

ISHAVAR'S GUIDE TO CURSES



ISHAVAR'S GUIDE TO CURSES



BY MATEJ BUDIMIR

CONTENTS

PREFACE	4	Racial Feats	22
Introduction	4	CH. 2: DUNGEON MASTER'S TOOLS	23
CH. 1: CHARACTER OPTIONS	5	Curses	23
Cursed Characters	5	Minor Curses	23
Character Races	6	Major Curses	24
Ashen	6	Minor Blessings	25
Half-Vampire	8	CH. 3: BESTIARY	26
Harpy	10	Ash Elemental	26
Medusa	11	Ashen	27
Undead	12	Ashen Firestarter	27
Classes	14	Ashen Marauder	27
Cleric	14	Ashen Sorcerer	28
Fortune Domain	14	King of Ashes	28
Good Luck Charms	15	Sea of Blood	30
Paladin	16	Blood Spawn	30
Oath of the Damned	16	Bloodling	31
Sorcerer	18	The Undying	31
Flameborn	18	Undying Spider Queen	31
Wizard	19	Zombies	33
Source of Knowledge	19	Giant Rat Zombie	33
Blood Mage	20	Knight Zombie	33
Backgrounds	21	Warhorse Zombie	33
Cultist	21		
Urban Outcast	22		

CREDITS

Designer: Matej Budimir

Editor: Adam Hancock

Illustrator: Matej Budimir

Writer: Matej Budimir

Playtesters: Anna Cherry, Gus V., Christopher Rowe, Hector Z., Jonathan J.,

MATEJ BUDIMIR

Twitter: @MatBudimir

Email: dotbudi@gmail.com

ADAM HANCOCK

Twitter: @AdamDMsGuild

Email: adam.michael.hancock@gmail.com

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

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

All other original material in this work is copyright 2019 by Matej Budimir and published under the Community Content Agreement for Dungeon Masters Guild.

CHAPTER 1

CHARACTER OPTIONS

CURSED CHARACTERS

Curses abound in the worlds of D&D. Their effects vary in nature and intensity. Some can even reshape the nature of a character's physical form, granting them unique abilities. These humanoid are normally regarded as evil or monstrous, but they can emerge as adventurers alongside other standard races.

This section is aimed at players who are interested in playing more unique and challenging races, and for DMs who wish to expand the race selections for their campaigns beyond the standard races of D&D.

BECOMING CURSED

A curse may have many varied origins. Particularly strong curses, such as the ones that change the nature of a humanoid character, require very potent magic. Only gods, archdevils, or other powerful beings can change the nature of a creature with a curse.

Ask yourself the following questions: How did your character become cursed? Did the curse change your character's personality? Has your character grown resigned to the fact that they're cursed, or are they looking for a way to remove it? How far would your character go to find a cure for the curse?

The Cursed Origin table gives a number of ideas for adding a cursed character to the campaign.

CURSED ORIGIN

d8 Origin

- | | |
|---|--|
| 1 | You earned the enmity of a god and have been punished for it with a curse. |
| 2 | You made a pact with a powerful being, which had some unforeseeable consequences. |
| 3 | You came across a cursed item, and the only way to remove the curse is by destroying it. |
| 4 | You were cursed by an evil wizard to serve as one of his minions, but a party of adventurers killed your master, and now you are free to do whatever you want. |
| 5 | You were corrupted by an evil entity. |
| 6 | A curse has been passed down in your family for generations. |
| 7 | You died during a past adventure and were resurrected in a new body. |
| 8 | A failed magical experiment has altered your body in an unexpected way. |

CURSED ADVENTURERS

There are many reasons a cursed creature would take up adventuring, although the most common one is to find a cure, though others may have more sinister reasons. For some the curse might be the beginning of a path of redemption, while others might give in to their dark desires, embracing their cursed nature and using it for their own twisted purposes.

As with any other monstrous races in the Forgotten Realms, judgment falls quickly, and swords get drawn swiftly. Adventurers who seek the acceptance of the common folk, and even other adventurers, might have to put in more effort and have a lower margin of error.

As with any type of monstrous characters, there might be conflict in the party, but it's important to remember that even two rivaling characters can find common ground and even become friends.

RACIAL TRAITS

Since most of the cursed characters aren't born cursed, the term *race* is used more abstractly, describing the physical differences of the cursed characters that are shared within the cursed form.

The general traits assume that a character was of human or elven ancestry before they were cursed, but being originally of a different race usually makes no difference, as the curses change the nature of the cursed so drastically that they lose their previous racial traits.

The game traits of the cursed races are given here. Some of these races are unusual in that they have a reduction to an ability score, and some are more or less powerful than the typical D&D races.

MONSTROUS ADVENTURERS

Cursed characters are also often considered monstrous characters, as they are often seen as sinister and evil. Therefore, taking a look at the Monstrous Adventurers section in *Volo's Guide to Monsters* may give you more ideas and questions to consider when allowing these types of characters in your campaign.



ASHEN

The smell of ash and smoke fills the air around the ashen. The intense madness in their eyes horrifies me. It's hard to imagine that this blackened ruin of charred stone and burned wood used to be a thriving city.

– Ouric the Copper Knight

The ashen have an eerie obsession with fire. After all, they were born from it. The ashen were corrupted by negative energy that slipped through a crack between the Material Plane and the Elemental Plane of Ash and cursed in their death to live for eternity as creatures of ash and fire.

ASH AND FIRE

It's debatable whether the ashen are physically closer to humans or not. While they are humanoid in shape, their skin not only appears to be covered in a layer of ash but is, in fact, actually made of ash and embers.

Their furnace-like hearts, which pump lava through their veins, cause their body to constantly exude heat, even more so when angered. And, like a furnace, their hearts consume air and require fuel in the form of food to keep burning. By taking deep breaths, the ashen can ignite the embers that make up their body, and, when enraged, they can even burst into flames, burning anything that's near them.

DRIVEN TO MADNESS

Once human, the people now known as the ashen, lived in an isolated community, suspicious of any outsiders. The place, even then, held a grim reputation. The smallest crimes would be punished by public burnings, which were celebrated by the townsfolk. As time passed, these gruesome events grew in grandeur. And, over time, the townsfolk got more and more obsessed with fire, until they eventually turned mad.

In a trancelike frenzy, they burned down their own towns, including themselves and the other townsfolk. Yet, the ashen didn't die. Scorched and cursed, rising from the charred remains of the burned buildings, the townsfolk rose again, reborn as the ashen.

CHARRED SOCIETY

Although, to the ashen, this is an irrelevant side effect to their pyromania, the ashen multiply by spreading their curse, by burning other settlements and their inhabitants. When they don't have a new target in sight, they settle in the ruins of burned-down towns and cities.

Ashen society is very primitive. Their weapons are crude, and they mostly use salvaged and scavenged equipment. Gender roles are nonexistent in their society, as the minor, and only, difference between the sexes is their appearance.



ELEMENTAL BOND

Not many minds have survived the corruption and curse. The ones who did so often live harsh lives, feeding on scraps in an attempt to regain any form of normality in their life. Ashen adventurers are few and far between. They are often seen as untrustworthy and unreliable, due to their reputation of madness.

Their connection to the Elemental Plane of Ash imbues many ashen with an innate talent for magic and an affinity for fire. Therefore, many ashen adventurers are sorcerers.

ASHEN NAMES

Most ashen don't have any recollection of their human lives or even the concept of families and names. They refer to each other mostly by descriptive words in the Ignan language, oftentimes given to them by others, like nicknames.

Male Names: Dhast, Faras, Fuere, Karza, Kephra, Ingra, Ira, Rasha'a, Thefra, Vhatra

Female Names: Arri, Borefi, Fra'avi, Kri, Igni, Onxavi, Rezefi, Rhavi, Takhki, Xari

ASHEN TRAITS

Your ashen character has the following traits.

Ability Score increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Age. The ashen mature at about the same rate as humans and reach adulthood in their late teens. They rarely live longer than 40 years.

Alignment. The corruption has left most ashen in a state of madness. Therefore most ashen lean towards chaotic and evil alignments. Some ashen who retained their sanity might lean towards good or neutrality.

Size. Ashen are the same height as humans but tend to weigh less. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Enkindle. As a bonus action, you can cause your body to shed bright light in a 10-foot radius and dim light for an additional 10 feet. It lasts until you're incapacitated or you dismiss it as a bonus action.

Fire Resistance. You have resistance to fire damage.

Fiery Soul. Starting at 3rd level, you can use your action to ignite your soul with fiery heat, causing your whole body to be covered by flames and burning hot magma.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have immunity to fire damage, and every creature that hits you with a melee attack while within 5 feet of you takes fire damage equal to half your level (rounded up). A creature can only take this damage once per turn. Flammable objects in your space that aren't being worn or carried are ignited.

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

Languages. You can speak, read, and write Common and Primordial.



HALF-VAMPIRE

Heed my words! When the sun sets, and the darkness of the night falls over the sky, they will awake from their slumber. Lock your doors! Bar your windows! And pray they don't hunger for your blood.

– Rimoldin, grizzled farmer

When it comes to creatures of the night, the vampires are to be feared the most. Many stories are told about vampires, some more true than others. How would one know which ones to believe? And even though the legends are numerous, they rarely mention half-vampires, if at all.

CHILDREN OF THE NIGHT

As offspring of a mortal parent and a vampire, half-vampires possess many of the vampire's traits, but not all. Most people wouldn't even be able to tell the difference between the two. Half-vampires aren't as physically gifted compared to a full-fledged vampire, but they are also less affected by their weaknesses, such as running water and sunlight.

Half-vampires tend to grow up with a disdain for one or the other side of their heritage, as their upbringing is often followed by tragedy, and vampires rarely live in lasting harmony with their prey.

BLOOD AND WINE

Not all myths and legends regarding vampires are true, but their thirst, or rather dependency on blood, is. Even half-vampires need to drink blood, or else they will grow weaker. They have various ways to get their hands on fresh blood to quench their thirst, but some solutions are more morally ambiguous than others.

While a half-vampire can drink blood from voluntary targets, those might be hard to come by, in which case they might resort to forceful methods of acquiring blood.

DARK TEMPTATIONS

Half-vampires share their vampire parent's curse, and are in a constant struggle to keep their dark desires at bay, or else they might succumb fully to their vampirism.

Many half-vampires look for a way to make up for their nature by doing good deeds. Some may pick up adventuring, even though their curse tends to get them in trouble. And their dependency on blood makes whichever path they choose quite the challenge.

HALF-VAMPIRE TRAITS

Your half-vampire character has the following traits.

Ability Score increase. Your Strength, Dexterity and Constitution scores each increase by 1.

Age. Half-vampires mature at the same rate as humans, but stop aging in their twenties.

Alignment. The half-vampires' undead nature leans them towards evil, but not all of them follow that path. Evil or not, they are inclined toward a lawful alignment.

Size. Half-vampires vary widely in size, and they can be from under 5 to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Shapechanger. If you aren't in sunlight or running water, you can use an action to polymorph into a Tiny bat or back into your true form. While in bat form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than your size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you die.

Innate Spellcasting. You know the *friends* cantrip. Starting at 3rd level, you can also cast *charm person* with this trait. Once you reach 5th level, you can also cast the *spider climb* spell once per day. Charisma is your spellcasting ability for these spells.

Fangs. Your vampire fangs are a natural weapon, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Once per day, with a successful fangs attack, you can regain hit points equal to the damage taken.

Blood Thirst. You need to consume blood to stay alive. Each day that you don't drink blood, your hit point maximum is reduced by 1. Once you drink blood, your hit point maximum is restored.

Vampire Weaknesses. As a half-vampire you have the following flaws:

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

Harmed by Running Water. You take acid damage equal to 5 + your character's level when you end your turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into your heart while you are incapacitated, you are paralyzed until the stake is removed.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

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

FEEDING ON VOLUNTARY TARGETS

A vampire can feed on a volunteering humanoid creature without killing it. The target takes damage equal to the number of your hit points that are restored. Additionally, the target gains 2 levels of exhaustion.





HARPY

No way! I'm not hiring another one of you harpies to perform here ever again! The last time I did, I got dozens of complaints and patrons who didn't know how they got here asking for refunds!

– Ilma, innkeeper of the Peak's Rest

Infamous for their alluring song that has led many travelers to their demise, harpies are cruel, yet cowardly, hunters. They enjoy playing with their prey, and collecting small trinkets as trophies of their skirmishes.

CUNNING PREDATORS

Harpies make their nests in fog-shrouded swamps and hazardous mountains. They use the dangerous terrain to their advantage, by luring prey into the deadly obstacles surrounding their nests.

Those who don't get captured by their song will have to face their sharp talons. Their feathered wings make it easy for harpies to navigate harsh terrain, giving them an edge over other predators.

CRUEL SOCIETY

Harpies live in ruthless societies. A tribe could be as small as a pair of harpies, or it could be in the range of hundreds.

The weakest harpy children are often neglected, and older harpies who show weakness tend to fall prey to their own kind. That's why even though harpies can live to be 50 years old, most don't make it to 30.

HARPY ADVENTURERS

Some harpies pick up adventuring to escape their vicious environment. Others might be the last survivor of their tribe. Their captivating song makes harpy adventurers great bards. And their ability to fly gives them an edge with ranged weaponry.

HARPY TRAITS

Your harpy character has the following traits.

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

Age. Harpies reach maturity around the age of 6. They age very fast and rarely live longer than 50 years.

Alignment. Harpies have no regard for right or wrong, even at the expense of their fellow harpies. Their predatory nature leans them towards chaotic evil.

Size. Harpies are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Flight. You have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armor. In addition, this flight works only in short bursts; you fall if you're airborne at the end of your turn.

Talons. Your talons are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Harpy Song. As an action, you can start to sing a magical melody. Every humanoid of your choice within 30 feet of you who can hear the song must succeed on a Wisdom saving throw or be charmed until the end of your next turn. While charmed by you, the target is incapacitated. If the charmed target takes damage from a source other than you, the effect ends on it. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus. The range increases to 60 feet at 6th level, 90 feet at 11th level, and 120 feet at 16th level.

After you use your harpy song, you can't use it again until you complete a long rest.

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

MEDUSA

I once met a lady she was so fair, with a secret I wish I'd known; when I saw her unusual hair, her eyes turned me to stone.

—Thumbs, controversial poet

Most recognizable by their snake hair, medusas tend to keep away from the eyes of the public, seeking refuge in ancient ruins or catacombs. Feared because they can turn anyone to stone, medusas are often the prey of many adventuring parties and aspiring heroes.

MEDUSA ADVENTURERS

While many consider medusas monstrous and evil creatures, they are often simply misunderstood, as they can't control their petrifying gaze, which they were cursed with when they bargained for beauty, eternal youth, and immortality. The nature of the medusa's origin leans them towards being warlocks, serving a powerful patron who either turned them into what they are now. Or the medusa serves a new patron in hope that it may return them to their former self.

Others might stay away from making another pact, instead living their lives in the shadows.

MEDUSA TRAITS

Your medusa character has the following traits.

Ability Score increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Age. Medusas can manifest their curse at any age. They are immortal, but they only live a handful of decades before their curse fully corrupts their minds.

Alignment. Medusas usually live in seclusion and hidden away in ancient ruins. Their vanity and corrupted nature turns most medusas towards evil alignments.

Size. Medusas have the same range of height and weight as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Snake Hair. Your snake hair is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your



Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

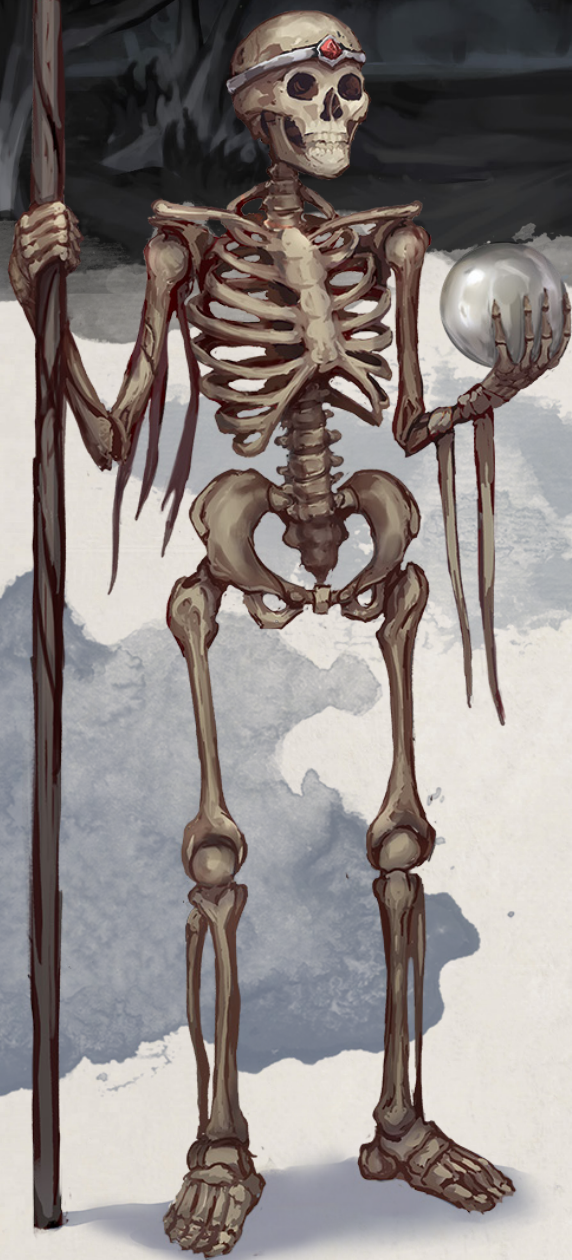
Immortal Splendor. You gain proficiency in the Deception and Persuasion skills.

Petrifying Gaze. As an action, you can cause creatures to partially petrify. Each creature within 30 feet of you, that can see you must succeed on a Constitution saving throw or their speed is reduced to 0 until the end of your next turn. If the saving throw fails by 5 or more, the creature is instead restrained for the duration. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus.

After you use your petrifying gaze, you can't use it again until you complete a short or long rest.

Cursed Reflection. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is within 30 feet of a polished or reflective surface.

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



UNDEAD

*Have you seen that? Did you hear that? A familiar sound.
Forgotten and lost. A fading memory. Distant and vague.
Did I imagine it? Was it ever there? A man's dream. Once
noble and kind. Now nothing but dust and bones.*

—Telmah the Forgotten

Undead come in many shapes and sizes, some more powerful than others, but the most common ones are skeletons and zombies. Most of them are used as minions by necromancers or other evil creatures. But some are free, only serving themselves. They are damned to an eternal existence, neither alive nor dead.

FLESH AND BONES

Whether they've been animated after their death, or stripped of their life by a curse, undead are brought into existence through magical means, giving them supernatural abilities.

While skeletons and zombies have their differences—one is protected by a layer of rotten flesh while the other is more agile—they have a few things in common. Their undead nature grants them certain benefits, such as eternal life and immunity to poisons. But those advantages also come with various drawbacks.

DAMNED SOULS

Undead who retain their mind have to watch their body slowly decay with time, until there is nothing left but bones and dust. Some wake up decades, or even centuries, after their death. For others undeath was the consequence of using dark magic in an attempt to achieve immortality.

Their state is a curse, even if some have turned themselves into undead creatures on purpose, as an undead's soul is damned, until they can find a way to revert the curse.

BETWEEN LIFE AND DEATH

Most living creatures are afraid of the undead. In many societies, they are seen as abominations. Yet, as they are not mindless, nor inherently evil creature, respectable skeletons or zombies can find acceptance from others, if they show to be well-meaning.

UNDEAD OF ALL SIZES

The basic traits assume the undead character to be of human origin, but undead can come in all forms and sizes. Depending on what race you were before your untimely demise, your size and speed may be different.

Dwarf. Your size is medium, and your speed is 25 feet.

Halfling and Gnome. Your size is small, and your speed is 25 feet.

Goblin and Kobold. Your size is small, and your speed is 30 feet.

UNDEAD TRAITS

Your undead character has a number of traits in common with all other undead.

Ability Score increase. Your Constitution score increases by 2.

Age. Undead don't age, but their bodies may still decay over time. They can easily live for centuries, or even an eternity, with proper care.

Alignment. Undead don't always lean towards evil, but many of them end up there. As outcasts, they have a tendency toward chaos.

Size. Undead vary widely in height and build, depending on what race they belonged to in life. Regardless of that, your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Undead Resilience. Your undead nature grants you unnatural resilience, represented by the following benefits:

- You are immune to poison damage and the poisoned condition.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Weary Bones. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

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

Subrace. The two main kinds of undead—skeletons and zombies—are more like states of the physical body than true subraces, and one could transfer from one to the other. Choose one of these subraces.

OPTIONAL UNDEAD TRAITS

The undead nature of skeletons and zombies can be interesting to play with, but they also have big drawbacks. And because those drawbacks can be detrimental to the players and the campaign, they are optional.

Lingering Injuries. When your undead character drops to 0 hit points, you suffer an injury. Roll on the Lingering Injuries table, found in the *Dungeon Master's Guide*. You can heal one injury during a short rest, or heal all injuries during a long rest.

Undead Nature. You are considered an undead for the purpose of being targeted by magical effects.

SKELETON

As a skeleton, your body has been picked clean of flesh. In the worlds of D&D, sentient skeletons are extremely rare. They tend to live alone, secluded in catacombs or abandoned towers, far away from civilization.

Ability Score Increase. Your Dexterity score increases by 1.

Play Dead. As a reaction to taking damage, you can fall prone and act dead. Unless a creature succeeds at a Wisdom (Insight) check contested by your Charisma (Deception) check, it can't choose you as the target of an attack or harmful spell until you move or take an action or reaction. This feature doesn't protect you from area effects.

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

ZOMBIE

As a zombie, your undead body is slowly decaying, and its nature makes you very resilient. Similar to their skeletal counterpart, sentient zombies are a rarity in the worlds of D&D. They call graveyards and forgotten tombs their home, only leaving them when absolutely necessary.

Ability Score Increase. Your Strength score increases by 2, and your Dexterity score decreases by 2.

Undead Fortitude. When you are reduced to 0 hit points, you 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, you drop to 1 hit point instead. Each time you use this feature, the DC increases by 5. When you finish a short or long rest, the DC resets to normal.

Supernatural Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.



CLERIC

Fortune smiles upon us today, lad. The sea is calm and winds are in our favor. If we continue at this speed we will reach the port within the fortnight.

—Gasky, ship navigator

The direct effect that the gods can have on the Material Plane is limited. In order to influence the planes, they need clerics to enact their will. The clerics are bound to follow the gods' desire, in order to keep their divine powers.

FORTUNE DOMAIN

The fortune domain encompasses both good luck and misfortune. The gods of fortune include Tymora, Olladra, Tyche, Hermod, and Bes. They promote fate, taking chances, and bold actions. The clerics of such gods may bless people who are departing on a journey or those who are beginning a new chapter in their lives. Some gods focus more on misfortune, such as Beshaba and Ralishaz. And, even though the gods of misfortune are cast as evil, they are both parts of the same coin, as one person's good luck is another's misfortune.

FORTUNE DOMAIN FEATURES

Cleric

Level	Feature
-------	---------

1st	Domain Spells, Bonus Proficiencies, Ill Omen
-----	--

2nd	Channel Divinity: Beginner's Luck
-----	-----------------------------------

6th	Channel Divinity: Stroke of Luck
-----	----------------------------------

8th	Divine Strike (1d8)
-----	---------------------

14th	Divine Strike (2d8)
------	---------------------

17th	Fortunate Strike
------	------------------

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Fortune Domain Spells table. See the Divine Domain class feature for how domain spells work.

FORTUNE DOMAIN SPELLS

Cleric Level Spells

1st	<i>bane, bless</i>
3rd	<i>aid, ray of enfeeblement</i>
5th	<i>beacon of hope, bestow curse</i>
7th	<i>death ward, freedom of movement</i>
9th	<i>circle of power, geas</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and one gaming set of your choice.

ILL OMEN

Beginning at 1st level, you curse an enemy to be followed by misfortune. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The next time it makes an ability check or attack roll, they must roll a d4 and subtract the number rolled. This benefit lasts for 1 hour. It ends early if you designate a different creature.

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: BEGINNER'S LUCK

Starting at 2nd level, you can use your Channel Divinity to bless yourself with a pinch of luck. When you fail an ability check with a skill you are not proficient in, you can reroll the die with advantage. If you do so, you must use the new roll.

CHANNEL DIVINITY: STROKE OF LUCK

At 6th level, when you or an ally is attacked by a creature within 30 feet of you that you can see, you can use your Channel Divinity to turn the creature's critical hit into a normal hit.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

FORTUNATE STRIKE

Starting at 17th level, when you hit a creature with a melee weapon attack, you can treat the d20 attack roll as a 20.

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

GOOD LUCK CHARM

Followers of the fortune domain have a very deep connection with concepts of good fortune and bad luck, and through this connection they learned that luck isn't just superstition. Fortune is about tipping the scale of fate in one's favor.

Acolytes and clerics of the fortune domain tend to carry at least one good luck charm with them, which might also be used as a holy symbol.

You might have received one as a gift, from a villager you helped, or you might have made the charm yourself, carved out of a block of wood or jade. Some temples might require you to find a charm as part of their initiation, or for the conclusion of their training.

GOOD LUCK CHARMS

d6	Description
1	a four-leaf clover, pressed between the pages of your prayer book
2	a horseshoe, received as a gift from a farmer whose horse you saved
3	a jade coin, from a distant land
4	a dream catcher handwoven by an elder of your temple
5	a ladybug kept in a glass jar
6	a rabbit's foot preserved from your first hunt



PALADIN

Do you really think prayers are going to solve your problems? The gods don't care about you, or the plights of any mortal for that matter. If you want something to happen, you have to do it yourself. Take the reins in your own hand. With my help, of course.

– Crux, devil at the crossroads

While most paladins are known as holy knights, some convene with infernal powers. Tainted by evil, they act as lackeys for powerful devils, who are too busy to do errands below their station.

OATH OF THE DAMNED

The oath of the damned binds one to the Nine Hell. Paladins that take this oath submit themselves to the rule of an archdevil, or even Asmodeus himself. They are tasked to spread the dark influence of their master, by sowing corruption and chaos in the material plane. Also known as Messengers of Hell, they are sent to collect on contracts or to find people who are willing to form new ones.

TENETS OF THE DAMNED

A paladin who takes this oath has the tenets of the damned engraved into their soul.

Follow the Contract. Once you sign a contract, you are bound to fulfil it, by any means necessary.

Exploit Weakness. Everyone has secret desires. Find them and use them to your advantage. Tempt the weak-minded. Persuade them to give in to their desires.

Obedience. Act in accordance to the Infernal Hierarchy. Never disobey an order given by your superiors.

Ambition. Always strive for more power, and never be satisfied with what you have.

OATH OF THE DAMNED FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity, Infernal Smite
7th	Aura of Damnation
11th	Improved Infernal Smite
15th	Devil's Eye
20th	Avatar of the Nine Hells

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Damned table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE DAMNED SPELLS

Paladin Level	Spells
3rd	<i>armor of Agathys, hellish rebuke</i>
5rd	<i>crown of madness, misty step</i>
9th	<i>fear, fireball</i>
13th	<i>fire shield, wall of fire</i>
17th	<i>dominate person, hold monster</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Relentless Hatred. As a reaction to taking damage, you can use your Channel Divinity to imbue yourself with fiendish resilience. Until the end of your next turn, you gain resistance to all damage.

Turn the Unworthy. As an action, you present your holy symbol and speak fiendish words, painful for celestials and fiends to hear, using your Channel Divinity. Each celestial or fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

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

INFERNAL SMITE

Beginning at 3rd level, your oath changes the nature of your smite. Replace the Divine Smite feature with this one.

When you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal fire damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a celestial.

AURA OF DAMNATION

At 7th level, you capture the life force of foes who fall within your aura while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

Whenever a creature within your aura dies, you gain temporary hit points equal to your Charisma modifier + half your paladin level (minimum of 1).

At 18th level, the range of this aura increases to 30 feet.

IMPROVED INFERNAL SMITE

By 11th level, you are so suffused with hellish power that all your melee weapon strikes carry infernal power with them. Replace the Improved Divine Smite Feature with this one.

Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 fire damage. If you also use your Infernal Smite with an attack, you add this damage to the extra damage of your Infernal Smite.

DEVIL'S EYE

At 15th level, you gain darkvision of 120 feet, and magical darkness doesn't impede your darkvision.

Additionally, you gain proficiency in the Insight and Deception skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

AVATAR OF THE NINE HELLS

At 20th level, you can become an avatar of the nine hells. Using your action, you undergo a transformation. For 10 minutes, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from non magical weapons that aren't silvered.
- You are immune to fire and poison damage.
- You have advantage on saving throws against spells and other magical effects.

Once you use this feature, you can't use it again until you finish a long rest.



SORCERER

In this city, you need to be able to fight fire with fire.

– Ala'i, efreeti noble

While sorcerers in general might be subject to jealousy and envy, their innate magic is difficult to control and often destructive. With no training or assistance, sorcerers often have to work hard to not become consumed by their own power.

FLAMEBORN

Your innate magic comes from the Elemental Planes of Fire and Ash. Perhaps you've been exposed to overwhelming energies or a powerful elemental granted you these powers. Perhaps you were simply born there. Either way your connection grants you a special affinity and control of fire magic. Your flames burn hotter and brighter than any other, and highly skilled sorcerers are even capable of shaping any magical energy into scorching flames.

EMBER SOUL FEATURES

Sorcerer Level	Feature
1st	Elemental Flames, Inner Fire
6th	Aura of Ash
14th	Unstable Flare
18th	Master of Flames

ELEMENTAL FLAMES

At 1st level, you learn the *fire bolt* cantrip, which doesn't count against the number of sorcerer cantrips you know. In addition, your *fire bolt* ignores resistance to fire damage.

Upon reaching 3rd level in this class, when you cast a spell that deals fire damage, you can expend 1 sorcery points to ignore the targets' resistance to fire damage.

INNER FIRE

Additionally at 1st level, you gain resistance to fire damage, and you don't suffer the effects of extreme heat, as described in the *Dungeon Master's Guide*.

AURA OF ASH

Starting at 6th level, you are surrounded by an aura of ash that drains the heat from your enemies. The aura extends 10 feet from you in every direction, but not through total cover. Whenever you start casting a spell that deals fire damage, every living creature within your aura that you can see takes fire damage equal to your Charisma modifier (minimum of 1).

UNSTABLE FLARE

At 14th level, when a creature enters your aura for the first time on its turn, or starts its turn in your aura, it has to succeed on a Constitution saving throw or take 2d10 fire damage and be pushed back 10 feet.

MASTER OF FLAMES

At 18th level, you gain immunity to fire damage. Additionally, you can change the damage type of any spell with an instantaneous duration to fire.

WIZARD

You know, somewhere between the black hoods and the human sacrifices, I had to wonder. Were we the bad guys? Anyway, after the incident with the goat, I realized I needed a fresh start.

– Sumaya, apple cart merchant

Wizards obtain their magic through rigorous study and extensive practice, but not every form of magic is taught in the wizard colleges. Some magical practices are frowned upon, or even banned. And those who wish to learn forbidden magic often do so with questionable intent.

SOURCE OF KNOWLEDGE

Obscure and forbidden knowledge is not easy to find. Those who want to practice blood magic need a source of knowledge, that teaches them the rituals, practices, and secret methods of the blood mages. This knowledge can come in many ways.

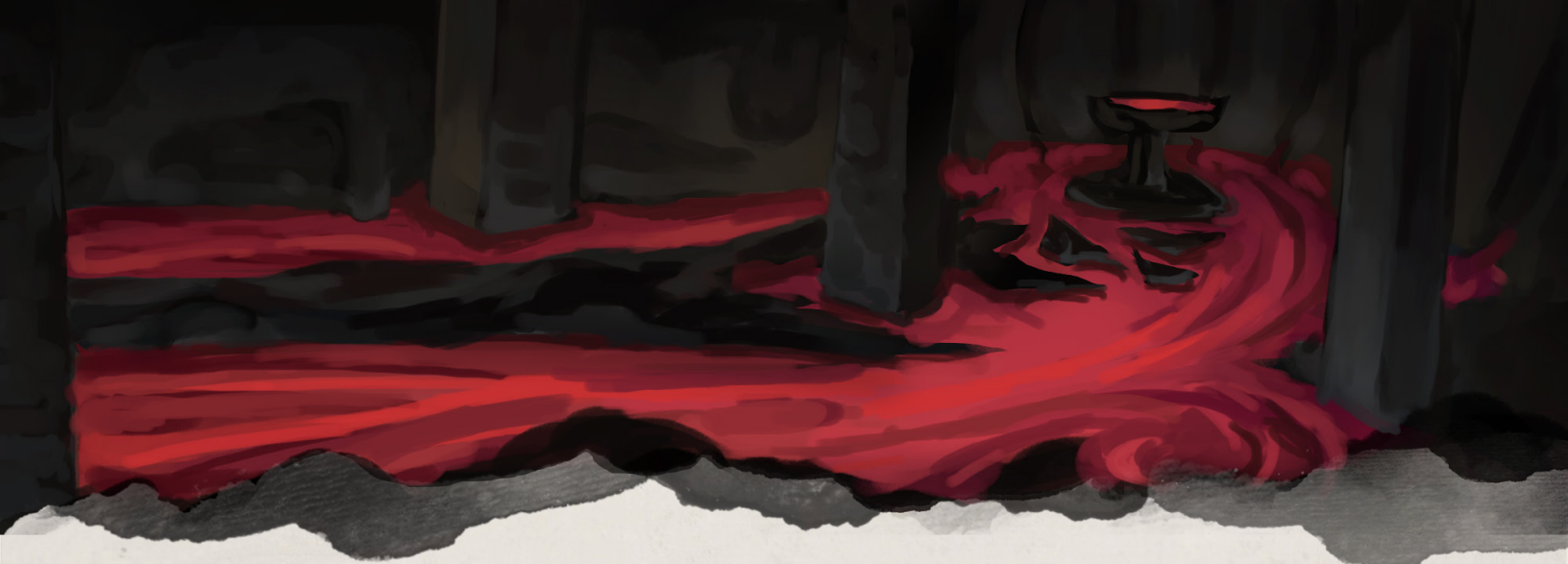
Did your wizard character come upon an ancient artifact? Were they taught blood magic by someone? Think about how your character learned this secret practice of magic.

BLOOD MAGIC SOURCE

d6 Description

- 1 You learned from an ancient book that can only be opened with a drop of blood.
- 2 As a member of a cult that worshiped the demon lord Orcus, you were shown forbidden rituals
- 3 Blood magic is taught in your family, a secret that has been passed down each generation.
- 4 An old wizard master taught you the ways of both good and evil magic.
- 5 You made a pact with a powerful entity to obtain forbidden knowledge.
- 6 You researched an abandoned ruin and found ancient relics and a hidden ritual site.





BLOOD MAGE

Blood magic is both extremely powerful and dangerous, as it invokes dark powers. Using their own life force, a wizard can amplify their magic and even summon minions of blood—powerful creatures from the depths of hell. Many who wield blood magic get addicted to the feeling of unlimited power and strive for even more, so much so that using their own life force is not enough for them anymore.

In most wizard circles, the use of blood magic is prohibited. Those who want to study it must do so in secret. Even though blood mages are persecuted, it's not easy to tell whether a wizard practices blood magic or not. Many wizards who do try to hide their interest in it, and some gather in underground cults, often dedicated to a demon lord.

Even so, blood magic is not inherently evil, and not everyone who uses it does so with evil intent.

BLOOD MAGE FEATURES

Wizard Level	Feature
2nd	Spell Surge, Life of Secrecy
6th	Fatal Bond
10th	Servant of Blood
14th	Bound by Blood

SPELL SURGE

Starting at 2nd level, you can use a bonus action to start channeling magical energies from your own life force to empower your spells, starting a spell surge, which lasts for 1 minute.

For the duration of the spell surge, when you roll damage for a spell, you can reroll a number of damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls. When your spell surge ends, you gain one level of exhaustion.

LIFE OF SECRECY

Additionally, at 2nd level, you gain proficiency in the Deception and Stealth skills if you don't already have it.

FATAL BOND

Beginning at 6th level, you can link your fate with another creature. As an action, choose one creature that you can see within 60 feet of you. Whenever you take damage, the target of your fatal bond also takes psychic damage equal to half the damage you take. The bond lasts for 1 minute. The bond ends early if the target dies, you die, or you are incapacitated.

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

SERVANT OF BLOOD

At 10th level, you learn how to summon and command minions of blood. As an action, you can call forth a **blood spawn**, the statistics for which can be found in *Chapter: 3*. When the blood spawn appears, you can lose a number of hit points, and the blood spawn gains temporary hit points equal to twice the number of hit points you lost. The blood spawn is friendly to you and your companions for the duration. Roll initiative for the blood spawn, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the blood spawn, it defends itself from hostile creatures, but otherwise takes no actions.

The blood spawn remains in your service until the end of your next long rest, or when it drops to 0 hit points, at which point it disappears.

Once you summon a blood spawn with this feature, you can't use the feature again until you finish a long rest.

BOUND BY BLOOD

At 14th level, your fatal bond creates a magical tether between the target and you, strengthening the influence your spells have against it. A creature affected by your fatal bond has disadvantage on all Intelligence, Wisdom, and Charisma saving throws against your spells.

BACKGROUNDS

During character creation, players can select the following backgrounds for their characters. These backgrounds are thematically appropriate for characters made using the character options found here, but they can be used by any character or campaign.

CULTIST

You have spent a part of your life as a member of a cult. You participated in secret rituals, studied obscure tomes, and collected macabre artifacts. You might have even encountered, or served a powerful creature, such as a demon.

Skill Proficiencies: Deception, plus one from among

Arcana and Religion

Tool Proficiencies: Herbalism Kit

Languages: One of your choice

Equipment: A ritual knife, a dusty tome or scroll, dark robes, a wooden mask, and a pouch containing 10 gp

FEATURE: OCCULT KNOWLEDGE

You have knowledge about dark creatures, rituals and sinister places that is not available to the common folk. Through your specialized interest, you may know how certain creatures are brought into existence, how to destroy them, or other obscure details about their being. Your DM might rule that certain knowledge is even too obscure for you or that you are unable to tell whether certain information is just a rumor or not.

SUGGESTED CHARACTERISTICS

Cultists are secretive characters, and many of them possess sinister ambitions. Yet, some of them have virtuous intentions with the greater good in mind. While cultists share similar interests, they often see members of different cults as foes.

d8 Personality Trait

- 1 I've read and studied every book, text, and artifact that was ever in the cult's possession.
- 2 I keep my true thoughts and opinions a secret.
- 3 I treat my comrades as if we were one big family.
- 4 I love to obtain more and more knowledge. The obscurer the better.
- 5 I've grown accustomed to a prosperous lifestyle at the hand of the cult.
- 6 I'm always overly suspicious that people might find out about my secrets.
- 7 I once sacrificed a goat on a stone altar, and to this day I don't know for what purpose.
- 8 I like to collect keepsakes and relics from dungeons and other places with magic.

d6 Ideal

- 1 **Devotion.** I know that, if I serve my cult well, great things will happen to me. (Lawful)
- 2 **Change.** It is our duty to question antiquated traditions, and to bring change to the world. (Chaotic)
- 3 **Power.** The powerful get to rule the world. (Evil)
- 4 **Greater Good** We must quench evil, by any means necessary. (Good)
- 5 **Self-Improvement.** There is no good or bad in the pursuit of the betterment of oneself. (Neutral)
- 6 **Greed.** I only care about amassing riches and fortune. (Evil)

d6 Bond

- 1 I still care deeply for the other members of the cult.
- 2 One day I will earn the respect of my fellow cultists.
- 3 I am in love with a member of a rival cult.
- 4 Other members of the cult and I were betrayed and lied to by the leaders. One day, I will have my revenge.
- 5 I have a friend who is still part of the cult, whom I've left behind.
- 6 I'm the last surviving member of my cult, and it's my responsibility to pass the teachings on.

d6 Flaw

- 1 I'm certain the end of the world is near, and there's nothing we can do to stop it.
- 2 I acquired too much of a taste for obscure and unique pleasures.
- 3 For the love of everything I hold dear, I can't keep a secret.
- 4 I would do anything to obtain more power.
- 5 My curiosity gets me in all sorts of trouble.
- 6 I am never truthful about personal matters, even to my own detriment.



URBAN OUTCAST

As an urban outcast you've lived your life in the shadows of cities. Whether you have been cast out because of mischievous interests or simply because of preconceptions about your ancestry, an urban outcast is often seen as a nuisance. Because of that, you have learned to stay out of sight of the common folk and how to rely on yourself to get by.

Skill Proficiencies. Perception, Stealth

Tool Proficiencies: Disguise kit and one type of gaming set or musical instrument

Equipment: A small knife, a disguise kit, a set of common clothes including a hood, and a belt pouch containing 5 gp.

FEATURE: SECRET PASSAGeways

You know about hidden paths, obscure alleyways, and secret hideouts which aren't passed frequently by others. Using your knowledge of the cities, you can travel through them without drawing attention to yourself, or without being seen. Additionally, you can find shelter within cities, where you can hide or rest. Although the lifestyle these shelters provide are often poor.

SUGGESTED CHARACTERISTICS

Use the tables for the urchin background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as an urban outcast.

RACIAL FEATS

It takes time for cursed and monstrous characters to master their innate powers. Some DMs also allow the use of feats to customize a character. Feats are an optional rule in the *Player's Handbook*. The DM decides whether they're used and may also decide that some feats are available in a campaign and others aren't.

This section introduces a collection of special feats that allow you to explore your character's race further. How you achieve your mastery is up to you and your DM. It might come to you with age, or you might have been exposed to powerful magic that amplified your curse or led to transformation.

The feats are presented below in alphabetical order.

ASHEN RESILIENCE

Prerequisite: 7th level, ashen

Your connection to the Elemental Plane of Ash has grown stronger and made your body and mind more resilient. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have immunity to fire damage.
- You have advantage on saving throws against being frightened

HARPY FLIGHT

Prerequisite: 9th level, harpy

You have practiced your flight and achieved mastery of it to gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Wearing medium armor doesn't restrict your flying speed.
- When you end your turn in the air and nothing else is holding you aloft, you no longer fall.

MEDUSA'S GAZE

Prerequisite: 17th level, medusa

You tap into the full potential of your curse, empowering your petrifying gaze. If a creature fails the saving throw of your petrifying gaze by 5 or more, the creature instantly becomes petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success.

VAMPIRE REGENERATION

Prerequisite: 12th level, half-vampire

Your vampire blood grants you supernatural healing.

You can expend one of your hit dice at the start of your turn if you have at least 1 hit point, and you aren't in sunlight or running water. If you take radiant damage or damage from holy water, this trait doesn't function at the start of your next turn.

VAMPIRE MASTERY: MISTY ESCAPE

Prerequisite: 15th level, half-vampire

When you take this feat, you designate a resting place that is used for this feat. At the beginning of each long rest you can designate a new resting place.

When you drop to 0 hit points outside your resting place, you can choose to transform into a cloud of mist instead of falling unconscious, provided that you aren't in sunlight or running water. While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, you can do so without squeezing. You can't pass through water. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to all nonmagical damage.

While you have 0 hit points in mist form, you can't revert to your vampire form, and you must reach your resting place within 2 hours or be destroyed. Once in your resting place, you revert to your half-vampire form. You are then paralyzed until you regain at least 1 hit point. After spending 1 hour in your resting place with 0 hit points, you regain 1 hit point.

CHAPTER 2

DUNGEON MASTER'S TOOLS

CURSES

Curses have been used since ancient times. Often used as wards to protect treasures and tombs, they deterred potential intruders and grave robbers. Therefore, the most common way to be cursed is by interacting with a cursed item.

HOW TO USE CURSES

Curses are meant to create interesting challenges and stories for the players and are not designed for the purpose of punishment. Therefore, I advise the use of the following curses with care, especially since some of them can have drastic effects on a character and the player's experience.

REMOVING CURSES

Instead of automatically succeeding at removing curses with a remove curse spell, the spellcaster has to make a spellcasting ability check. On a success, the curse is removed. On a failure, the curse can't be removed for another week. A greater restoration or wish spell ignores this restriction.

Additionally, a remove curse spell lets the wearer of a cursed item remove the item, but it won't remove the curse unless the spellcaster succeeds at the spellcasting ability check.

REMOVE CURSE DC

DC	Description
10	Minor Curse
+5	Major Curse
+3	Powerful Source
+3	Ancient Origin

POWERFUL SOURCES

A curse brought into existence by a powerful being is more resilient than others. While many are able to manifest a curse, their strength is often tied to the magical prowess of their creator. Hags, liches, and archmages often create curses to protect their treasure and lair.

ANCIENT ORIGIN

Some curses are so old in their origin that their magical essence is foreign to most spellcasters. The unfamiliar nature of curses makes it more challenging to remove them.

MINOR CURSES

Minor curses are the most commonly encountered curses. Their effects are often inconvenient, but not necessarily harmful to the target. As minor curses are the easiest curses to create, they are also the easiest to remove.

CURSE OF ATROPHY

A creature affected by this curse grows weak. It gains a -1 penalty to all attack rolls, ability checks, and saving throws.

CURSE OF CLUMSINESS

A creature affected by this curse has disadvantage on all Dexterity checks and Dexterity saving throws.

CURSE OF MISFORTUNE

Whenever a creature affected by this curse makes an attack roll, ability check, or saving throw with disadvantage, they roll an additional d20. The creature must use the lowest of the d20s for the attack roll, ability check, or saving throw.

CURSE OF VULNERABILITY

A creature affected by this curse gains vulnerability to one type of damage.

CURSE OF WEARINESS

As long as the creature is affected by this curse, a long rest does not reduce its exhaustion level.

ENFEEBLEMENT

As long as the creature is affected by this curse, it gains a -2 penalty to one of its ability scores. Choose or randomly determine an ability score.

d6	Ability	d6	Ability
1	Strength	4	Intelligence
2	Dexterity	5	Wisdom
3	Constitution	6	Charisma

FORBIDDANCE

As long as the target is affected by this curse, it can't enter a specified area. This might be as general as all temples dedicated to a certain god or as specific as a portion of a room.

GOBLIN'S GREED

A creature affected by this curse can't spend gold, or give away items in its possessions, unless it succeeds at a DC 15 Wisdom saving throw.

MARK OF DISDAIN

A creature affected by this curse has disadvantage on all Charisma checks and Charisma saving throws.

SAILOR'S WOE

As long as the target is affected by this curse, it can't swim. If the target has a swimming speed, it is reduced to 0.

SCHOLAR'S BANE

As long as the target is affected by this curse, it can't read any written language.

THIEVES' BRAND

A mark appears on the cursed creature's face that is only visible to those creatures specified by the originator of the curse. This might be as general as all elves or as specific as a certain person.

VAGABOND'S CURSE

As long as the target is affected by this curse, it can't take a long rest in the same place twice.

WITHERING WORDS

Creatures affected by this curse are unable to talk about a peculiar topic, event, or piece of information, specified by the originator of the curse.

MAJOR CURSES

There are few known major curses in the world. They are rare, but powerful. Many of them can even lead to death, or a state close to it. Removing a major curse is very difficult and oftentimes requires multiple attempts.

BLOOD MADNESS

Whenever a creature affected by this curse hits a creature with an attack, it must make a DC 15 Wisdom saving throw. On a failure, the next attack is made against a randomly determined creature within range.

CURSE OF IMPRISONMENT

The target of this curse is magically imprisoned inside an object, that has been enchanted with the curse.

CURSE OF OBEDIENCE

As long as the target is affected by this curse, it must obey any command given to it, unless the command is directly harmful to it.

DARK SEAL

The target of this curse can't use one of its limbs. Any attack roll, or ability check that requires the use of that limb is either rolled with disadvantage, or automatically fails.

FESTERING WOUNDS

Whenever a creature affected by this curse takes damage from a weapon attack, it's maximum hit points are also reduced by the same amount of damage.

GRAYSKIN

At each dawn, the creature afflicted by this curse rolls a d4 and loses maximum hit points equal to the number rolled. When its hit point maximum reaches 0, it becomes petrified.

MARK OF ENMITY

A creature affected by this curse attracts the enmity of their foes. Any hostile creature who targets anyone but the cursed with an attack or a harmful spell must first make a DC 15 Wisdom saving throw. On a failed save, the creature must target the cursed.

MARK OF SHADOWS

A creature affected by this curse has a high sensitivity to sunlight. While being in direct sunlight, it suffers the effects of extreme heat, as described in the *Dungeon Master's Guide*.

Additionally, it has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when it, the target of its attack, or whatever it is trying to perceive is in direct sunlight.

MAGES' BANE

Whenever a creature affected by this curse casts a spell of 1st level or higher, it must roll a d6. On a 4 or higher, the spell fails. The spell slot used in casting the spell is expended, even if the spell fails.

SOUL BLIGHT

A creature affected by this curse can't regain hit points from spells and other magical effects.

SOUL SPLIT

At each dawn the creature affected by this curse changes its alignment. Roll two d4s to determine its new alignment.

d4	Alignment	d4	Alignment
1	lawful	1	good
2	neutral	2	neutral
3	chaotic	3	evil
4	unchanged	4	unchanged

SPELL HYSTERIA

Whenever a creature affected by this curse casts a spell that targets only one creature, it must choose a randomly determined creature within range as the target.

UNREMOVABLE CURSES

Some curses can't be removed by a *remove curse* or *greater restoration* spell. Such curses can only be lifted by the creator of the curse or by a *wish* spell. Medusas, vampires and other cursed races are affected by such curses.

MINOR BLESSINGS

A player character might come across an old shrine while traveling along an overgrown path or walking around a small town. If they speak a little prayer and add an offering by donating a gold coin, the gods may grant them a minor blessing. Unless otherwise specified, the blessing lasts until the character finishes a long rest.

Choose one of the deity's domains and roll on the related table. Alternatively, if the result is not applicable, you can reward inspiration instead.

DEATH DOMAIN

d4 Description

- 1 The next time you deal damage with a melee weapon attack, you regain hit points equal to the damage done.
- 2 You have advantage on death saving throws.
- 3 Any undead that target you with an attack must make a DC 10 Wisdom Saving throw. On a failed save, the creature must choose a new target or lose the attack.
- 4 The next time you hit an undead creature with a weapon attack, you deal maximum damage, instead of rolling.

KNOWLEDGE DOMAIN

d4 Description

- 1 You learn of one damage immunity, resistance, or vulnerability of the next creature you encounter, if it has any.
- 2 You gain a +2 bonus for one of the following skills: Arcana, History, Nature, or Religion.
- 3 You always know which way is south.
- 4 You have advantage on Intelligence (Investigation) checks to find secret doors.

LIFE DOMAIN

d4 Description

- 1 The next time you heal someone, the target regains the maximum number of hit points possible.
- 2 You have advantage on your next Wisdom (Medicine) check.
- 3 You gain temporary hit points equal to your level.
- 4 The next time you are reduced to 0 hit points, you automatically stabilize.

LIGHT DOMAIN

d4 Description

- 1 Dim light doesn't invoke disadvantage on your Wisdom (Perception) checks.
- 2 You can see in magical darkness.
- 3 You have advantage on your next attack roll when you and the target of your attack are in bright light.
- 4 The radius of all light sources you carry is increased by 10 feet.

NATURE DOMAIN

d4 Description

- 1 You gain the ability to communicate rough ideas with Small or Tiny beasts.
- 2 Non-magical difficult terrain doesn't cost you extra movement.
- 3 Any beast that targets you with an attack must make a DC 10 Wisdom saving throw. On a failure, the creature must choose a new target or lose the attack.
- 4 You can't get lost while traveling in natural terrain.

TEMPEST DOMAIN

d4 Description

- 1 The next time you take lightning or thunder damage, you gain resistance against that instance of damage.
- 2 The next enemy that hits you takes lightning or thunder damage (your choice) equal to half your character level.
- 3 The next time you hit with a weapon attack, you can push the target up to 10 feet away from you.
- 4 You can breathe underwater.

TRICKERY DOMAIN

d4 Description

- 1 You double your proficiency bonus on your next Deception, Stealth, or Sleight of Hand check.
- 2 All your copper coins turn into silver, but once they leave your possession for more than 1 minute they turn back to copper.
- 3 You have advantage on your next attack roll when you and the target of your attack are both in darkness or dim light.
- 4 All enemies have a -2 penalty to their passive Wisdom (Perception) check when trying to perceive you.

WAR DOMAIN

d4 Description

- 1 The next attack against you is made with disadvantage.
- 2 When dealing damage with a weapon attack, treat any roll of 1 on your damage die as a 2.
- 3 You have resistance to one of the following damage types: bludgeoning, piercing, or slashing.
- 4 You cannot be surprised.

ASH ELEMENTAL

Ash elementals are incarnations of the barren environments of the Elemental Plane of Ash, a place where both the elemental energies of air and fire clash and blend. While on the Elemental Plane of Ash, ash elementals are an incorporeal mass of energy that ignores its surroundings unless it's disrupted.

Volatile Core. Its very core is a liquid mass of molten embers. Extending from it is a swirling sphere of ash clouds, that flows around the core. The ash whirlwind protects the core from the elements and other threats. The core's volatile nature causes it to erupt in an explosion when its elemental energies are disrupted, most commonly observed in the moment before its death, as it loses the ability to hold itself together anymore.

Smoldering Ash. The ash elemental's hot cloud of ash burns everything it touches. The combination of erratic heat changes, and the churning winds create bursts of energy, strong enough to blast any objects or creatures away from the elemental.

Conjured Servants. As with any other elemental, the ash elemental can be animated with magic and conjured by wizards to serve their purpose.

Elemental Nature. An ash elemental doesn't require air, food, drink, or sleep.



ASH ELEMENTAL

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60ft., passive Perception 10

Languages Auran, Ignan

Challenge 5 (1,800 XP)

Ash Form. The elemental can enter a hostile creature's space and stop there. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire

damage. The first time it enters a creature's space on a turn. On a failure, a creature takes 7 (2d6) fire damage, and is pushed back 10 feet.

Death Flare. When the ash elemental dies, it explodes in a burst of fire and magma. Each creature within 30 feet of it must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

Whirlwind of Ash (Recharge 4-6). Each creature in the elemental's space must make a DC 14 Constitution saving throw. On a failure, a target takes 10 (3d6) bludgeoning damage, plus 10 (3d6) fire damage, or half as much on a success.

ASHEN

Ashen are only interested in one thing: spreading death and destruction by fire. Their madness makes them fearless and more akin to beasts than humans. Their invasion is often foreshadowed by a rise in outbreaks of fire, and, like a plague they spread the curse that brought them into being by burning settlements and towns, unafraid of facing stronger enemies. The victims of their attacks, who are burned alive, rise from the ashes of their homes, days later, as ashen.

Fire and Iron. Ashen are varied in talent. Some are fearsome warriors, while others have been granted access to magic due to their connection to the elemental plane of ash. Their natural heat imbues their weapons and bodies with blazing heat, which, in battle, start to burn hotter and hotter. They take great pleasure in starting fires, and, with a relentless rage and driven by a desire for destruction, they raze any villages, towns or even cities that they come across.

Crude Metalworkers. They prefer solid metal weaponry that they sometimes create by melting two broken pieces of weapons together, creating very crude variants of weaponry. Even their armor consists mostly of metal scraps of armor, often melted into weird shapes, as everything else just burns away.

ASHEN FIRESTARTER

Medium humanoid (ashen), chaotic evil

Armor Class 13 (metal scraps)

Hit Points 39 (6d8 + 12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	15 (+2)	5 (-3)	7 (-2)	5 (-3)

Damage Immunities fire

Senses darkvision 60ft., passive Perception 8

Languages Ignan

Challenge 1 (200 XP)

Enkindle. As a bonus action, the ashen firestarter can cause its body to shed bright light in a 10-foot radius and dim light for an additional 10 feet. The light lasts until the ashen marauder is incapacitated or it dismiss it as a bonus action.

Fiery Rage. When the ashen firestarter drops below half its hit points, the damage of its heated body feature increases to 10 (3d6).

Heated Body. A creature that touches the ashen firestarter or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Torch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage, plus 3 (1d6) fire damage.

ASHEN MARAUDER

Medium humanoid (ashen), chaotic evil

Armor Class 16 (chain mail)

Hit Points 95 (9d12 + 36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	6 (-2)	9 (-1)	7 (-1)

Damage Immunities fire

Senses darkvision 60ft., passive Perception 9

Languages Ignan

Challenge 5 (1,800 XP)

Enkindle. As a bonus action, the ashen marauder can cause its body to shed bright light in a 10-foot radius and dim light for an additional 10 feet. The light lasts until the ashen marauder is incapacitated or it dismiss it as a bonus action.

Heated Body. A creature that touches the ashen marauder or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Heated Weapons. When the ashen marauder hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Fiery Rage. When the ashen marauder drops below half his hit points, the damage of its heated body and heated weapon features increases to 10 (3d6).

ACTIONS

Multiattack. The marauder makes two glaive attacks.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 8 (1d10+3) slashing damage, plus 3 (1d6) fire damage.



ASHEN SORCERER

Medium humanoid (ashen), chaotic evil

Armor Class 13

Hit Points 60 (8d6 + 32)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	7 (-2)	11 (+0)	16 (+3)

Damage Immunities fire

Senses darkvision 60ft., passive Perception 10

Languages Ignan

Challenge 6 (2,300 XP)

Enkindle. As a bonus action, the ashen sorcerer can cause its body to shed bright light in a 10-foot radius and dim light for an additional 10 feet. The light lasts until the ashen sorcerer is incapacitated or it dismiss it as a bonus action.

Heated Body. A creature that touches the ashen sorcerer or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Heated Weapons. When the ashen sorcerer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Fiery Rage. When the ashen sorcerer drops below half his hit points, the damage of its heated body, and heated weapon features increases to 10 (3d6).

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

Cantrips (at will): *dancing lights*, *fire bolt*, *mage hand*, *mending*

1st level (4 slots): *burning hands*, *chromatic orb*, *false life*, *expeditious retreat*

2nd level (3 slots): *scorching ray*

3rd level (3 slots): *counterspell*, *fireball*

4th level (2 slots): *blight*, *wall of fire*

Sorcery Points. The ashen has 8 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Distant Spell: When the ashen cast a spell that has a range of 5 feet or greater, it can spend 1 sorcery point to double the range of the spell. When it casts a spell that has a range of touch, it can spend 1 sorcery point to make the range of the spell 30 feet.

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the ashen can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the ashen casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing, plus 3 (1d6) fire damage.

KING OF ASHES

Formerly an infamous king of the fire giants, his title was stripped off him, and the king of ashes was forced into exile and imprisoned in the Elemental Plane of Ash. What no one knew at that time was that the king of ashes was an immortal, the child of a fire giant deity. While condemned to eternal life, the king of ashes started to conquer the inhabitants and elemental incarnations. And as he did so, the king of ashes subdued every creature he encountered in the Elemental Plane of Ash, he emerged as the ruler of the Plane of Ash. In time, he grew so strong that he could destroy entire towns in an instant. And with each passing moment, he grew stronger, as he absorbed the strength and energy of each fallen foe. Eventually, he learned how to spread his influence to other planes.

Elemental Titan. Now his physical appearance barely resembles the fire giant he once was. The king stands taller than any giant, and he wears a crown he forged himself by melting all kinds of materials together. The environments turned his beard and hair ash gray. He wields a massive greatsword that looks more like a giant slab of metal than an actual sword, as he melted every weapon carried by his defeated foes into his greatsword.

Driven by Revenge. The king of ashes endures the eternal prison and works on the preparation of his return, certain that one day he would get his revenge. His only goal is to slay every fire giant in the Material Plane, and every other plane of existence. He turns anyone who dares to get in his way into a pile of ashes, as he lays waste to all and everything in his path.

Father of the Ashen. The king of ashes created the ashen by spreading the elemental energies to the other planes through cracks and places where the planar borders were the weakest. Creatures that came into contact with these energies became corrupted and cursed with the king's unwavering rage. As his unknowing thralls, they sow the seed for his inevitable return.

Immortal Nature. The king of ashes doesn't require air, food, drink, or sleep.





KING OF ASHES

Gargantuan giant (titan), neutral evil

Armor Class 18 (plate)
Hit Points 310 (23d12 + 161)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	25 (+7)	14 (+2)	17 (+3)	14 (+2)

Saving Throws Dex +6, Con +14, Cha +9
Skills Athletics +15, Perception +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire
Senses passive Perception 20
Languages Common, Giant, Primordial
Challenge 25 (62,000 XP)

Burning Body. A creature that touches the king of ashes or hits it with a melee attack while within 10 feet of it takes 10 (3d6) fire damage.

Burning Weapons. When the king of ashes hits with a metal melee weapon, it deals an extra 10 (3d6) fire damage (included in the attack).

Fiery Rage. When the king of ashes drops below half its hit points, the damage of its heated body, and heated weapon features increases to 21 (6d6).

Innate Spellcasting. The king's spellcasting ability is Constitution (spell save DC 24). The king of ashes can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *fireball*
 3/day each: *conjure elemental*, *immolation**
 1/day each: *delayed blast fireball*, *disintegrate*
 *found in *Xanathar's Guide to Everything*

Legendary Resistance (3/Day). If the king of ashes fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. The king's weapon attacks are magical.

ACTIONS

Multiaction. The king of ashes makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit* 29 (6d6 + 8), plus 10 (3d6) fire damage.

Fire Nova (Recharge 5-6). The king of ashes releases a wave of fire in a 90-foot radius. Each creature in that area must make a DC 24 Dexterity saving throw, taking 73 (21d6) fire damage on a failed save, or half as much damage on a successful one. The fire turns any flammable Objects in the area that aren't being worn or carried to ash.

Frightful Presence. Each creature of the king's choice that is within 120 feet of the king of ashes and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the king's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The king of ashes can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The king of ashes regains spent legendary actions at the start of its turn.

Detect. The king of ashes makes a Wisdom (Perception) check.

Greatsword. The king of ashes makes one greatsword attack.

Fireball. (Costs 2 Actions) The king of ashes casts *fireball*.

Burn to Ashes. (Costs 3 Actions) The king of ashes chooses one target it can see within 120 feet of it. If the target is a creature, it must succeed on a DC 24 Constitution saving throw or take 70 (20d6) fire damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of smoldering ash. Otherwise, the target sustains a lingering injury, as part of their body is turned to ash. Roll on the Lingering Injuries table in the *Dungeon Master's Guide* to determine the nature of the injury.

THE SEA OF BLOOD

Some say the sea of blood was formed by a single drop of Orcus's blood. What is certain is that the pool inhabits many fiendish creatures that are born from it. Its exact location in the abyss is unknown, and many who have studied the layers of hell argue that there are more than one sea of blood.

Blood to Blood. The sea of blood absorbs the life force and magical energies of the blood mages who attempt to channel the sea's power. The blood mages often don't realize their fate, until their death, when their soul becomes absorbed by the pool.

Minions of Blood. It is presumed that the sea of blood consists of an amalgamation of blood spawns, bloodlings, and other fiends. Some wizards who are able to channel the sea's energy can also learn to conjure these fiendish creatures. The summoning requires a blood price. Often a wizard would use his own blood, but when conjuring large numbers of blood spawns, they would often use the blood of a living sacrifice.

BLOOD SPAWN

Blood spawns are incarnations of blood. They are the life force of the sea of blood come to life. They have a lot of similarities with elementals, as their form is an embodiment of their environment. A weakened blood spawn drains the blood of its victims to rejuvenate itself.

Living Blood. A blood spawn doesn't require air, food, drink, or sleep.



BLOOD SPAWN

Large fiend, neutral evil

Armor Class 13

Hit Points 34 (4d8 + 16)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	19 (+4)	5 (-3)	11 (+0)	8 (-1)

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal but can't speak

Challenge 2 (400 XP)

Blood Form. The blood spawn can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the blood spawn takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8+3) bludgeoning damage.

Blood Drain (Recharge 4-6). Each creature in the blood spawn's space must make a DC 13 Strength saving throw. On a failure, the target takes 11 (2d6 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 13) and unable to breathe. If the saving throw is successful, the target is pushed out of the creature's space.

The creature can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the creature's turns, each target grappled by it takes 13 (2d8 + 4) piercing damage. The blood spawn regains a number of hit points equal to half the damage taken. A creature within 5 feet of the creature can pull a creature or object out of it by taking an action to make a DC 13 Strength and succeeding.

BLOODLING

Bloodlings are often summoned to serve as mischievous servants that are torn between creating mayhem, their love for leisureliness, and obeying their master. While the bloodlings are not particularly powerful creatures, the sea of blood will gladly let spellcasters borrow them as familiars.

VARIANT: BLOODLING FAMILIAR

Some bloodlings are willing to serve wizards and other spellcasters as a familiar. Such bloodlings have the following trait.

Familiar. The bloodling can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the bloodling senses as long as they are within 1 mile of each other. While the bloodling is within 10 feet of its master, the master shares the bloodling's Magic Resistance trait. At any time and for any reason, the bloodling can end its service as a familiar, ending the telepathic bond.

BLOODLING

Tiny fiend, neutral evil

Armor Class 12

Hit Points 18 (4d4 + 8)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	15 (+2)	6 (-2)	11 (+0)	10 (+0)

Skills Stealth +4

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from non magical weapons

Senses darkvision 60ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The bloodling can use its action to polymorph into a beast form that resembles a frog (20ft., swim 20ft.), a raven (20ft., fly 60ft.), or a spider (20ft., climb 20ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 7 (2d4 + 2). The bloodling regains hit points by an amount equal to the damage taken.

Invisibility. The bloodling magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the bloodling wears or carries is invisible with it.



THE UNDYING

The undying are legendary undead beasts that have accumulated great amounts of necrotic energy. They are brought into being when a large amount of necrotic magic is unleashed. These legendary undead beasts don't serve a master, but like other beasts, they can potentially be tamed. Oftentimes the undying are the cause of the rise of undead in a region.

UNDYING SPIDER QUEEN

The undying spider queen can be found in forest and jungle areas, although it often searches for caves or underground building to live in. The lair is usually filled with foul, slimy webbing, and inhabited by undead and sickly spiders who are corrupted by the necrotic energies. The same energy which grants the undying spider queen unnatural powers also eats away at her essence.

Deadly Toxin. The venom of the spider queen is extremely lethal as, unlike many other spiders, she prefers her meal dead. Besides using her lethal venom, she likes to squash her prey with her eight large legs, sometimes even on accident. The undying spider queen's enormous size turns her whole body into a deadly weapon.

Devourer. The undying spider queen consumes the dead to harness their remaining energies, and to keep herself alive. She prefers to eat larger prey, but, if desperate enough, she will not hesitate to devour her own kind.

Undead Nature. The undying spider queen doesn't require air, drink, or sleep.



UNDYING SPIDER QUEEN

Huge undead, neutral evil

Armor Class 13

Hit Points 178 (21d10 + 63)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	2 (-4)	9 (-1)	4 (-3)

Saving Throws Wis +4

Skills Stealth +8

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 9

Languages -

Challenge 10 (5000 XP)

Magic Resistance. The undying spider queen has advantage on saving throws against spells and other magical effects.

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

Undead Fortitude. If damage reduces the undying spider queen to 0 hit points, she 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 undying spider queen drops to 1 hit point instead.

Web Sense. While in contact with a web, the undying spider queen knows the exact location of any other creature in contact with the same web.

Web Walker. The undying spider queen ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The undying spider queen makes three attacks, one with her bite and two with her stomp. She can't make those attacks against the same target.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d8+3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) bludgeoning damage.

Web (Recharge 4-6). Ranged Weapon Attack: +7 to hit, range 30/60 ft., one creature. **Hit:** The target is Restrained by webbing. As an action, the Restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

LEGENDARY ACTIONS

The undying spider queen can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The undying spider queen regains spent legendary actions at the start of her turn.

Stomp. The undying spider queen makes one stomp attack.

Web (Costs 2 Actions). The undying spider queen makes one web attack.

Devour Corpse (Costs 3 Actions). The undying spider queen consumes the body of a dead creature, and gains 21 (4d8 + 3) temporary hit points.

ZOMBIES

There is an almost endless variety of zombies, each varying in strength. While common zombie are easily summoned and don't require much magic. But powerful necromancers quickly find the usual zombies and skeleton minions to be quite disappointing in strength. To create stronger servants, they sometimes seek out the corpses of strong knights to create undead who retain their martial knowledge. These servants are often employed to guard very important places. The stronger and more powerful a zombie is, the more magic a spellcaster requires to animate it.

Undead Nature. Zombies don't require air, drink, food, or sleep.

KNIGHT ZOMBIE

Medium undead, neutral evil

Armor Class 18

Hit Points 76 (9d10 + 27)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	3 (-4)	9 (-1)	5 (-3)

Saving Throws Con +6, Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the knight 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 knight zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The knight zombie makes three melee attacks, two with its greatsword, and one with its fist.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

REACTIONS

Parry. The knight zombie adds 3 to its AC against one melee attack that would hit it. To do so, the knight zombie must see the attacker and be wielding a melee weapon.

GIANT RAT ZOMBIE

Medium undead, neutral evil

Armor Class 10

Hit Points 22 (3d6 + 12)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	2 (-4)	9 (-1)	5 (-3)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 1 (200 XP)

Pack Tactics. The giant rat zombie has advantage on an attack roll against a creature if at least one of the giant rat zombie's allies is within 5 feet of the creature and the ally isn't incapacitated.

Undead Fortitude. If damage reduces the giant rat 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 giant rat zombie drops to 1 hit point instead.

ACTIONS

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

WARHORSE ZOMBIE

Large undead, neutral evil

Armor Class 9

Hit Points 28 (3d10 + 12)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	2 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the warhorse 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 warhorse zombie drops to 1 hit point instead.

ACTIONS

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