

Braggadouchio's

DARK SOULS™



Compendium

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CHANNELER

Medium fiend, lawful evil

Armor Class 15

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	14 (+2)	6 (-2)

Saving Throws Dex +4, Wis +4

Skills Arcana +5, Perception +4

Senses darkvision 60 ft. passive Perception 12

Languages Draconic

Challenge 3 (700 XP)

Spellcasting. The channeler is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The channeler has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *ray of frost*, *minor illusion*
1st level (1 slots): *magic missile*

ACTIONS

Trident. *Melee Weapon Attack:* +2 to hit, reach 5 ft., *Hit:* 4 (1d8+0) piercing damage.

Power Dance (Recharge 5-6). The channeler does a small dance, increasing the strength of its companions. Allies within 30 feet have a +2 bonus to damage for 3 rounds.

REACTIONS

Flashy Retreat. When the channeler is hit by an attack, it can use its reaction to disappear in a blink of light and reappear in an empty space within 30 feet.



Channeler by Devlinart



Berenike Knight concept art by From Software

BERENIKE KNIGHT

Medium undead, true neutral

Armor Class 16 (plate mail)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Athletics +5

Senses passive Perception 10

Languages -

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The berenike knight makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., *Hit:* 7 (1d8+3) slashing damage.

Shield Barrier. The berenike knight plants his shield in the dirt in front of him. Until next turn, he has advantage on Strength checks against being moved, and all attacks against him have disadvantage.

BLACK KNIGHT

Black knights were Lord Gwyn's elite warriors, and often his personal guard. These fearless warriors were once clad in silver like their brothers in Anor Londo, but after the Witch of Izaeth accidentally unleashed chaos and demons into Lordran, their main task became to hunt and exterminate these new evils. After years of fighting demons, their silver armor was burnt black and tempered from the fiery chasm of Izaeth. After Lord Gwyn left to rekindle the First Flame and keep the darkness at bay, the black knights who were left behind wandered through Lordran, forever hunting undead and demons in the name of their king.

BLACK KNIGHT

Medium humanoid, lawful neutral

Armor Class 16 (Burnt Breastplate)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	14 (+2)	12 (+1)	12 (+1)

Skills Athletics +9, Perception +5

Damage Resistances bludgeoning, fire, piercing, slashing

Senses passive Perception 11

Languages Common

Challenge 12 (8400 XP)

Versatile. The black knight has a variety of weapons at his disposal. He has a longsword and shield, a greatsword, and a halberd. He can use a bonus action to switch his weapons. While he is wielding the longsword and shield, his AC increases by 2.

ACTIONS

Multiattack. The black knight can make 3 longsword attacks, 2 greatsword attacks, or 2 halberd attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 9 (1d8+5) slashing damage.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 12 (2d6+5) slashing damage.

Halberd. *Melee Weapon Attack:* +9 to hit, reach 10 ft., *Hit:* 10 (1d10+5) slashing damage.

REACTIONS

Parry. When the black knight is hit by a melee attack, he can make a Strength (Athletics) check against the attack roll. If the Strength (Athletics) check is higher than the attack roll, he takes no damage from the attack, and can immediately make an attack against the original attacker.

THE BELLTOWER GARGOYLES

Hiding in plain sight, belltower gargoyles sit at the rooftops of churches and parishes, guarding the bell from unexpected intruders. They are created by magic with the single intent of protecting the parish. When they see adventurers approaching to ring their bell, they spring to life, attacking viciously with their halberd and poison-tipped tail.

STRENGTH IN NUMBERS

Some churches have only two gargoyles. Others can have as many as four or five. The gargoyles often hide among true statues, and usually only begin to attack one at a time, waiting until their ally becomes significantly injured to jump in for a surprise attack.

MAGICAL TAIL

The gargoyle, like many other monsters, has a magical tail that, if acquired, can be forged into a powerful weapon. The weapon, a battleaxe, has poison properties.

BELLTOWER GARGOYLE

Large construct, lawful neutral

Armor Class 14

Hit Points 90 (12d10 + 24)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Saving Throws Str +4, Con +4

Skills Perception +3

Damage Resistances bludgeoning, piercing, slashing

Damage Vulnerabilities fire

Senses passive Perception 11

Languages -

Challenge 3 (700 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from a normal statue.

Magical Tail. If the gargoyle takes 30 or more damage in a single turn, its tail is chopped off. Once the tail is chopped off, the gargoyle can no longer use its tail attack.

ACTIONS

Multiattack. The gargoyle makes one halberd attack and one tail attack.

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., *Hit:* 7 (1d10+2) slashing damage.

Tail. : +4 to hit, reach 5 ft., or range 5/5 ft., *Hit:* 7 (1d10+2) slashing damage. plus 3 (1d6) poison damage.

Fire Breath (Recharge 5-6). The gargoyle exhales fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

PROWLING DEMONS

Large, headless demons possessed by magic, these monsters prowl dungeons and caverns. Their motivations are unknown, but they are made of very rare ore that is sought out by adventurers and smiths alike. This ore can be used to make weapons of incredible power and durability.

LEGENDARY BLACKSMITH

Long ago, there was once a blacksmith unparalleled in his craft. His tools were made of a special ore that allowed him to make swords and armor of the highest quality. However, a strange magical catastrophe tore his workshop apart. The smith was never seen again, but from the ashes of his smithy rose out these Prowling Demons, who wander aimlessly across the land.

VALUABLE ORE

The prowling demons are made of a rare ore known as Titanite, and are sought after for their value. However, defeating a prowling demon is no easy task, and many treasure seekers have died at the end of the demons' massive catch poles. However, those who succeed and present the ore to a world-class blacksmith are often rewarded with legendary weapons and armor.

PROWLING DEMON

Large construct, true neutral

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 20 ft.

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

Saving Throws Str +6, Con +6

Senses blindsight 60 ft., passive Perception 11

Languages -

Challenge 6 (2300 XP)

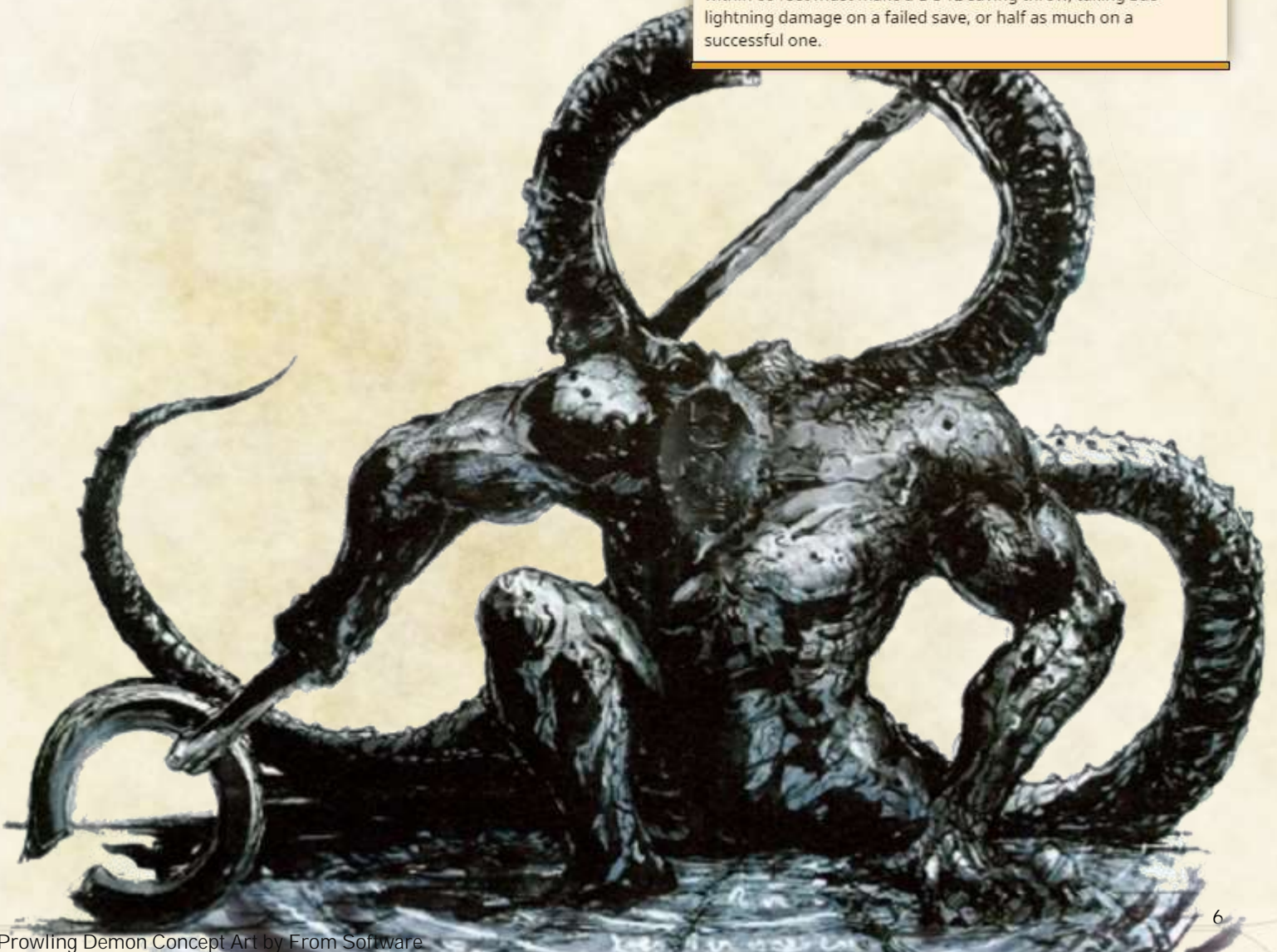
Wide Swing. The prowling demon's catch pole attack can hit up to 3 enemies within range with a single swing. One attack roll is made against all three enemies.

ACTIONS

Catch Pole. *Melee Weapon Attack:* +6 to hit, reach 10 ft., Hit: 14 (2d10+3) slashing damage.

Vertical Leap. The prowling demon jumps up into the air and lands with a strike from its catch pole. One enemy within 10 feet must succeed on a DC 14 Dexterity saving throw or take 25 (4d10+3) damage.

Lightning Bolt (Recharge 4-6). The prowling demon releases a sizzling bolt of lightning from the tip of its catchpole. One target within 60 feet must make a DC 12 saving throw, taking 3d6 lightning damage on a failed save, or half as much on a successful one.



THE CAPRA DEMON

A creature created during the failed attempt to recreate the First Flame, the Capra Demon is a monster that is relentless in its pursuit and feral in its attacks. Resembling a large humanoid with a goat's head, it attacks on sight and swings its blades hard enough to knock people off of their feet. With two undead dogs at its heels and a massive machete in each hand, it is a death sentence to any inexperienced adventurer.

UNDEAD DOGS

Rabid in life and now feral in death, these undead dogs heel only to their master, the Capra Demon. They slink about in corners and shadows, hiding from their prey until their master initiates an attack. Once he does, they lunge out and bite at the heels of their enemies. The dogs bite down and grab hold of unsuspecting adventurers while the Capra Demon crushes them with his machetes.

UNDEAD DOG

Medium undead, neutral evil

Armor Class 11

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the undead dog 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 undead dog drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., *Hit:* 4 (1d4+2) piercing damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the creature cannot move and has disadvantage on dexterity saving throws, and the undead dog can't bite another target.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., *Hit:* 4 (1d4+2) slashing damage.

CAPRA DEMON

Large fiend (demon), chaotic evil

Armor Class 13

Hit Points 75 (10d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Saving Throws Dex +4

Skills Athletics +5, Animal Handling +3

Damage Vulnerabilities fire, lightning

Senses passive Perception 11

Languages Infernal

Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the capra demon hits with it (included in the attack).

ACTIONS

Multiattack. The capra demon makes 2 machete attacks.

Feral Lunge (Recharge 5-6). The capra demon leaps towards its target, jumping 10 feet and attacking with both its machetes. The target must succeed a DC 12 Dexterity saving throw or take 6d6+4 damage and be knocked prone.

Machete. *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 12 (3d6+2) slashing damage.



MOONLIGHT BUTTERFLY

Large fey, true neutral

Armor Class 16 (natural armor)

Hit Points 66 (12d10 + 0)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	12 (+1)	16 (+3)	6 (-2)

Saving Throws Dex +6, Wis +6

Skills Acrobatics +6

Damage Vulnerabilities lightning

Senses darkvision 60 ft. passive Perception 13

Languages -

Challenge 5 (1800 XP)

Magical Origins. The moonlight butterfly's attacks are magical and deal an additional 2d10 force damage.

ACTIONS

Soul Missile. *Ranged Spell Attack:* +5 to hit, reach 5 ft., or range 60/120 ft., *Hit:* 25 (4d10+3) force damage.

Soul Beam (Recharge 5-6). The moonlight butterfly shoots magic in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 27 (6d8) force damage on a failed save, or half as much damage on a successful one.

THE GAPING DRAGON

An enormous, disgusting abomination that lives deep in the recesses of the underground. Its tiny head stands in stark contradiction of the gigantic mouth at its torso, constantly eating everything it runs across. Rows and rows of deadly teeth and poisonous stomach acids leave its prey screaming in pain.

CORRUPTED BY HUNGER

Once a majestic dragon, the Gaping Dragon was consumed by his unending desire for food. After consuming more than his body could hold, his torso burst open and became an enormous mouth, the ribs sharp teeth and the saliva deadly acid. Still constantly on the prowl for anything to consume, the Gaping Dragon hunts underground for weak victims.

MAGICAL TAIL

Like many other monsters, the Gaping Dragon's tail can be cut off and used to make a magical weapon. This weapon, a greataxe, is said to have hidden magical properties, that only show themselves when the user makes a perfect strike.

GAPING DRAGON

Huge dragon, chaotic evil

Armor Class 14

Hit Points 126 (12d12 + 48)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	6 (-2)	14 (+2)	4 (-3)

Saving Throws Str +6, Wis +5

Damage Immunities poison

Damage Resistances fire

Damage Vulnerabilities lightning

Senses passive Perception 12

Languages Draconic

Challenge 7 (2900 XP)

Magical Tail. If the gaping dragon takes 40 or more damage in a single turn, its tail will be cut off. Once this happens, it can no longer use its tail attack.

ACTIONS

Multiaction. The gaping dragon makes three attacks: one with its stomp, one with its tail, and one with its claw.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 10 (2d6+3) bludgeoning damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., *Hit:* 10 (2d6+3) slashing damage. If the target is a creature, it is grappled (escape DC 14). Until the grapple ends, the creature is restrained.

Tail. *Melee Weapon Attack:* +6 to hit, reach 15 ft., *Hit:* 12 (2d8+3) bludgeoning damage.

Poisonous Spew (Recharge 5-6). The gaping dragon regurgitates an acidic, poisonous liquid around himself. Creatures within 20 feet must succeed on a DC 15 Dexterity saving throw or take 42 (12d6) poison damage.

Swallow. The gaping dragon makes one claw attack against a large or smaller creature it is grappling. If the attack hits, the target takes the claw damage, it is thrown into the gaping dragon's mouth, and it is swallowed. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the gaping dragon, and it takes 21 (6d6) poison damage at the start of each of the gaping dragon's turns.

If gaping dragon takes 30 damage or more on a single turn from a creature inside it, it must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the gaping dragon. If the gaping dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.



CHAOS WITCH QUELAAG

The torso and head of a beautiful human woman conjoined at the hip with a terrifying drider. Quelaag was once a sorceress, but tampering with dangerous magic transformed her into a terrifying beast. Now, she hides herself away at in a cave deep in a dangerous swamp, caring only for her similarly deformed siblings and protecting her home.

DEMONIC MUTATION

Quelaag was once a beautiful human sorceress, one of the first to ever have power over fire, for both destruction and creation. The daughter of the Witch of Izaeth, an all-powerful sorceress, she and her sisters maintained dominion over their kingdom with their incredible magic. However, during an attempt to recreate the First Flame, an incredible source of magical power, they released a terrifying, demonic power that transformed Quelaag and her family in to demons.

FURY SWORD

Constructed of her own soul, Quelaag brandishes a black, curved sword swathed in flames. Legendary for its deadliness, few have withstood the heat of the blade and survived.

CHAOS WITCH QUELAAG

Large fiend (demon), chaotic neutral

Armor Class 18

Hit Points 150 (20d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	6 (-2)

Saving Throws Dex +6, Wis +7

Skills Arcana +5

Damage Immunities fire, poison

Damage Vulnerabilities lightning

Senses darkvision 60 ft. passive Perception 13

Languages Common, Infernal

Challenge 9 (5000 XP)

Fury Sword. When Quelaag makes an attack with her sword, she deals an additional 6d6 fire damage.

ACTIONS

Multiaction. Quelaag makes one sword attack and one bite attack.

Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 7 (1d8+3) slashing damage, plus 21 (6d6) fire damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 10 (2d6+3) piercing damage.

Lava Discharge (Recharge 5-6). Quelaag's spider mouth spits out lava in a 15 foot cone. Each creature in the cone must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Heat Pulse (Recharge 5-6). Quelaag radiates an intense heat from her body, damaging everything around her. Creatures within 10 feet of Quelaag must make a DC 15 Constitution saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.



THE IRON GOLEM

Standing atop Sen's Fortress, the Iron Golem is the last challenge standing between adventurers and Anor Londo. Crafted from the bones of legendary dragons, it wields a massive greataxe with one hand and pummels creatures to dust with the other. The gatekeeper to the capital city of Anor Londo, it is a being to be fought by only the bravest and most skilled warriors.

SEN'S FORTRESS

During the end of the Age of Fire, when Lord Gwyn left to tend to the First Flame, he decreed that a fortress be built to protect Anor Londo. The fortress, created by the trap master Sen, was made to test the mettle of every warrior and adventurer, beginning with their first steps inside. The fortress was rigged bottom to top with devious traps and deadly monsters, meaning only the smartest, fastest, and toughest adventurers were able to make it through. The final test for these adventurers, standing atop the great fortress, was the Iron Golem.

IRON GOLEM

Huge construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 190 (20d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +9, Con +8

Damage Resistances bludgeoning, piercing, slashing

Damage Vulnerabilities lightning

Senses passive Perception 10

Languages -

Challenge 11 (7200 XP)

Brute. A melee weapon deals one extra die of its damage when the iron golem hits with it.

Sweeping Strikes. When the iron golem makes a greataxe attack at a target, the attack also targets any creature within 5 feet of the target.

ACTIONS

Multiattack. The iron golem makes 2 greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., *Hit:* 15 (3d6+5) slashing damage.

Grab. One target of medium size or smaller within 5 feet of the iron golem must make a DC 17 Dexterity saving throw or be grappled (escape DC 17). Until this grapple ends, the target is restrained, and the iron golem can't grab another target.

Throw. A creature that is grappled by the iron golem is thrown in a straight line for 30 feet. Any creature in the straight line must succeed on a DC 17 Dexterity saving throw or take 7 (2d6) bludgeoning damage. The thrown creature must succeed on a DC 17 Dexterity saving throw or take 28 (8d6) bludgeoning damage and land prone. On a success, the target takes half that damage and lands standing.

SILVER KNIGHT

Medium humanoid, lawful neutral

Armor Class 16 (Scale Mail)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +5, Int +5
Senses passive Perception 11
Languages Common
Challenge 6 (2300 XP)

Versatile. The silver knight has plenty of weapons to choose from. It is equipped with a longsword, a spear, and a greatbow, of which it can switch between by using a bonus action. While the silver knight is wielding a longsword or spear, it also has a shield, giving it a +2 AC bonus.

ACTIONS

Multiattack. The silver knight can make three longsword attacks, two spear attacks, or two greatbow attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 7 (1d8+3) slashing damage.

Spear. *Melee Weapon Attack:* +6 to hit, reach 10 ft., *Hit:* 10 (2d6+3) piercing damage.

Greatbow. *Ranged Weapon Attack:* +5 to hit, range 120/300 ft., *Hit:* 7 (1d10+2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength check or be knocked prone.



DARKWRAITH

Medium aberration, lawful evil

Armor Class 16 (Scale Mail)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Str +7, Wis +6
Skills Stealth +5
Damage Immunities necrotic
Damage Vulnerabilities radiant
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal
Challenge 8 (3900 XP)

Dark Weapon. When the darkwraith hits with his weapon, the weapon deals an extra 4d6 necrotic damage (included in the attack).

ACTIONS

Multiattack. The darkwraith makes two dark sword attacks.

Dark Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 8 (1d8+4) slashing damage, plus 14 (4d6) necrotic damage.

Life Drain (Recharge 4-6). The darkwraith raises a hand towards an enemy within 10 feet and attempts to leech its life. The target must make a DC 14 Wisdom saving throw or take 17 (6d6) necrotic damage. The darkwraith regains an amount of hit points equal to the damage dealt.



EXECUTIONER SMOUGH

Large humanoid, neutral evil

Armor Class 16 (Executioner's Breastplate)

Hit Points 285 (30d10 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Str +9, Con +8

Skills Athletics +9, Intimidation +4

Damage Resistances bludgeoning, piercing, slashing

Damage Vulnerabilities lightning

Senses passive Perception 11

Languages Common

Challenge 16 (15000 XP)

Legendary Resistance (1/day). If Executioner Smough fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiaction. Executioner Smough makes 2 attacks with his hammer.

Hammer. *Melee Weapon Attack:* +11 to hit, reach 10 ft., *Hit:* 22 (3d10+6) bludgeoning damage.

Knockdown. *Melee Weapon Attack:* +11 to hit, reach 5 ft., *Hit:* 22 (3d10+6) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

Executioner Smough 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. Executioner Smough regains spent legendary actions at the start of its turn.

Execution. When Smough is hit by a melee attack, he can make a Knockdown action against the attacker.

Butt Slam (Costs 2 Actions). Executioner Smough slams his butt on the ground. All creatures within 5 feet must succeed on DC 19 Dexterity saving throws, or take 22 (4d12) bludgeoning damage and be knocked prone.

Fallen Comrade (Costs 3 Actions). If Dragonslayer Ornstein dies, Executioner Smough can crush him with his hammer to absorb his power. Executioner Smough gains 30 temporary hit points and his attacks deal an additional 6d8 lightning damage. In addition, he loses his vulnerability to lightning and gains damage resistance to lightning damage.

ORNSTEIN AND SMOUGH

Two of Lord Gwyn's greatest warriors, Ornstein and Smough stand guard over the princess in the castle of Anor Londo. With Ornstein's speed and Smough's power, this duo is nearly unstoppable and have crushed millions of foes who have crossed their path.

DRAGONSLAYER ORNSTEIN

Captain of the Four Knights of Gwyn, Ornstein is known far and wide for his skill at slaying dragons. He wields a lightning-tipped spear and moves nearly as fast as lightning itself, lunging across rooms and impaling his enemies in the blink of an eye. The only one of the Knights left in Anor Londo, Ornstein is sworn to the service of the princess and has committed the remainder of his life to protecting the castle.

EXECUTIONER SMOUGH

The royal executioner of Anor Londo, Smough is a cruel being who enjoys grinding up the bones of his victims and using it as seasoning for his dinner. Although he has the strength and skill to compete with the Four Knights of Gwyn, he was rejected from the position because of his cannibalistic and cruel behavior. Now paired with Ornstein to protect the princess, he wields his massive hammer with deadly precision.



DRAGONSLAYER ORNSTEIN

Medium humanoid, lawful neutral

Armor Class 18 (Dragonslayer's Breastplate)

Hit Points 260 (40d8 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	16 (+3)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +12, Int +7, Wis +9

Skills History +7, Religion +7

Damage Immunities lightning

Senses passive Perception 13

Languages Common

Challenge 17 (18000 XP)

Legendary Resistance (1/day). If Dragonslayer Ornstein fails a saving throw, he can choose to succeed instead.

Lightning Spear. When Dragonslayer Ornstein hits with his spear, the weapon deals an extra 6d8 lightning damage.

ACTIONS

Multiattack. Dragonslayer Ornstein makes two spear attacks.

Spear. *Melee Weapon Attack:* +11 to hit, reach 10 ft., *Hit:* 9 (1d8+5) piercing damage, plus 27(6d8) lightning damage

Lightning Tackle (Recharge 5-6). Dragonslayer Ornstein streaks across the ground towards his enemy, clearing everything in his way. Ornstein moves 30 feet in a straight line. Any creature in that line must make a DC 19 Dexterity saving throw. On a failed save, the creature takes 7 (1d8+5) piercing damage and 27 (6d8) lightning damage, or half as much on a successful save.

LEGENDARY ACTIONS

The dragonslayer ornstein 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 dragonslayer ornstein regains spent legendary actions at the start of its turn.

Swift Dodge. When Dragonslayer Ornstein is hit by an attack, he can move up to 10 feet away from the attacker without incurring an opportunity attack by the same enemy.

Lightning Bolt. Dragonslayer Ornstein shoots a bolt of lightning from the tip of his spear. One target within 60 feet must succeed on a DC 17 Dexterity saving throw or take 27 (6d8) damage.

Fallen Comerade (Costs 3 Actions). If Executioner Smough falls dead, Dragonslayer Ornstein may touch him and absorb his power. Ornstein's size becomes Large, he gains 30 temporary hit points, and all of his weapon attacks deal an additional 4d6 bludgeoning damage. These effects last for 10 minutes.

THE GREAT GREY WOLF, SIF

Lurking around a tombstone in the middle of a beautiful grove, the great grey wolf, Sif protects the grave of her long-dead master. Her master's blade clutch in her jaws, she attacks with ferocious speed and power. Forever grieving her master's demise, Sif has spent years guarding the grove against would-be grave robbers and adventurers.

GREAT GREY WOLF SIF

Large beast, lawful good

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Dex +10, Wis +7

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages -

Challenge 13 (10000 XP)

Magical Blade. Sif's weapon attacks are magical. When Sif hits with her weapon, the weapon deals an extra 4d6 radiant damage (included in the attack).

ACTIONS

Multiattack. Sif makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., *Hit:* 10 (2d6+3) slashing damage, plus 14 (4d6) radiant damage.

Spin Attack (Recharge 4-6). Sif spins around in a circle, attempting to hit all the enemies around her. All creatures within 10 feet must succeed on a DC 16 Dexterity saving throw or take 10 (2d6+3) slashing damage and 14 (4d6) radiant damage.

REACTIONS

Parry. When Sif is the target of a melee attack, it can make a greatsword attack against the attacker and quickly leap away, increasing its AC by 2 against the attack.



THE FOUR KINGS

Four old kings of man who were given pieces of a Lord Soul by Lord Gwyn to govern in his stead. However, they were tricked by a serpent into venturing into the Abyss to obtain more power. The Abyss corrupted the kings, and they now wander the darkness, mindless and distraught monsters.

FOUR KINGS

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft.

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

Saving Throws Int +7, Wis +9

Skills Arcana +7, Insight +9

Damage Vulnerabilities fire

Senses darkvision 60 ft. passive Perception 14

Languages Common

Challenge 8 (3900 XP)

Hover. The four kings hover 1 foot over the ground at all times.

Ghost Blade. When the four kings hit with their weapons, the weapons deal an extra 4d6 necrotic damage (included in the attack).

Backup. The Four Kings always fight together. If one engages in combat, the other 3 can appear by his side as a free action (This stat block represents one of the Four Kings).

ACTIONS

Multiattack. The four kings can make two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 8 (1d10+3) slashing damage, plus 14 (4d6) necrotic damage.

Spirit Drain (Recharge 4-6). One target within 5 feet must succeed on a DC 15 Wisdom saving throw or take 27 (6d8) necrotic damage and suffer from 1 level of exhaustion.

Spirit Burst. The king releases several spheres of energy. Each creature within 10 feet must make DC 15 dexterity saving throws, taking 18 (4d8) damage on a failed save, or half as much damage on a successful one.

SEATH THE SCALELESS

Huge dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	21 (+5)	28 (+9)	20 (+5)	16 (+3)

Saving Throws Str +12, Int +14, Wis +10

Damage Resistances damage from spells

Damage Vulnerabilities fire, lightning

Condition Immunities charmed, frightened

Senses blindsight 100 ft. passive Perception 15

Languages Common, Draconic

Challenge 16 (15000 XP)

Magical Tail. If Seath takes 50 or more damage in a single turn, his tail is chopped off.

Magic Resistance. Seath the Scaleless has advantage on saving throws against spells and other magical effects.

Primordial Crystal. As long as Seath is within 60 feet of the Primordial Crystal, he recovers 30 hit points at the beginning of each of his turns. The Primordial Crystal can be destroyed if it takes 10 or more damage.

ACTIONS

Multiattack. Seath makes 5 tentacle attacks.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 10 ft., Hit: 18 (2d10+7) bludgeoning damage.

Crystal Breath (Recharge 5-6). Seath breathes a magical mist in a 60-foot cone that makes crystals shoot up out of the ground. Each creature in the area must succeed on a DC 18 Constitution saving throw, taking 36 (10d8) magical piercing damage and have their maximum health reduced by half that damage. On a successful save, they take half of that damage, and have their maximum health reduced by one-quarter of that damage.

SEATH THE SCALELESS

Seath was born as an abomination of his kind, without the diamond-hard scales that granted the other Everlasting Dragons immortality. Shunned by his kin and envious of their strength, he turned on them when Gwyn began his uprising, giving Gwyn the secret to breaking through the dragons' impenetrable hides. After the dragons' defeat, Seath discovered the Primordial Crystal, which gave him a form of undead immortality that he craved for so long.

THE DUKE'S ARCHIVES

For aiding him against the dragons, Gwyn rewarded Seath with dukedom, and gave him a massive library in which he could study the arcane secrets of the world and discover new magic. Behind the walls of these libraries, however, Seath conducted cruel and diabolical experiments on captured creatures, transforming them into hideous aberrations with the power of his crystal.



CEASELESS DISCHARGE

The only son of the Witch of Izaaleth, the Ceaseless Discharge was once a powerful pyromancer, until the terrible event that cursed his mother and sister corrupted him as well. Now a huge, deformed demon, he constantly spews lava from his body, resulting in incredible constant agony and suffering. Left with only the corpse of his elder sister and the gates to Izaaleth, he guards the tomb of his family's legacy.

CEASELESS DISCHARGE

Gargantuan, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 217 (14d20 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	16 (+3)	18 (+4)	12 (+1)

Saving Throws Con +10, Wis +9

Skills Arcana +8, Athletics +11

Damage Immunities fire

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 14

Languages Abyssal

Challenge 14 (11500 XP)

Molten Body. Ceaseless Discharge's attacks deal an additional 4d6 fire damage (included in the attack).

ACTIONS

Multiattack. Ceaseless Discharge makes 3 tentacle attacks.

Tentacle Slam. *Melee Weapon Attack:* +11 to hit, reach 15 ft., *Hit:* 17 (2d10+6) bludgeoning damage, plus 14 (4d8) fire damage.

Fire Cone (Recharge 5-6). Ceaseless releases fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.



THE BED OF CHAOS

With the First Flame on its last embers and the Age of Darkness quickly approaching, the Witch of Izalith attempted to duplicate the First Flame using her own soul. However, the experiment failed and had terrible consequences, releasing pure chaos and creating a distorted being of earth and fire that consumed the witch and her followers. The being became the source of all demons: The Bed of Chaos.

Taking the form of a huge, animated, humanoid tree, the Bed has four flaming arms which flail around and protect its roots from attackers. At the center, buried under tons of bark and roots, lies the corrupted corpse of the Witch of Izalith and her Lord Soul.

DEFEATING THE BED OF CHAOS

The Bed of Chaos is no simple enemy that can be defeated by steel and spells. A being of immense power and age, its roots dig miles-deep into the ground, constantly giving it life and strength to continue living. To defeat the Bed, its main roots (which have 10 hit points each) must be cut, weakening it and opening a path to its core. The roots are protected by fields of anti-magic created by the Bed, which deflects projectiles but isn't strong enough to stop a creature from entering. Within its core, the corrupted form of the Witch of Izalith (which has 10 hit points) must be killed and the Lord Soul removed from between the roots. The Witch of Izalith is immune to fire damage. Without the Lord Soul to give it life, the Bed of Chaos wither and die.

However, the Bed has many ways to protect itself from attackers. With its four arms, it swing at any target within 50 feet. The target must make a DC 20 Dexterity saving throw, taking 55 (10d8) bludgeoning damage and being pushed 20 feet in any direction and knocked prone on a failed save. On a successful save, the target takes half as much damage but is not pushed or knocked prone.

The Bed can also slam the ground, crumbling it and causing the targets to fall along with the rubble. When the Bed slams the ground, it creates a 10-foot deep pit in a 10-foot radius of where it hit, and creatures within that area must make a DC 20 Dexterity saving throw or fall into the pit, taking 44 (8d8) bludgeoning damage.

Defeating the Bed of Chaos is treated as defeating an enemy of Challenge Rating 18.





THE FIRST OF THE DEAD

One of the first to find a Lord Soul during the Age of Ancients and tear down the reign of the Everlasting Dragons, Gravelord Nito unleashed a miasma of death and disease upon the great dragons and brought them crashing to the ground. Using most of his powerful soul to administer death to all that are alive, Nito slumbers within the Tomb of Giants.

Nito manifests as a collection of skeletons amassed into a humanoid-shaped giant. In one hand, he holds his Gravelord sword, a greatsword crafted from the bones of the fallen that exudes an ominous feeling of death and despair. With his other, he casts horrific spells, some invented by himself, that spread a torrent of toxic destruction around him.

GRAVELORD SERVANTS

The bravest and most devoted of travelers can venture their way into the Tomb of Giants to pay respects to the slumbering lord, and join his covenant to become a Gravelord Servant, giving them the ability to curse others with difficulty and spread death in their wake, feeding Nito's hungry soul.

GRAVELORD NITO

Large undead, lawful evil

Armor Class 19 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	22 (+6)	16 (+3)

Saving Throws Str +14, Con +12, Int +11, Wis +12

Damage Immunities necrotic

Damage Resistances bludgeoning, piercing, slashing

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 60 ft., darkvision 120 ft. passive Perception 16

Languages Common, Primordial

Challenge 20 (25000 XP)

Gravelord Sword. When Gravelord Nito attacks with his weapon, the weapon deals an extra 6d8 necrotic damage (included in the attack).

Legendary Resistance (3/day). If Gravelord Nito fails a saving throw, it can choose to succeed instead.

Magic Resistance. Gravelord Nito has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Gravelord Nito can make 2 attacks with his sword.

Sword. Melee Weapon Attack: +14 to hit, reach 10 ft., Hit: 17 (2d8+8) slashing damage. plus 27 (6d8) necrotic damage.

Soul Explosion. Gravelord Nito expels a wave of darkness in all directions. Each creature within 30 feet must make a DC 20 Constitution saving throw. On a failed save, they take 35 (10d6) necrotic damage and are considered poisoned. On a successful save, they take half as much damage.

If a target is poisoned, it takes 7 (2d6) necrotic damage per round for 1 minute.

LEGENDARY ACTIONS

Gravelord Nito 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. Gravelord Nito regains spent legendary actions at the start of its turn.

Gravelord Sword. Nito stabs his sword into the ground and it shoots up under a target within 30 feet. The target must make a DC 20 Dexterity saving throw, taking 17 (2d8+8) slashing damage and 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one.

Death Grip (Costs 2 Actions). Gravelord Nito's hand glows red and he grabs a target within 10 feet. The target must make a DC 22 Dexterity saving throw or be grappled (escape DC 22). While grappled, the target is restrained and takes 9 (2d8) necrotic damage each round. While Gravelord Nito is grappling a target, he cannot use Death Grip.

LORD OF SUNLIGHT

The first Lord Soul that was found was the Light Soul, discovered by Gwyn during the Age of Ancients. The Light Soul gave Gwyn tremendous power, transforming him from a simple man into a god. Using his newfound spears made of pure sunlight, Gwyn ripped through his enemies and sat himself atop the great throne of Anor Londo.

BRINGER OF THE AGE OF FIRE

Before the Lord Souls were found, the Age of Ancients was dominated by the Everlasting Dragons. These immortal dragons were unopposed in their power and ruled the world callously. When Gwyn discovered the Light Soul, he gained enough power to topple the Everlasting Dragons and bring about the Age of Fire, a time of prosperous wealth for all of mankind.



GWYN, LORD OF SUNLIGHT

Medium humanoid, lawful good

Armor Class 25 (King's Breastplate)

Hit Points 575 (50d8 + 350)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	25 (+7)	24 (+7)	30 (+10)	26 (+8)

Saving Throws Dex +15, Wis +19, Cha +17

Skills Acrobatics +15, Perception +19, Persuasion +17, Religion +16

Damage Immunities fire, lightning, radiant

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 20

Languages Common, Giant

Challenge 30 (155000 XP)

King's Ultra Greatsword. Gwyn's weapon attacks are magical. When Gwyn attacks with his weapon, the weapon deals an extra 8d8 radiant damage (included in the attack).

Legendary Resistance (3/day). If Gwyn fails a saving throw, he can choose to succeed instead.

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

ACTIONS

Multiattack. Gwyn can make up to 3 attacks with his greatsword and sunlight spears.

Greatsword. *Melee Weapon Attack:* +19 to hit, reach 5 ft., *Hit:* 19 (2d8+10) slashing damage, plus 36 (8d8) radiant damage.

Sunlight Spear. Gwyn manifests a spear of pure sunlight into his hand and hurls it at an enemy. One target within 120 feet must make a DC 27 Dexterity saving throw, taking 56 (16d6) radiant damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Gwyn, Lord of Sunlight 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. Gwyn, Lord of Sunlight regains spent legendary actions at the start of its turn.

Greatsword. Gwyn makes a greatsword attack.

Hail Of Spears (Costs 2 Actions). Gwyn calls down a hundred spears made of pure lightning from the heavens. All creatures within 20 feet must make a DC 27 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.

Soul Of Light (Costs 3 Actions). Gwyn enmates pure sunlight from his body, burning others while healing himself. Each creature within 10 feet must make a DC 27 Constitution saving throw, taking 27 (6d6) fire damage on a failed save, or half as much damage on a successful one. Gwyn then recovers hit points equal to the amount of damage dealt (up to his maximum). In addition, Gwyn emits 60 feet of bright light until his next turn.

GWYN, LORD OF CINDER

Medium humanoid, lawful neutral

Armor Class 19 (King's Burnt Breastplate)

Hit Points 287 (25d8 + 175)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	18 (+4)	22 (+6)	20 (+5)

Saving Throws Dex +8, Wis +12, Cha +11

Skills Athletics +14, Religion +10, Insight +12

Damage Resistances bludgeoning

Damage Vulnerabilities fire, necrotic

Condition Immunities charmed, frightened

Senses passive Perception 16

Languages Common, Giant

Challenge 20 (25000 XP)

Burnt Ultra Greatsword. Gwyn's weapon attacks are magical. When Gwyn hits with his weapon, the weapon deals an extra 6d8 fire damage (included in the attack).

Legendary Resistance (3/day). If Gwyn fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Gwyn makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., *Hit:* 17 (2d8+8) slashing damage, plus 27 (6d8) necrotic damage.

LEGENDARY ACTIONS

Gwyn, Lord of Cinder 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. Gwyn, Lord of Cinder regains spent legendary actions at the start of its turn.

Greatsword. Gwyn makes a greatsword attack.

Erupting Grasp (Costs 2 Actions). One target within 5 feet must make a DC 22 Dexterity saving throw. On a failed save, Gwyn grabs the target at the throat and releases a fiery explosion from his palm. The target takes 17 (2d8+8) bludgeoning damage and 27 (6d8) fire damage.

Firestorm (Costs 3 Actions). Gwyn kindles the remains of his exhausted soul and releases a burst of fire. All creatures within 20 feet must make a DC 20 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.

LORD OF CINDER

As the Age of Fire approached its end, Lord Gwyn set off to the Kiln of the First Flame with his most trusted Black Knights. There, he found the First Flame dwindling to its last embers. To keep it burning, he linked the remains of his Light Soul to the flame. The resulting burst of fire was so powerful that most of his Black Knights were turned to ash, their spirits left to wander the Kiln. Gwyn, now a fraction of his former power, placed himself before the flame for the rest of his days, swearing to keep the Age of Darkness at bay until his last breath.



CROSSBREED PRISCILLA

Within the secret Painted World of Ariamis lives Priscilla, a beautiful woman whose origins are shrouded in mystery. She protects her home from invaders, but is mostly nonviolent, and always attempts to parley instead of fight. However, she is dangerous in combat with her invisibility spells and legendary Lifehunt Scythe.

UNKNOWN ORIGINS

There are many theories to Priscilla's origins. Some say that she is the child of Princess Gwynevere and Seath the Scaleless, as some the scales on her body and her tail betray her draconic bloodline. Others believe that she is simply an experiment of Seath's, in one of his many attempts to recreate the Everlasting Dragons' immortality.

THE POWER OF LIFEHUNT

Priscilla wields the Lifehunt Scythe, a weapon so powerful that even the gods are said to have feared it. It's a weapon that is dangerous to the wielder, but inflicts great damage to its foes, leaving debilitating and sometimes incurable injuries. Powered by the strength of her soul, Priscilla uses the scythe to protect her friends and her home within the Painted World.

MAGICAL TAIL

Priscilla, like many other monsters in Lordran, has a magical tail that, if acquired, can be forged into a powerful weapon. The weapon, a knife, has a very keen blade that increases the chance of striking a deadly hit.

CROSSBREED PRISCILLA

Large humanoid, unaligned

Armor Class 16

Hit Points 171 (18d10 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Dex +8, Wis +9, Cha +9

Damage Immunities cold

Damage Vulnerabilities lightning

Senses darkvision 60 ft. passive Perception 14

Languages Common, Draconic

Challenge 14 (11500 XP)

Magic Resistance. Crossbreed Priscilla has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Crossbreed Priscilla makes 3 Scythe attacks.

Scythe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., *Hit:* 14 (2d8+5) slashing damage.

Blizzard Breath (Recharge 5-6). Priscilla breathes a potent frost in a 50 foot cone in front of her. Each creature in the area must make a DC 17 Constitution saving throw or take 36 (8d8) cold damage.

Invisibility (Recharge 3-6). As a bonus action, Crossbreed Priscilla becomes invisible until her next turn. Her invisibility does not end if she attacks, but it does end if she takes damage.



THE DARK SUN OF ANOR LONDO

Although everyone believes that after Gwyn and the rest of Anor Londo's mighty gods abandoned the city, the Princess of Sunlight Gwynevere ruled over the city and awaited the return of her father, few know the truth. In the chambers below the great halls of Anor Londo, Gwyndolin, the second son of Lord Gwyn, uses his masterful illusions to cast a spell across Anor Londo. This illusion is incredibly powerful, manifesting a brilliant sun to shine down upon the city, creating giant guardians to protect the castle's gates, and even creating an illusion of Princess Gwynevere.

THE SECOND SON

Gwyn's first son was a legendary hero, with strength to rival that of Gwyn himself. However, Gwyn's second son did not resemble his father at all. A boy whose powers resonated strongly with the moon, Gwyndolin was raised and treated as a girl. In addition, his appearance was repulsive, and so he was kept hidden away from the eyes of the rest of Anor Londo. Instead of legs, Gwyndolin was born with several tentacles, which he balances on and slithers with to move. However, Gwyndolin was gifted in his own way, with powerful magic, especially illusions. Using his powers, he remained in Anor Londo when the rest of the gods fled the darkness, and kept it alight and anew, as if warding off the inevitable darkness with nothing but his magic. Gwyndolin waited patiently for the chosen warrior to finally appear in front of the illusory princess, so that he could manipulate the warrior into traveling to the first flame and use his soul to light it, keeping the darkness at bay for a few moments longer.

DARK SUN GWYNDOLIN

Medium humanoid, lawful neutral

Armor Class 16 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	22 (+6)	18 (+4)	14 (+2)

Saving Throws Dex +10, Int +11, Wis +9

Skills Arcana +11, Stealth +10

Senses passive Perception 14

Languages Common

Challenge 15 (13000 XP)

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

ACTIONS

Multiattack. Gwyndolin makes 4 shortbow attacks.

Shortbow. *Ranged Weapon Attack:* +10 to hit, range 120/200 ft., Hit: 8 (1d6+5) piercing damage, plus 14 (4d6) magical force damage.

Soul Spray. Gwyndolin shoots 4 magical orbs from his wand at up to 4 targets within 60 feet. Each target must make a DC 19 Dexterity saving throw or take 21 (6d6) magical force damage. Gwyndolin may attack a target with more than one orb, and the target must make a Dexterity saving throw against each orb.

Soul Cannon. Gwyndolin shoots a large burst of magic originating from him that is 100 feet long and 5 feet wide. Each creature within the area must make a DC 19 Dexterity saving throw or take 27 (6d8) magical force damage.

REACTIONS

Afterimage. If Gwyndolin is attacked, he can use his reaction to teleport up to 40 feet away, make a Dexterity (Stealth) check, and become invisible. An illusion of himself remains at where he teleported from, but will disappear after being attacked. When the illusion disappears, Gwyndolin becomes visible again. A DC 19 Intelligence (Investigation) check can also reveal the illusion.



ARTORIAS, THE ABYSSWALKER

Medium humanoid, chaotic neutral

Armor Class 18 (Abysswalker's Splintmail)

Hit Points 170 (20d8 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	14 (+2)	16 (+3)	12 (+1)

Saving Throws Str +10, Dex +10, Con +10

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 13

Languages Common, Abyssal

Challenge 17 (18000 XP)

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

Dark Weapon. When Artorias hits with his weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. Artorias makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., *Hit:* 11 (2d6+4) slashing damage, plus 18 (4d8) necrotic damage.

Deeper Corruption (1/day). Artorias can allow the corruption of the Abyss to seep deeper into his bones, making him stronger, faster, and tougher at the price of his sanity. When Artorias's hit points drop to 70 or lower, he gains a +4 bonus to attack and damage rolls, a +2 bonus to AC, and can move an additional 10 feet per round. During this time, he has disadvantage on all Intelligence, Wisdom, and Charisma checks and saving throws.

REACTIONS

Leap Attack. When Artorias is targeted by an attacker who is within 30 feet, he can jump into the air, adding 2 to his AC against the attack, and land within 5 feet of the attack. Artorias can then make an attack with his greatsword.

LEGENDARY ACTIONS

Artorias, the Abysswalker 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. Artorias, the Abysswalker regains spent legendary actions at the start of its turn.

Greatsword. Artorias makes an attack with his greatsword.

Dripping Darkness (Costs 2 Action). The Abyss leaks through Artorias's being, leaving a puddle in a 5 foot radius around him. Any creature that is in the puddle must make a DC 17 Dexterity saving throw, takes 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The puddle lasts for one round, after which it dissipates.

ARTORIAS, THE ABYSSWALKER

HE WHO FIGHTS WITH MONSTERS SHOULD BE CAREFUL LEST HE THEREBY BECOMES A MONSTER. AND IF THOU GAZE LONG INTO THE ABYSS, THE ABYSS WILL ALSO GAZE INTO YOU.

-UNKNOWN PHILOSOPHER

One of Lord Gwyn's greatest warriors, Knight Artorias was used to be the hero of Anor Londo. Now, corrupted by the darkness of the Abyss, he wanders Oolacile, crushing the few warriors who dare to wander too close.

CORRUPTED BY DARKNESS

Knight Artorias, one of the four Knights of Gwyn, was once Anor Londo's most famous Darkwraith hunter, stepping into the abyss with his faithful hound Sif whenever it encroached on Lord Gwyn's territory to destroy the darkness and corruption before it harmed the innocent. However, when the Abyss corrupted and consumed the human town of Oolacile and Artorias was sent to investigate, he found himself in over his head, facing a being of darkness that exceeded any power he had encountered before. Leaving his holy shield to protect Sif, he went to face the Father of the Abyss alone, but was defeated. His arm crushed and his spirit broken, he became corrupted by the Abyss, losing his humanity and sanity and becoming nothing but a shell, hell-bent on destruction.



BLACK DRAGON KALAMEET

Gargantuan dragon, unaligned

Armor Class 23 (natural armor)

Hit Points 574 (28d20 + 280)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	20 (+5)	18 (+4)	18 (+4)

Saving Throws Dex +8, Con +8, Wis +12, Cha +12

Skills Arcana +13, Athletics +18, Perception +12

Damage Immunities fire, necrotic

Senses blindsight 60 ft., darkvision 120 ft. passive Perception 14

Languages Common, Draconic

Challenge 25 (75000 XP)

Legendary Resistance (3/day). If Kalameet fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. Kalameet can make four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., *Hit:* 21 (2d10+10) piercing damage.

Black Fire (Recharge 5-6). Kalameet exhales fire in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 70 (20d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., *Hit:* 17 (2d6+10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., *Hit:* 19 (2d8+10) bludgeoning damage.

LEGENDARY ACTIONS

Black Dragon Kalameet 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. Black Dragon Kalameet regains spent legendary actions at the start of its turn.

Detect. Kalameet makes a Wisdom (Perception) check.

Wing Attack (Costs 2 Actions). Kalameet beats his wings. Each creature within 15 feet must succeed on a DC 26 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. Kalameet can then fly up to half of its flying speed.

Psychic Eye (Costs 3 Actions). Kalameet's eye glows bright red and releases psychic energy. One creature must succeed on a DC 20 Wisdom saving throw or take 53 (15d6) psychic damage and be lifted and thrown back 30 feet, landing prone. In addition, the target is vulnerable to all damage until the next round.

BLACK DRAGON KALAMEET

The one-eyed dragon Kalameet is one of the handful of remaining ancient dragons, and is considered to be the deadliest dragons to ever exist. His prowess is so great that even the great knights of Anor Londo dare not provoke him.

BLACK FIRE

Unlike the fire of other dragons, Kalameet's fire glows black, betraying its dark magic origins. The black fire has incinerated hundreds of towns and thousands of victims.

PSYCHIC EYE

Kalameet's single eye glows bright red, and gives him telekinetic powers. When his claws and teeth and fire fail him, he'll release his telekinetic power and toss his enemies into the air.





MANUS, FATHER OF THE ABYSS

Huge aberration, chaotic evil

Armor Class 22 (natural armor)

Hit Points 362 (25d12 + 200)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	30 (+10)	25 (+7)

Saving Throws Dex +13, Con +15, Wis +17

Damage Immunities necrotic

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 120 ft. passive Perception 20

Languages Primordial

Challenge 24 (62000 XP)

Dark Weapons. When Manus hits with any weapon, the weapon deals an extra 6d8 necrotic damage (included in the attack).

Legendary Resistance (3/day). If Manus fails a saving throw, he can choose to succeed instead.

Magic Resistance. Manus had advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Manus makes two attacks with his staff and one attack with his arm.

Staff. *Melee Weapon Attack:* +15 to hit, reach 10 ft., *Hit:* 22 (4d6+8) bludgeoning damage. plus 27 (6d8) necrotic damage.

Arm. *Melee Weapon Attack:* +15 to hit, reach 20 ft., hitting all creatures in a line of effect. *Hit:* 26 (4d8+8) bludgeoning damage. plus 27 (6d8) necrotic damage.

LEGENDARY ACTIONS

Manus, Father of the Abyss 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. Manus, Father of the Abyss regains spent legendary actions at the start of its turn.

Reach Around. Manus attacks an enemy as they enter a radius of 5 feet around him with his arm. The creature must make a DC 25 Dexterity saving throw, taking 26 (4d8+8) bludgeoning damage and 27 (6d8) necrotic damage and being knocked back 10 feet on a failed save, or half as much damage on a successful one.

Hail Of Darkness (Costs 2 Actions). Manus raises his hand upward and summons a storm of dark orbs to shower down on his enemies. Each creature in a 20-foot radius must make a DC 25 Dexterity saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one.

Dark Burst (Costs 3 Actions). Manus shoots multiple dark orbs from his free hand. One target within 60 feet must make a DC 25 Dexterity saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

MANUS, FATHER OF THE ABYSS

"IF THINE WISH IS TO SUCCEED POOR ARTORIAS, AND CHALLENGE THE SPREAD OF THE DARK, THEN THOU MUST FACE MANUS, FATHER OF THE ABYSS. THE DARK EMANATES FROM MANUS HIMSELF. EVEN IF THIS LAND SHALL EXPIRE, THOU MAY BE ABLE TO PREVENT FURTHER CORROSION... BUT EVEN SO, ONE DAY THE FLAME WILL FADE, AND ONLY DARK WILL REMAIN. AND EVEN A LEGEND SUCH AS THINESELF CAN DO NOTHING TO STOP THAT."

-HAWKEYE GOUGH

Living deep within the depths of the Abyss, Manus commands the darkness with the power of the Dark Soul and spreads his corruption across the world. Consuming even the greatest warriors, such as Knight Artorias, and breaking them to the power of the dark, he stands as a nearly unstoppable force of pure evil.

THE FURTIVE PYGMY

The last of the Lord Souls, the Dark Soul, found its way into the hands of a human. This human, the Pygmy, discovered the power of darkness and began to spread it across the world in the form of The Abyss, a creeping magical darkness that devours souls and rips away the sanity of mortals. Consumed and driven mad by his own power, the furtive pygmy transformed into Manus, the incarnation of darkness and one of the most powerful beings in Lordran.

CHARACTERS

SOLAIRE OF ASTORA

"I AM SOLAIRE OF ASTORA, AN ADHERENT TO THE LORD OF SUNLIGHT. NOW THAT I AM UNDEAD, I HAVE COME TO THIS GREAT LAND, THE BIRTHPLACE OF LORD GWYN, TO SEEK MY VERY OWN SUN! THE SUN IS A WONDROUS BODY. LIKE A MAGNIFICENT FATHER! IF ONLY I COULD BE SO *GROSSLY INCANDESCENT!*"

Knight Solaire of Astora is a warrior of sunlight, bound to a quest of finding his own sun. He walks the path of the Chosen Undead as you do, traveling to the Undead Parish,

Anor Londo, Lost Izalith, and even the Kiln of the First Flame, in search of his own sun.

Wielding his trusty sun sword and shield, Knight Solaire is a worthy ally, and also employs powerful lightning miracles to aid him on his righteous journey.

Solaire can initially be found outside of the Undead Parish, staring at the sun in the distance. He will happily accept any form of jolly cooperation and become fast friends with those who walk alongside him, making him a fast favorite among Lordran's adventurers.



LAUTREC OF CARIM

"WELL, LOOK AT YOU. I THOUGHT YOU WERE WISER, BUT I THOUGHT WRONG! T'IS A TERRIBLE PITY. LIKE A MOTH FLITTERING TOWARDS A FLAME."

Knight Lautrec of Carim is a devoted follower of the goddess Fina, who was known for her fateful beauty. Lautrec forsook everything for his love of the goddess, and his unwavering belief in her love for him. Mysterious in his motivations, Lautrec is initially found in a prison cell in the Undead Parish, casting doubt on his trustworthiness. However, he is more than happy to help in certain fights, such as the Bell Gargoyles and the Gaping Dragon.

Wearing a very special armor that is unique to the worshipers of Fina and wielding two shotels, Lautrec is a dangerous warrior, both as an ally and as an enemy.



SIEGMAYER OF CATARINA

Knight Siegmeyer of Catarina left his home to explore Lordran and find Gwyn, the Lord of Sunlight. Whether or not he knows of Gwyn's sacrifice is unknown, but he continues to trudge through the monsters and demons of Lordran, looking for an answer.

Wearing his canonical onion knight-like Catarina armor and wielding a massive Zweihander greatsword, Siegmeyer battles his way through Sen's Fortress, Anor Londo, and even Lost Izalith. However, much of the time, he is unable to do this on his own, often getting stuck outside gates, or trapped by monsters. It is usually a helpful adventurer who gets Siegmeyer out of his sticky situations, for which he is always incredibly grateful.



TARKUS OF BERENIKE

A knight of Berenike, Black Iron Tarkus is renowned among his fellow knights for his immense strength. Another adventurer attempting to fulfill the prophecy and cure the Undead, Iron Tarkus was one of the very first warriors to successfully survive Sen's Fortress, and make his way to Anor Londo. An incredibly tough warrior, Tarkus can singlehandedly defeat many powerful enemies, such as the Iron Golem.



BIG HAT LOGAN

Once a famous sorcerer at the Vinheim Dragon School, Master Logan set out to Lordran to find a cure for the Undeath that plagues the land. He wears a comically large hat, hence his nickname, that covers his face, and he often used it to shut out the noises and stares of others so that he could work in peace. He wields a staff that was once an ordinary apprentice staff, but has since seen so many magical experiments and discoveries that it became imbued with Logan's magical prowess. Logan is credited with the creation of some of the more powerful spells ever, including Soul Spears, which are said to challenge Lord Gwyn's lightning bolts in sheer power.

However, for all of his knowledge, his physical abilities were severely lacking, and he found himself stuck inside of Sen's Fortress, unable to escape without the help of some kind adventurers.



SPELLS

This compendium describes the spells used in the world of Dark Souls. The chapter begins with the spell lists of the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

CLERIC SPELLS

2ND LEVEL

Emit Force
Lightning Spear

3RD LEVEL

Bountiful Sunlight
Homeward

5TH LEVEL

Gravelord Sword Dance

9TH LEVEL

Sunlight Spear

SORCERER AND WIZARD SPELLS

1ST LEVEL

Dark Bead

2ND LEVEL

Soul Arrow

3RD LEVEL

Dark Orb

4TH LEVEL

Power Within

7TH LEVEL

Crystal Magic Weapon

8TH LEVEL

White Dragon Breath

9TH LEVEL

Crystal Soul Spear

bonus to attack rolls and deals an extra 1d8 magic damage when it hits.

CRYSTAL SOUL SPEAR

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a massive pale spear with razor-sharp crystals protruding from it above you and magically propel it at a target that you can see within range. The target must make a Dexterity saving throw or take 30d6 magic damage and 20d6 piercing damage on a failed save, or half as much damage on a successful one.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

BOUNTIFUL SUNLIGHT

3rd-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minute

You release warm light from your body, healing every creature within range by 1d6 hit points per round.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you heal an additional 1 hit point per round.

CRYSTAL MAGIC WEAPON

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

A nonmagical weapon you touch becomes a magic weapon, and sprouts razor-sharp crystals. For the duration, the weapon has a +1



DARK BEAD

1st-level conjuration,
necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three small black beads that seem to sap away the light around them. Each bead targets a creature of your choice that you can see within range. The targets must succeed a Dexterity saving throw or take 1d6 necrotic damage per bead.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more bead for each slot level above 1st.

DARK ORB

3rd-level conjuration, necromancy

Casting Time: 1 action

Range: Self (100-foot line)

Components: V

Duration: Instantaneous

You create a large black orb that seems to sap away the light around it. The orb shoots forward in a direction you choose, hitting every creature in a line 100 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

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

EMIT FORCE

2nd-level evocation

Casting Time: 1 action

Range: Self (20 feet)

Components: V, S

Duration: Instantaneous

You release a burst of magical force from your body. Each creature within 20 feet must make a Strength saving throw. On a failed save, a target is pushed back until they are 20 feet away from you, and are knocked prone. On a successful save, a target is pushed back 10 feet, or until it is 20 feet away from you.

GRAVELORD SWORD DANCE

5th-level conjuration, necromancy

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

This spell, created by the first of the dead, Gravelord Nito, was one of his many weapons used in his battle against the Ancient Dragons. You summon large swords that burst out of the ground in a 20 foot radius around you. Each creature in that area must make a Dexterity saving throw or take 6d6 slashing damage and 4d6 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 necrotic damage.

HOMeward

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You pray to your deity to save you from danger. You teleport back to the last place that you spent a long rest.

At Higher Levels. When you cast this spell using a spell

slot of 5th level or higher, you can target one additional willing creature that is within 5 feet.

LIGHTNING SPEAR

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a spear in your empty hand out of pure light, crackling with divine lightning. You hurl the spear at a target within range. The target must make a Dexterity saving throw, taking 3d6 radiant damage and 3d6 lightning damage on a failed save, or half as much damage on a successful one.

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

POWER WITHIN

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Summoning the fire burning in your heart, your body begins to burn with power. During this time, your Strength and Dexterity increase by 2, up to a maximum of 22, and your speed increases by 10 feet. Every round, you take 10 fire damage that ignores damage resistance and immunity.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 1 round for each slot level above 4th.

SOUL ARROW

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create a magical arrow and hurl it at a target that is within range. The target must make a Dexterity saving throw, taking 3d8 magic damage on a failed save, or half as much damage on a successful one.

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

SUNLIGHT SPEAR

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a divine spear of pure sunlight in your hands and hurl it at a target within range. The target must succeed on a Dexterity saving throw, taking 50d6 radiant damage on a failed save, or half as much damage on a successful one.

WHITE DRAGON BREATH

8th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You exhale a magical crystal breath in a 50-foot cone. Each creature in that area must make a Constitution saving throw, taking 30d6 magic damage and having their maximum hit points reduced by 20 for 24 hours, or half as much damage and having their maximum hit points reduced by 10 for 24 hours on a successful save.



LEGENDARY WEAPONS

Legendary weapons are presented in alphabetical order.



DRAGONSLAYER'S SPEAR

Weapon (Spear), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this weapon. In addition, while you are attuned to this weapon, it deals an additional 1d6 lightning damage, and you gain resistance to lightning.

DRAGON KING'S GREATAXE

Weapon (Greataxe), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this weapon. While you are attuned to this weapon, when you score a critical hit on a target, you can choose to release a blast of energy, dealing 17 (3d8) force damage to all creatures within 10 feet except you.



EXECUTIONER'S HAMMER

Weapon (Greathammer), rare (requires attunement)

This weapon requires 2 hands to wield and does 2d8 bludgeoning damage. While you are attuned to this weapon, you can shove as a bonus action.

FURY SWORD

Weapon (Longsword), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this weapon. While you are attuned to this weapon, it deals an additional 1d6 fire damage, and you gain resistance to fire.



GARGOYLE'S TAIL AXE

Weapon (Greataxe), rare (requires attunement)

While you are attuned to this weapon, you can choose to deal poison damage instead of slashing damage. In addition, you gain resistance to poison.

GRAVELORD SWORD

Weapon (Greatsword), rare (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this weapon. In addition, while you are attuned to this weapon, you can choose to deal 1d6 slashing and 1d6 necrotic damage instead of the regular damage.

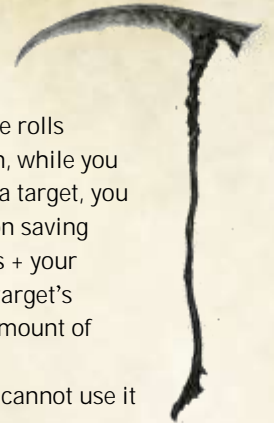
Once per short or long rest, you can stab this sword into the ground. The blade bursts out of the ground beneath an enemy. One target within 30 feet must make a Dexterity saving throw with a DC equal to 8 + your Proficiency bonus + your Strength modifier, taking 6d6 necrotic damage on a failed saving throw, or half as much damage on a successful one.

LIFEHUNT SCYTHE

Weapon (Scythe), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, when you hit a target, you can force the target to make a Constitution saving throw equal to 8 + your Proficiency bonus + your Charisma modifier. On a failed save, the target's maximum hit points are reduced by the amount of damage you dealt with your attack.

Once you use this feature 3 times, you cannot use it again until you finish a short or long rest.



MOONLIGHT GREATSWORD

Weapon (Greatsword), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, you can release a magical burst in a 30 foot cone in front of you. Each creature in that area must make a Dexterity saving throw equal to 8 + your Proficiency bonus + your Intelligence modifier, taking 4d6 force damage on a failed save, or half as much on a successful one.

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