

## FEAT

### UNDEAD HUNTER

You are well rehearsed at hunting down the undead and putting them to final rest. You gain the following benefits:

- Your weapon attacks count as magical for the purposes of overcoming undead creatures' damage resistances.
- You have advantage on all Intelligence (Investigation) and Intelligence (Religion) rolls related to the undead.
- Once per day you can utter a prayer of protection as a bonus action, giving you necrotic resistance for 1 minute.

## SPELLS

### BLOODIED BLADE

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

**Class:** Wizard

When you cast this spell you must spend 1 hit die as blood seeps out of your skin, runs down your arm, and calcifies in a thin scarlet veneer over a weapon in your hand. For the duration of this spell you become proficient with that weapon and the first time you deal damage with the weapon each round it does additional necrotic damage. This additional necrotic damage is a die of the same type as the hit die you spent casting this spell.

### CHAINS OF DOOM

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a length of chain at least 3 links long)

**Duration:** Concentration, up to 1 minute

**Class:** Warlock, Wizard

Two phantom chains spring from the ground and walls around a creature within range. That creature must pass a Dexterity saving throw for each chain created by this spell. For each chain the creature fails its saving throw against, that chain latches onto the creature. While the creature has one or more chains latched to it the creature is restrained and takes an additional 1d4 necrotic damage whenever it takes damage.

On its turn a creature latched by one or more chains may use an action to make a Strength saving throw for each chain attached to it. On each success, one chain is broken and no longer latched to the creature.

When this spell ends, the chains fade out of sight until they dissipate completely.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, each level above 3rd creates an additional chain.

### CONTAMINATE FOOD AND DRINK

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M (a pickled rat in a chemical concoction worth no less than 50 gp)

**Duration:** 24 hours

**Class:** Druid, Warlock

All nonmagical food and drink within a 5-foot radius sphere centered on a point of your choice within range is contaminated with your choice of one of the following diseases and poisons: assassin's blood, cackle fever, sewer plague, sight rot, or truth serum. A creature who ingests food or drink contaminated in this way must pass a saving throw or become infected with the disease or afflicted by the poison. These diseases and poisons are detailed in the *Dungeon Master's Guide* on pages 257 to 258.





## EVIL EYE

1st-level divination

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 hour

**Class:** Wizard

Choose a creature within range and release a minor curse on them. That creature must succeed on a Wisdom saving throw or gain one of the following afflictions of your choice for the duration of this spell.

**Misfortune.** Before the duration of this spell has elapsed when the creature makes an ability check you can choose to give that roll disadvantage. If the creature fails that ability check this spell ends.

**Night Terrors.** The creature is plagued by paranoia and anxiety, unable to relax or rest. The creature cannot take long rests for the duration.

**Outcast.** The creature provokes distrust and disdain in all he meets while afflicted by this spell. Additionally, the creature has disadvantage on all Charisma ability checks for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher the spell's duration increases. With a 3rd level spell slot the duration becomes 8 hours. With a 5th level spell slot the duration becomes 24 hours. With a 7th level spell slot the duration becomes permanent until undone by a *remove curse* spell.

## NOCTURNAL BLESSING

1st-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (seeds of a flower that blooms only at night)

**Duration:** 24 hours

**Class:** Druid

When you touch a willing creature and cast this spell that creature gains nightvision out to a range of 120 feet. Additionally, that creature has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when they, the target of their attack, or whatever they are trying to perceive is in direct sunlight. All of these effects ends when the spell's duration is up.

## STOLEN LIFE

5th-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a calendar or timepiece older than you are worth 1 sp or more)

**Duration:** Instantaneous

**Class:** Warlock, Wizard

Running your fingers across a creature, their body is wracked with the pain of stolen life as years that were theirs become yours. Make a melee spell attack against an adjacent creature. On a hit, deal 8d8 necrotic damage. If that creature is a humanoid it must succeed on a Constitution saving throw or age 1d12 years. You add the years that creature aged to your natural life span.



**Gothic Horror Feat & Spells by**

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