again.

Greater: A number of creatures equal your Intelligence modifier must make a **Constitution** saving throw or reduce their Constitution modifier by half, on the beginning of your next turn the targeted creature can attempt the saving throw again.

CONFUSE: You cause your enemies vision to become blurry.

Least: You choose a target creature within 30 feet, that creature must make an **Intelligence** saving throw equal to your spell save DC or have a 50% chance of their next spell failing.

Lesser: you choose a target creature within 30 feet, that creature must make an **Intelligence** saving throw or suffer disadvantage on all Intelligence checks and saving throws for the rest of combat, on the beginning of your next turn the targeted creature can attempt the saving throw again.

Greater: A number of creatures equal your Intelligence modifier must make an **Intelligence** saving throw or reduce their Intelligence modifier by half, on the beginning of your next turn the targeted creature can attempt the saving throw again.

DRAIN: You cause your enemies to feel overconfident.

Least: you choose a target creature within 30 feet, that creature must make a **Wisdom** saving throw or fail the next Wisdom (Perception) check they attempt.

Lesser: You choose a target creature within 30 feet, that creature must make a **Wisdom** saving throw or suffer disadvantage on all wisdom checks and saving throws for the rest of combat, on the beginning of your next turn the targeted creature can attempt the saving throw again

Greater: A number of creatures equal your Intelligence modifier must make a **Wisdom** saving throw or reduce their wisdom modifier by half, on the beginning of your next turn the targeted creature can attempt the saving throw again

Disgust: You create a sickening visage to cover the enemy.

Least: You choose a target creature within 30 feet, that creature must make a **Charisma** saving throw or all creatures gain advantage on their next Charisma saving throw against them.

Lesser: You choose a target creature within 30 feet, that creature must make a **Charisma** saving throw or suffer disadvantage on all Charisma checks and saving throws for the rest of combat, on the beginning of your next turn the targeted creature can attempt the saving throw again.

Greater: A number of creatures equal your Intelligence modifier must make a Charisma saving throw or reduce their Charisma modifier by half, on the beginning of your next turn the targeted creature can attempt the saving throw again.

Mindspike: You cause your enemies to hallucinate an eldritch vision.

Least: You choose a target creature within 30 feet, that creature must make a **Wisdom** saving throw or their next attack must target one ally.

Lesser: You choose a target creature within 30 feet, that creature must make a **Wisdom** saving throw or gain short-term madness for the rest of combat, on the beginning of your next turn the targeted creature can attempt the saving throw again

Greater: You choose a target creature within 30 feet, that creature must make a **Wisdom** saving throw or gain long-term madness.

Amplify Damage: You say a particularly vulgar curse, wishing your enemies terrible harm.

Least: You choose a target creature within 30 feet, that creature must make a **Wisdom** saving throw or take damage each round equal to your Intelligence modifier. They also take extra damage from your undead equal to your Intelligence modifier, on the beginning of your next turn the targeted creature can attempt the saving throw again.

Lesser: You choose a target creature within 30 feet, that creature must make a **Wisdom** saving throw. On a failure, add damage equal to your Intelligence modifier. This damage is psychic. Your undead deal extra damage equal to twice your Intelligence modifier against this creature. The additional damage is considered psychic. At the beginning of your next turn the targeted creature can attempt the saving throw again.

Greater: A number of creatures equal your Intelligence modifier must make a **Wisdom** saving throw or all damage dealt each round is doubled. The additional damage is considered psychic.

LIFE TAP: You slice your palms and fan them in the direction of your enemy; his vitality flows away from him and towards your allies.

Least: You target a single creature within 30 feet, that creature must make a **Constitution** saving throw. On a failure, each attack that deals damage to the creature gives the attacker temporary hit points equal to half the damage dealt, on the beginning of your next turn the targeted creature can attempt the saving throw again.

Lesser: The temporary hit points go up to the same as the damage dealt.

Greater: The temporary hit points go up to twice the damage dealt.

DECREPIFY: You draw a small amount of blood from yourself and make a crescent shape in the air; your enemy becomes more vulnerable to attacks.

Least: A single target creature within 30 feet must make a **Constitution** saving throw each round or have all resistances halved, on the beginning of your next turn the targeted creature can attempt the saving throw again.

Lesser: A single targeted creature within 30 feet must make a **Constitution** saving throw each round or lose all resistances, on the beginning of your next turn they can attempt the save again.

Greater: A single targeted creature within 30 feet must make a **Constitution** save equal to your spell save DC each round or lose all immunities

TERROR: You conjure images of the most nightmarish things into your enemy's mind.

Least: A single target creature within 30 feet must make a **Wisdom** saving throw each round or become frightened of a point of your choice

Lesser, A single target creature within 30 feet must make a **Wisdom** saving throw each round or gain the frightened condition and have to move their maximum movement away from a point of your choice, on the beginning of your next turn the targeted creature can attempt the saving throw again.

Greater: A number of creatures equal your Intelligence modifier must make a **Wisdom** saving throw or gain the frightened condition and have to move their maximum movement away from a point of your choice.

ATTRACT: A red glow lines the edges of your enemy's vision and draws their focus

Least: A single targeted creature within 30 feet must make a **Wisdom** saving throw equal to your spell save DC each round or have disadvantage on attack rolls.

Lesser: A single targeted creature within 30 feet must make a **Wisdom** saving throw equal to your spell save DC or be forced to make their first attack against a creature of your choosing. On the beginning of your next turn the targeted creature can attempt the saving throw again.

Greater, A number of creatures equal your Intelligence modifier must make a **Wisdom** saving throw or be forced to make their first attack against a single creature of your choosing. On the beginning of your next turn the targeted creature can attempt the saving throw again.

Zombie Enhancements

Written and designed by Sean Payne

This article is written to enable a DM to have a whole campaign fighting undead without being repetitive. This is a collection of different modifiers and uses for undead in your campaign. The zombie template allows for introducing almost any living creature as a zombie. Zombie modifiers allow the DM to mix-up and add flavor to zombies, so the players can never be sure of what they will face. And zombie racial traits are included if a player wishes to play a zombie or for when the party can't pay for a full raise dead spell.

Zombie Racial Traits

You have died previously and were brought back by a foul ritual. You are stuck between the realm of the living and the dead. The character loses their previous racial traits (with the exception of armor and weapon proficiency) and gains the following traits. A character that had a race-specific class or feat retains those choices (and can continue taking the race-specific class) but cannot take any new items that rely on the previous race. A player can choose to use the height and weight tables for any medium humanoid race.

Ability Score Increase. Your Constitution increases by 2.

Size. Your size is medium.

Speed. Your base walking speed is 30 feet.

Zombie Resistance. You are immune to poison damage and the poisoned condition.

Zombie Resilience. You don't have to eat, drink, or breathe. You don't need to sleep or suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep. The energy that powers you needs to recharge so you must spend at least 6 hours inactive to gain the benefits of a long rest.

Subtype: Living Unlife

Ability Score Increase. Your Dexterity score increases by 1.

Semblance of Life. Your active mind and independence prevent you from gaining many of the benefits enjoyed by true undead. You count as a humanoid for the purposes of spells including healing and charm spells.

Subtype: Truly undead

Ability Score Increase. Your Strength score increases by 1.

Resilience of the Grave. You have more than one foot in the grave and count as undead for the purposes of spells and abilities.

Variant: Smaller Undead

If a size small humanoid is raised as a zombie, they retain their size of small but gain all of the remaining racial traits with the exception of a speed of 20 ft.

Zombie Modifiers

CR appropriate damage (with save): Many of the below templates say to add damage to the attacks. Use the following to determine how much damage to add and the save DC. A target that saves takes half damage. CR up to 2 (1d6, DC 11), CR 2-6 (2d6, DC 12), CR 7-11 (3d6, DC 13), 12-15 (4d6, DC 14), 16-20 (5d6, DC 15), 20 and above (6d6, DC 16)

CR appropriate damage (without save): Many of the below templates say to add damage to the attacks. Use the following to determine how much damage to add. CR up to 2 (1d3), CR 2-6 (1d6), CR 7-11 (2d6) 12-15 (2d10), 16-20 (3d6), 20 and above (3d10)

CR appropriate save DC: Many of the below templates refer to a CR appropriate save. Use the following to determine the save DC. CR up to 2 (DC 13), CR 2-6 (DC 14), CR 7-11 (DC 15) 12-15 (DC 16), 16-20 (DC 17), 20 and above (DC 18)

CR+0 Modifiers

These modifiers do not increase the challenge of the undead.

Living Zombies. These represent living people who have been mind-controlled or transformed. They are either humanoid or beast (whichever the base creature is). They lose the damage immunity to poison and condition immunity to poisoned. They increase their Dexterity by 2 and they decrease their Constitution by 2.

Mindless Zombies. Mindless zombies have damage immunity to psychic damage. They have condition immunity to being charmed or frightened.

Ravenous Zombies: A ravenous zombie can spend an action to consume vital parts of a corpse within 5 feet. of them. This heals them to their maximum hit points and gives them 2d4+2 temporary hit points. A corpse can only be consumed once in this manner.

CR+1 Modifiers

If you add one of these modifiers to your undead you should add one to the CR if it was CR 1 or above. If below CR 1 then advance one position on the following list (0, ⅛, ¼, ½, 1). Multiple modifiers are more complicated and are up to the DM to determine.

Amorphous Zombies. These zombies are held together with magic and slime. They have resistance to piercing damage. Their Dexterity increases by 4.

Armored Zombies. Armored Zombies wear the armor they wore in life. They generally have either scale mail (AC 12) or chain mail (AC 16).

Bursting Zombies. When a bursting zombie dies, it explodes in a burst of necrotic slime. Each creature within 5 feet of it must succeed on a **Dexterity** save or take CR appropriate necrotic damage.

Diseased Zombies. See Zombie Disease below.

Durable Zombies. These zombies are quite resistant to damage, with resistance to bludgeoning, slashing, or piercing damage from non-magic weapons.

Fast Zombies. Fast zombies speed increases by 20 feet and can use the Dash or Disengage action as a bonus action. They also have can use the Evasion action when making a **Dexterity** saving throw. On a success you take no damage. On a failure they take half damage.

Fire Zombies. Fire zombies speed increases by 10 feet, immunity to fire damage, have the charger feat, and add CR appropriate fire damage to their melee attacks. If the fire zombie grabbles a creature or if any creature grabbles them, the fire zombie deals appropriate CR fire damage. The creature takes damage at the start of ever turn they are in contact with the zombie.

Grappling Zombies. When a grappling zombie hits with a melee attack the target is grappled (escape DC is the same as a CR appropriate save DC). Until the grapple ends the creature is restrained and the zombie can't attack another target.

Incorporeal Zombies. Incorporeal undead are vulnerable to radiant damage and have resistance to acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing damage from non-magical weapons. Incorporeal zombies have immunity to the exhausted, grappled, paralyzed, petrified, prone, or restrained condition.

Lightning Zombies. Lightning zombies speed increases by 10 feet and add CR appropriate lightning damage to their melee attacks. They have immunity to lightning damage and the paralyzed condition.

Oil-soaked Zombies. Oil-soaked zombies have the following trait: Flammable. If hit with fire or lightning damage they burst into flames. If hit with radiant, thunder or a weapon that does bludgeoning, slashing, or piercing damage they have a 50% chance of bursting into flame. A zombie on fire adds the stats of a fire zombie (above).

Paralyzing Zombies. When the paralyzing zombie hits with a melee weapon attack, if the target is a creature other than an elf or undead, it must succeed on a CR appropriate **Constitution** saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Zombies. When a poison zombie hits with a melee attack, the target must succeed on a CR appropriate **Constitution** saving throw or take CR appropriate poison damage. The poison zombie also has immunity to poison damage and the immunity to poisoned condition.

Resistant Zombies. Resistant zombies have resistance to necrotic and psychic damage. They also have immunity to the charmed, diseased, exhausted, frightened, paralyzed, and stunned conditions.

Spitting Zombies. Spitting zombies gain a ranged weapon attack with same statistics as their melee attack but does CR appropriate necrotic damage and has a range of 30/60 ft.

Stinky Zombies. Any creature that starts its turn within 5 feet of the zombie must succeed on a CR appropriate **Constitution** saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench for 24 hours.

CR+2 Modifiers

Fortified Zombies. These zombies automatically make their **Constitution** save for Undead Fortitude unless the DC is 20 + Constitution modifier.

Transmuted Zombies. These zombies are corpses animated with a variant of the *Animate Objects* spell. It could also be used to represent certain puppets. They have immunity to poison and psychic damage. Transmuted zombies have immunity to the blinded, charmed, deafened, frightened, paralyzed, petrified, and poisoned conditions. The zombie gains the Blindsight ability out to 60 feet.

Zombie Disease

At the end of an encounter with zombies the characters must make a **Constitution** save to avoid catching the zombie disease. The difficulty of the save depends on the conditions of the fight (use only the highest DC): Took damage from someone infected or touched the infected: DC 16. Was in melee with an infected: DC 15. Was within 15 ft. of an infected: DC 14. Was within 30 feet. of an infected: DC 11.

Failing the check causes symptoms to manifest in 1d4 days after which the infected creature will suffer one level of exhaustion and only regain half the number of hit points from spending hit dice. They also recover no hit points, hit dice, or exhaustion levels from finishing a long rest. Anyone

coming into contact with an infected person whose symptoms have manifested will have to make saves based on the same chart above.

At the end of each long rest an infected creature must make a DC 15 **Constitution** saving throw. On a successful save the character's exhaustion level decreases by one. If the reduction in exhaustion levels reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease (and is no longer contagious). If the creature fails the save they gain an additional level of exhaustion, dying if their exhaustion level reaches 6.

An infected creature can receive medical attention to increase their chances of recovery. Someone providing healing can make a **Wisdom (Medicine)** check. The infected can use the result of the check in place of their **Constitution** saving throw if they wish. Someone attempting the check for themselves has disadvantage.

Humanoids and beasts that die from the zombie disease will rise as zombies at the next dusk. A DM will have to determine if other creatures will rise from the grave.

Variant: Fast Zombie Disease

By default, the disease is slow acting to give victims time to recover and seek medical attention. If the DM wishes, the disease can manifest 1d4 hours rather than days. The victim would have to make the **Constitution** saving throw every hour instead of every day.

If the DM would like to make the disease even faster, they can use minutes instead of hours. If they want victims to transform almost immediately, they can skip the manifest time and just have the infected creature make the save at the start of every round.

Variant: Zombie Toxin

Some zombies cause people to transform but this is not contagious. A person who is wounded from a weapon or claw attack with the zombie toxin must make a DC 14 **Constitution** saving throw or be infected with the Zombie Disease. This would be appropriate to add to a poison zombie.

Zombie Template

Can be applied to any living creature.

Type becomes undead

Alignment becomes neutral evil

Intelligence becomes 3

Wisdom becomes 6 if higher

Charisma becomes 5 if higher.

Senses. The zombie gains darkvision out to a range of 60 feet, unless the base creature had superior darkvision.

Damage Immunities. The zombie is immune to poison damage.

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

Saving Throws. The zombie gains proficiency with Constitution saving throws.

Speed. The zombie's speed is decreased by 10 feet.

Languages. Loses the ability to speak

Traits

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

Undead Nature. A zombie doesn't require air, food, drink, or sleep.

Other Traits. The zombie loses any trait, such as Amphibious, that assumes a living physiology. The zombie cannot cast spells and loses all spell slots. At the GM's discretion, traits that would be harmful to undead no longer affect undead.

Doppelgangers

Written and designed by Kenny Morris

Organized Doppelgangers

Doppelgangers can be a huge problem as you find them in the "wild," but sometimes they pull together into packs or gangs, and sometimes, even cults. When they're able to organize for long enough, their members start to focus into roles or favored archetypes. Once this happens, they can become extremely dangerous, and near impossible to root out.

The Cabinet of Faces

There have been whispers of a cult dedicated to the Traveler. It is said to consist of changelings and doppelgangers who believe themselves to be its descendants. It is hard to sift through the paranoid ramblings of near madmen and the scant evidence that this cult even exists. They are blamed for anything from local governments degenerating into chaos to missing pies. If there is any merit to these stories, it seems to me that this incoherent, superstitious babble would be their greatest weapon.

Doppelganger Stalker

Medium monstrosity (shapechanger), neutral

Armor Class 17 (studded leather)

Hit Points 91 (14d8 + 28)

Speed 30 feet., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Dex +6, Wis +5

Skills Deception +9, Insight +6, Investigate +5, Stealth +11

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception +13

Languages Common

Challenge 6 (2,300 XP)

Shapechanger. The doppelganger can use its action to polymorph into a small or medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Footpad. The doppelganger is proficient in thieves' tools and the forgery kit.

Sneak Attack (1/Turn). The doppelganger deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the doppelganger that isn't incapacitated and the doppelganger doesn't have disadvantage on the attack roll.

Actions

Multiattack. The doppelganger makes two melee or ranged attacks.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration is not broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight), Charisma (Deception, intimidation, and Persuasion) and Dexterity (Stealth) checks against the target. The doppelganger also has advantage on attacks against the target of this ability.

Doppelganger Cunning

Doppelgangers have a natural skill in skullduggery, but there are those who have honed their craft. They are adept at infiltrating criminal organizations and becoming trusted and accomplished members. From cat burglary and forgery to downright assassination, these operatives are a force to be reckoned with.

Doppelganger Footpad

Medium monstrosity (shapechanger), neutral

Armor Class 16 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 feet., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Dex +6

Skills Deception +6, Insight +4, Stealth +8

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception +12

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a small or medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Footpad. The doppelganger is proficient in thieves' tools and the forgery kit.

Sneak Attack (1/Turn). The doppelganger deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the doppelganger that isn't incapacitated and the doppelganger doesn't have disadvantage on the attack roll.

Actions

Multiattack. The doppelganger makes two melee or ranged attacks.

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

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration is not broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight), Charisma (Deception, intimidation, and Persuasion) and Dexterity (Stealth) checks against the target.

Doppelganger Might

Some doppelgangers favor the sword and tend to take up the identities of men at arms. They will root themselves within town guards and militaries, working up the chain of command where they have the power to use their knowledge of a township's inner workings to bring in other doppelgangers. Beware, the sword is not for show.

Doppelganger Knight

Medium monstrosity (shapechanger), neutral

Armor Class 18 (fullplate)

Hit Points 102 (12d8 + 48)

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Str +7, Con +7

Skills Athletics +7, Deception +8, Insight +5, Perception +5

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception +15

Languages Common

Challenge 6 (2,300 XP)

Shapechanger. The doppelganger can use its action to polymorph into a small or medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The doppelganger makes three melee attacks.

Great Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration is not broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, intimidation, and Persuasion) checks against the target. The doppelganger also has advantage on attacks against the target of this ability.

Reactions

Battle Reading. The doppelganger magically reads the surface thoughts of one creature, that makes an attack against the doppelganger, within 60 feet of it as a reaction. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. That target has disadvantage on that attack.

Doppelganger Warrior

Medium monstrosity (shapechanger), neutral

Armor Class 18 (chainmail)

Hit Points 60 (8d8 + 24)

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	11 (+0	12 (+1)	13 (+1)

Saving Throws Con +6

Skills Athletics +6, Deception +5, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception +11

Languages Common

Challenge 4 (1,100 XP)

Shapechanger. The doppelganger can use its action to polymorph into a small or medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The doppelganger makes two melee attacks.

Great Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration is not broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, intimidation, and Persuasion) checks against the target.

Reactions

Battle Reading. The doppelganger magically reads the surface thoughts of one creature, that makes an attack against the doppelganger, within 60 feet of it as a reaction. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. That target has disadvantage on that attack.

Doppelganger Magic

If you run into a doppelganger spellcaster, you can be safe in the assumption that there is a full organization behind them. And that would be the only thing that you were safe in. These terrors can easily gain the trust of local rulership, and even take the position of court mage. An unknowable amount of rulers are just mouth pieces for the goals of these spellcasters.

Doppelganger Mage

Medium monstrosity (shapechanger), neutral

Armor Class 13 (16 with *mage armor*)

Hit Points 44 (8d8 + 8)

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	18 (+4)	14 (+2)	15 (+2)

Saving Throws Int +6

Skills Arcana +6, Deception +6, Investigate +6

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception +12

Languages Common

Challenge 4 (1,100 XP)

Shapechanger. The doppelganger can use its action to polymorph into a small or medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Mind Mage. Creatures that are the target of the doppelganger's read thoughts ability have disadvantage to Wisdom saving throws against the doppelganger's spells.

Spellcasting. The doppelganger is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The doppelganger has the following wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, friends, mage hand*

1st level (4 slots): *charm person, mage armor, sleep*

2nd level (3 slots): *crown of madness, detect thoughts, suggestion*

3rd level (3 slots): *clairvoyance, hypnotic pattern, tongues*

4th level (2 slots): *confusion, greater invisibility, phantasmal killer*

Actions

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage

Read Thoughts. The doppelganger magically reads the surface thoughts of up to 3 creatures within 90 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the targets are in range, the doppelganger can continue reading their thoughts, as long as the doppelganger's concentration is not broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight), Charisma (Deception, intimidation, and Persuasion) checks against the target.

Contributors

Gerald Glad:

Gerald's only been playing Dungeons and Dragons since 2016, but in that time, he's definitely found a passion for it. He's found that he enjoys running the game more than playing in it, but theres always a draw to test out that new character build himself at least once. He enjoys creating new content to share with all the other players and DMs and can't wait to share all he's ideas.

Jeremiah Jaggers:

Jeremiah is a professor with a minor addiction to D&D. He has written a lot of stuff that only other professors actually read. On the other hand, his D&D writing is read by real people. Okay, not real people per se, but they do exist on the internet.

Dave Knighton:

Although a late starter to the RPG realm, Dave has not let that keep him down. Dave has been writing adventures for the DDAL CCC program as well as organizing and running gameplay at conventions for the last several years. He works closely with Mount Ogden Gaming company and Rocky Mtn. RPG Guild under his own company Under the Wing Gaming. You can learn more at underthewinggaming.com

Jeremiah McCoy:

Jeremiah McCoy is a long-time gamer but, despite appearances, he is not actually Ben Franklin in disguise. He has worked in video games and has recently had work published by EN5ider among others. You can find his blog, vlogs, podcast appearances and the like at jeremiahmccoy.com.

David Morris:

David is the founder of Mount Ogden Gaming Company. He oversees the production of all the companies Adventurers League content as well as the Khyber Khronicles. He works with authors, convention organizers, and others to offer high quality gaming experiences. David is passionate about finding and cultivating new talent and loves to help people mark "publishing an adventure" off their bucket list!

Kenny Morris:

Kenny has been playing D&D for 25 years, starting with Zanzer's Dungeon. He draws inspiration from movies like Dragonslayer, Nightbreed, and Dark City. Kenny doesn't DM much, but he knows what is fun for players and comes up with a lot of great ideas.

Zachary Pickett:

Zach is a writer with a love of the old school. This college student has high hopes and even higher levels of energy. He's here to make some memories and make things a little wacky. His writing is sure to thrill and surprise.

Joe Raso:

Joe Raso is a dad, a husband, and a long-suffering DM who's had the pleasure of gaming with the same group since his university days. Joe is a new writer of RPG material and has a growing selection of publications available on the DMsGuild. Follow him on twitter @_joe_raso and on his blog https://theschemingdm.wordpress.com.

Welcome to The Khyber Khronicle; a collection of encounters and DM tools that can be used to enhance any adventure as the DM sees fit.

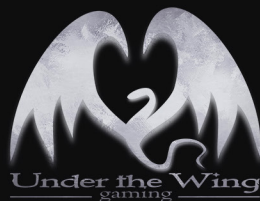In this issue:

A two-six hour adventure for levels 1-4

An introduction to Droaam

New Spells and Magic Items

All new player options including:

- Roguish Archetype
- Backgrounds
- Bardic College
- Necromancer Class

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