DISTURBED GRAVES

Horrifying player options for those wishing to embrace powers of the undead, created for the world's greatest roleplaying game

DISTURBED GRAVES

Credits

ub
u O
u
E J

I

!!
!

On the Cover

Table Of Contents

Pale Master.....pg.3

Undead Grafts.....pg.21

About this Product

Grimlore's Grimoire

Download Grimlore's Grimoire for free on the DMs Guild!

Disclaimer: 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 Trevor Armstrong and published under the Community Content Agreement for Dungeon Masters Guild.

Pale Master

;

Pre-eminence in Necromancy

Seizing Undead Secrets

;

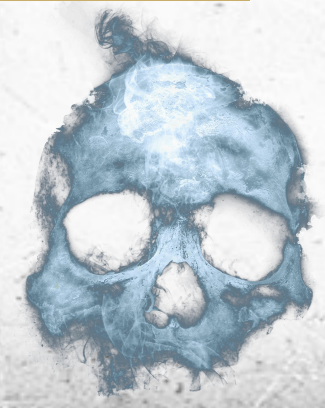
The Pale Master

Level	Proficiency Bonus	Features	Creations Known	Macabre Enchantments	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th
1st	+2	Spellcasting, Aspect of the Dead, Undead Affinity	—	—	3	2	—	—	—	—	—	—
2nd	+2	Macabre Creations	3	2	3	3	—	—	—	—	—	—
3rd	+2	Deathless Axiom	3	2	3	3	2	—	—	—	—	—
4th	+2	Ability Score Improvement	4	2	3	3	3	—	—	—	—	—
5th	+3	Raise Incorporeal Undead	4	2	4	4	3	—	—	—	—	—
6th	+3	Deathless Axiom feature	4	2	4	4	3	2	—	—	—	—
7th	+3	—	5	3	4	4	3	3	—	—	—	—
8th	+3	Ability Score Improvement	5	3	4	4	3	3	—	—	—	—
9th	+4	—	5	3	4	4	3	3	1	—	—	—
10th	+4	Undead Cohort	5	3	4	4	3	3	2	—	—	—
11th	+4	—	6	3	4	4	3	3	2	—	—	—
12th	+4	Ability Score Improvement	6	3	4	4	3	3	3	1	—	—
13th	+5	—	6	4	5	4	3	3	3	2	—	—
14th	+5	Deathless Axiom feature	6	4	5	4	3	3	3	2	—	—
15th	+5	—	6	4	5	4	3	3	3	2	1	—
16th	+5	Ability Score Improvement	7	4	5	4	3	3	3	2	1	—
17th	+6	—	7	4	5	4	3	3	3	2	1	—
18th	+6	Necromastery	7	4	5	4	3	3	3	2	1	1
19th	+6	Ability Score Improvement	7	5	5	4	3	3	3	2	1	1
20th	+6	Amaranthine Shroud	7	5	5	4	3	3	3	2	1	1

Creating a Pale Master

?
?
?
?
?
?
?

Quick Build



Class Features

Hit Points

H
H 1 L
H H L

Proficiencies

w

Equipment

•
•
•
•

Spellcasting

Cantrips

Grimoire

Preparing and Casting Spells

Spellcasting Ability

=

f =

Ritual Casting

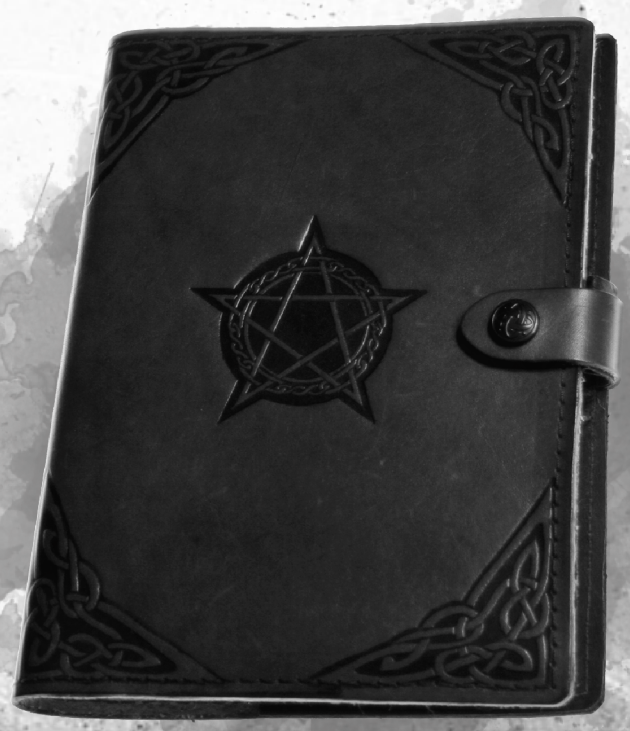
Spellcasting Focus

HB *5*

Your Grimoire

B .

G ' .



A Pale Master's Grimoire

All pale masters are given a grimoire at 1st level. As this tome contains all known necromancy spells in the multiverse, it is quite a rare item indeed. Player's may wish to share the details how, where, and from whom they received their grimoire in their character's backstory.

Aspect of the Dead

Undead Affinity

Macabre Creations

Macabre Creations Known

"

Crafting a Macabre Creation

“ ”

Deathless Axioms

Ability Score Improvement

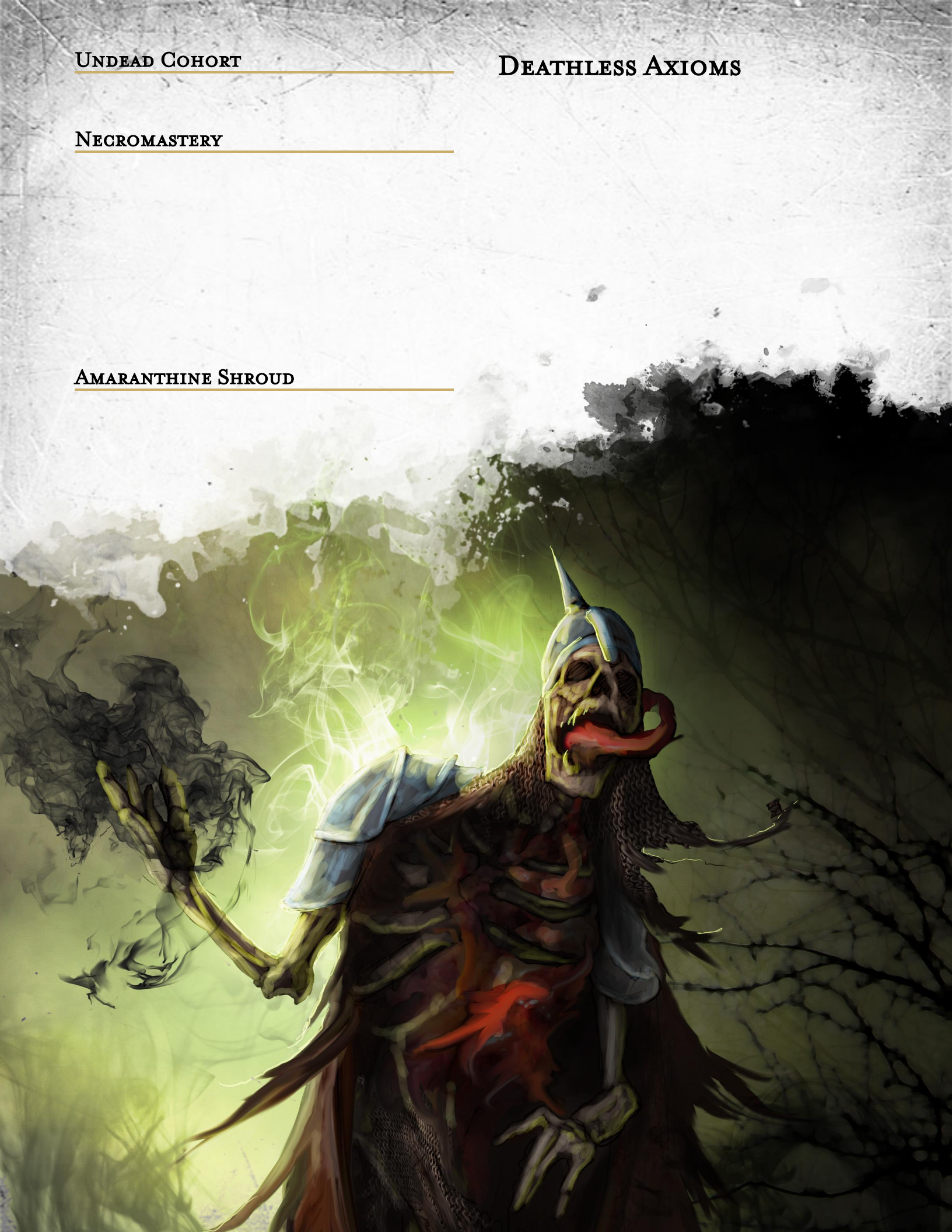
Raise Incorporeal Undead

Undead Cohort

Deathless Axioms

Necromastery

Amaranthine Shroud



Elegy of
Decay

Undead Graft: Withered Hand

Putrescent Slam

Mummified Servant

Withering Touch

Anneal Curse

Undead Cohort: Mummy

Withered Bat

Tiny undead, shares master's alignment

Armor Class 14 (natural armor)
Hit Points 27 (6d4 + 12)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	15 (+2)	6 (-2)	15 (+2)	6 (-2)

Skills Perception +4, Stealth +5
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses Blindsight 120 ft., passive Perception 14
Languages Understands the languages of its master but can't speak
Challenge 1/2 (100 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

One with the Night. The bat has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit*: 6 (1d6 + 3) piercing damage, plus 3 (1d6) necrotic damage.

Stunning Screech (1/Day). The bat emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a bat must succeed on a DC 13 Constitution saving throw or be stunned until the end of the bat's next turn.

Withered Hound

Medium undead, shares master's alignment

Armor Class 13
Hit Points 45 (6d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	6 (-2)	15 (+2)	11 (+0)

Skills Perception +4
Damage Immunities necrotic, poison
Condition Immunities charmed, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft. passive Perception 12
Languages Understands the languages of its master but can't speak
Challenge 1/2 (100 XP)

Consumption. If the hound spends 1 minute feeding on the corpse of a creature that it has killed, it regains 10 hit points.

Keen Smell. The hound has advantage on Wisdom (Perception) checks that rely on smell.

Turning Defiance. The hound has advantage on saving throws against effects that turn undead.

Actions

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

Howl of the Grave (1/Day). The eerie howl of a withered hound echoes throughout the night. Each creature of the hound's choosing within 30 feet of the hound and can hear it must succeed on a DC 13 Wisdom saving throw of become frightened of the hound 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.

Withered rat

Tiny undead, shares master's alignment

Armor Class 15 (natural armor)
Hit Points 9 (2d4 + 4)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	15 (+2)	6 (-2)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5
Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Understands the languages of its master but can't speak
Challenge 1/2 (100 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on sight.

Shadowmeld. If the rat is in dim light or darkness, it can take the Hide action as a bonus action. Additionally, If an attack misses the rat, the rat can use its reaction to move up to half of its movement speed without provoking attacks of opportunity.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit*: 10 (2d6 + 3) piercing damage, plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means.

Rotten Stench (1/Day). A cloud of noxious gas escapes from the rat's pores. Each creature within 10 feet of the rat must succeed on a DC 13 Constitution saving throw or be poisoned until the end of the creature's next turn.

Elegy of
Dread

Elegy of Dread

Undead Graft: Vampiric Fangs

Summon Bats

Draining Touch

Out for Blood

Undead Cohort: Vampiric Mist

Cursed Blood

Elegy of
Enduring

Elegy of Enduring

Deathless Vigor

Undead Graft: Skeletal Arm

Practised Spellcaster

Paralyzing Touch

Invigorate the Dead

Undead Cohort: Flameskull

Elegy of
Revenge

Elegy of Revenge

Create Wight

Undead Graft: Skin of the Damned

Loathsome Rebirth

Scourged Weapon

Vengeful Touch

Strength in Death

Elegy of
Twilight

Undead Graft: Umbral Arm

Terror in the Night

Summon Shadow

Fearful Touch

Insatiable Horror

Undead Cohort: Wraith

Macabre Creations

Baton of the Netherworld
2

Bagpipes of the Damned

Bulwark of the Everlasting
20

Wh p f o th D athl On (R qu Attun nt).

Ectoplasmic Shield

Exoskeleton

Ghost Ward
4

Ghoul Shell

Goggles of Lifesight
4

Lyre of the Restful Soul

Night Caller

Z

Nightstick

Rod of Undead Mastery
6

Scepter of the Everlasting
6

Shadow Veil

Zombie Sheath

Multiclassing

Multiclassing Prerequisites

Multiclassing Proficiencies

Pale Master Spells

X Z

Grimlore's Grimoire
G P

M S L

—

Pale Master Spell List

Cantrips (0 Level)

Blood Siphon *(GG)*
Bloodlink *(GG)*
Chill Touch
Corruption *(GG)*
Dancing Lights
Eidolic Chains *(GG)*
Grimlore's Influence *(GG)*
Gloom *(GG)*
Grim Scythe *(GG)*
Infestation
Manipulate Shadow *(GG)*
Minor Illusion
Night Terror *(GG)*
Pacify *(GG)*
Peaceful Valediction *(GG)*
Poison Spray
Rancorous-Mist Blade *(GG)*
Scourge *(GG)*
Shadow Embrace *(GG)*
Shadow Ink *(GG)*
Shawl of the Unseen *(GG)*
Shocking Grasp
Song of the Dead
Spare the Dying
Spare the Living *(GG)*
Toll the Dead
Unholy Flame *(GG)*
Waning Touch *(GG)*

1st Level

Acrid Delight *(GG)*
Alacritous Interpretation *(GG)*
Animate Cranium *(GG)*
Arms of Hadar
Bane
Bone Storm *(GG)*
Cause Fear
Creeping Crawling Claw *(GG)*
Cursed with Undeath *(GG)*
Death's Grasp *(GG)*
Dread *(GG)*
False Life
Grimlore's Shadowblight *(GG)*
Guillotine *(GG)*
Inaudible *(GG)*
Inflict Wounds
Interpret Bone *(GG)*
Larloch's Minor Drain *(GG)*
Misery *(GG)*
Murmurs of the Restless *(GG)*
Ray of Sickness
Rot *(GG)*
Shed Skin *(GG)*
Unseen Servant
Witch Bolt

2nd Level

Analyze Blood *(GG)*
Blindness/Deafness
Darkness
Darkvision
Desecration *(GG)*
Detect Familiar *(GG)*
Drain Life *(GG)*
Elemental Anguish *(GG)*
Gentle Repose
Grimlore's Shadowgrasp *(GG)*
Manacle of Burden *(GG)*
Misty Step
Necrotic Visage *(GG)*
Ray of Enfeeblement
Shadow Blade
Shadow Bind *(GG)*
Silence
Silvanus' Blessing
Unseat Hand *(GG)*

3rd Level

Animate Dead
Bestow Curse
Counterspell
Dispel Magic
Fear
Feign Death
Grimlore's Affliction *(GG)*
Life Transference
Lunar Blessing *(GG)*
Mummify *(GG)*
Phantom Steed
Poisoned Heart *(GG)*
Remove Curse
Revivify
Speak with Dead
Stinking Cloud
Tongues
Vampiric Touch
Water Breathing

4th Level

Army of the Dead *(GG)*
Black Tentacles
Blight
Devastate Undead *(GG)*
Dusk Arrows *(GG)*
Embers *(GG)*
Evard's Black Tentacles
Grimlore's Withering Coils *(GG)*
Hallowing Curse *(GG)*
Hemorrhage *(GG)*
Phantasmal Killer
Plague *(GG)*
Shadow of Moil
Vacillate *(GG)*

5th Level

Animate Shadow *(GG)*
Armor of Bones *(GG)*
Banshee's Grievance *(GG)*
Cloudkill
Contagion
Danse Macabre
Defile *(GG)*
Enervation
Grimlore's Touch of Undeath *(GG)*
Hallow
Ilmater's Fortune *(GG)*
Insect Plague
Midnight *(GG)*
Mislead
Negative Energy Flood
Oghma's Knowledge Transferal *(GG)*
Raise Dead
Reincarnate
Scrying

6th Level

Bound into Obedience *(GG)*
Circle of Death
Create Undead
Disintegrate
Eyebite
Grace of Shar *(GG)*
Grimlore's Aphotic Armor *(GG)*
Harm
Investiture of Necrosis *(GG)*
Magic Jar
Myrkul's Power *(GG)*
Soul Cage
Soultap *(GG)*
True Seeing

7th Level

Etherealness
Finger of Death
Forcecage
Grimlore's Doom *(GG)*
Resurrection
Symbol
Vampiric Aura *(GG)*

8th Level

Abi-Dalzim's Horrid Wilting
Armament of Irritants *(GG)*
Ascendancy of Vecna *(GG)*
Chalice of the Night *(GG)*
Clone
Grimlore's Crippling Incursion *(GG)*
Feeblemind
Mind Blank
Power Word Stun
Scornful Mantle of the Undaunted *(GG)*
Soul Imprisonment *(GG)*

9th Level

Astral Projection
Bixmodeus' Binding of Perduring Possession *(GG)*
Grimlore's Calamity *(GG)*
Power Word Kill
Tamara's Rebirth *(GG)*
True Resurrection

Undead Grafts

New Player Options

Master Grafter Crafter

...

Grafts in the Multiverse

Strengthen your Resolve

Beware! Undergoing the process to obtain an undead graft is not for the faint of heart, and the operations are irreversible.

Undead Grafts A-Z

Banshee's Tongue

Bonemail

Bodak's Eye

Dehydrated Ogre's Skin

Ethereal Skin

Flaming Eye

Eyes of the Revenant

Lich's Heart

Mohrg's Tongue

Mortified Legs

Mummified Torso

Mummified Eye

Mummified Hand