



Book of Vile Darkness



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INTRODUCTION

Welcome to the Book of Vile Darkness. Before anything else, this book is intended for mature audiences. The topics covered inside these pages are both foul and not for the faint of heart. Topics herein include viscera, extreme violence, corrupt magic and deviant behavior. This book does not cover cartoonish evil as much as it is pure vileness, for truly disturbed individuals.

With that said, this book is for many people. For players looking to play evil characters, this material has a wealth of options available to them from subclasses to feats. For Dungeon Masters, a variety of corrupt rituals and horrifying rules are listed, perfect for villains in any setting. Even for those not running or playing a game might find inspiration of truly terrible acts inside these pages. This book was made for everyone and all who could benefit from such options.

This book is designed for Dungeons and Dragons Fifth Edition and is inspired as well as converted from a sourcebook of the same name, originally intended for 3.5 Edition. I've had many sleepless nights writing and converting the material in order to ready it by October and thankfully, I've succeeded. First and foremost, this was a passion project. By no means do I want to besmirch or take away from Monte Cook's work, rather spread his ideas into another edition. I hope you enjoy this book just as much as I had writing it.

WHAT'S INSIDE

The five chapters of this book divide the heavy material found into organized sections:

Chapter 1 (New Subclasses): For evil player characters and perhaps as inspiration for DMs, this chapter lists a multitude of vile and foul subclasses ready for use.

Chapter 2 (New Spells): Whether you want to place someone in an eternity of torture or summon water in a man's lungs, these spells will satisfy that dark craving. With over 60 new, evil spells at your fingertips, this is where you'll find them.

Chapter 3 (New Feats): For the vile player character, sometimes the feats found in the original Player's Handbook can seem too tame. Be branded by dark forces or speak the most vilest of languages.

Chapter 4 (New Equipment): Magical armors, weapons, rings, rods and anything else under the sun can be found here. Empower yourself with tongue studs that cause a breath of hellfire.

Chapter 5 (New Rules): A gaggle of wicked rules can be discovered here, from apocalyptic events to vile damage.

SATURATION OF EVIL

In the fantasy universe of the Forgotten Realms, there are two powerful forces: evil and good. Dark evils pervade the world of Dungeons and Dragons, clashing with the forces of holy light. Every time evil is defeated, it springs back like a phoenix or a hydra, its infinite heads returning for unsated revenge. Despite this, evil shouldn't exist around every corner. When returning

home from a great war, sometimes it's simply best for a soldier to relax with loved ones. There does not need to be an orc invasion in just a week's time.

If you let the evils of the Book of Vile Darkness overwhelm your game, the impact evil has will be lessened. Raising the standard of goodness in a campaign only makes the depraved more and more malevolent in comparison. Don't saturate your game with evil and, most importantly, don't saturate evil.

CONSENT

Tabletop Roleplaying Games are a consensual activity between players and the DM. Everyone involved wants to have some fun and no one wants any unfortunate surprise to ruin that fun. DMs and players should speak with their table-mates to see how far evil should go and where lines should be drawn. Many players don't want to hear visceral descriptions of beheadings and perhaps some DMs don't want their players to go on equally-violent murder sprees in their world. On the other hand, there are many other players and DMs who do want such.

The only way to find out is to talk to them beforehand. Set clear lines if players or DMs are squeamish about extreme content and you'll find that your games will go far.

And if none of that stuck in your head, here's a universal tip: don't be that guy.

AUTHOR'S NOTE

It should go without saying that I endorse none of the things found in this book. Fantasy evil is just that: fantasy. Don't do anything to anyone else that even slightly resembles what can be found in this book unless you are looking for a lot of trouble.



CHAPTER 1: NEW SUBCLASSES

For the vile, the subclasses found in the Player's Handbook are rather tame and withdrawn. There is no evilness found in any of the classes as-is, which is what the following subclasses are meant to emulate and aspire to be.

ARCANE TRADITION

There is one arcane tradition described below, the Lifedrinker Wizard.

LIFEDRINKER

Amongst the living, a great many aspire to become the majestic yet cruel undead, notably the vampire. For those not willing to make the great leap towards unlife, there is a path that muddles the lines between life and death. The Lifedrinker is a foe not many would like to have, for they have the foul ability to use blood – others' or their own – to fuel their spellcasting. The strongest among their rank can transform into a faux-vampire with great magical power in addition to physical strength.

Most Lifedrinkers are cruel for cruelty's sake, spilling others' blood for little but entertainment. They also often have a host of spawn and charmed humans as a harem of blood cattle. Many vampires are both disgusted and fear Lifedrinkers because of their ability to simulate their powers without the need to step into unlife.

THIRST

At 2nd level, your thirst for blood powers your ability to live. When you kill a living creature, you gain 1d6+4 temporary hit points.

BLOOD POWERED

Beginning at 2nd level, you use your life energy to fuel your spells. You may expend hit dice to regain a spell slot as a bonus action. One hit die equals a 1st-level spell slot. Two hit dice equal a 2nd-level spell slot. Three hit dice equal a 3rd-level spell slot, and so on.

LIVING IN DEATH

Starting at 6th level, death is only a thin line away from life. If you are at 0 hit points, you may spend a bonus action and hit dice to immediately regain health equal to the hit dice spent. For example, 2 hit dice equals to 2 hit points regained.

LIFE DRAIN

Starting at 10th level, your teeth elongate into fangs, able to refuel your dark might with others' blood. You may make a special melee attack that deals 1d4 vile

damage as an action. When you hit a living creature, you reduce their Constitution score by an amount equal to your damage and you regain one hit die with a level equal to the roll on the damage die. For example, rolling a 4 on the damage die grants you 4 hit dice.

Once you use this feature, you cannot do so again until you complete a long rest.

BLOOD REVEL

At 14th level, you can enter a state of faux-vampirism using your own blood as energy. As a bonus action, you may enter a Blood Revel for 1 minute. While in a Blood Revel, you gain the following benefits:

- Your Strength score is set to 19 if it would be lower.
- You have resistance to physical damage.
- You regain 1 hit point per round.
- You gain 3d6 temporary hit points.
- Whenever you deal damage, you deal an extra 1d10 vile damage.
- You have advantage on concentration checks.

Once you use this feature, you may not do so again until you complete a long rest.

DRUID CIRCLE

There is one druid circle detailed below, the Circle of Infestation Druid.

CIRCLE OF INFESTATION

Druids of the Circle of Infestation are similar to their peers of the Circle of the Shepherd, but their talents are considered much more disgusting and pragmatic. These druids are seen as the cesspool of even druidic society, associating with vermin when no one else would dare. They see themselves as protectors of the fouler world.

Circle of Infestation druids are two things: annoyingly difficult to kill and mobile. Their vermin friends scatter on druid flesh, protecting them from fatal blows that may fell other of their peers. When their insectoid piecemail fails, they are able to fly away with large wings or disappear in a cloud of rodents.

VERMINFRIEND

Starting at 2nd level, you can speak with rodents and insects as if you have telepathy up to 60 feet. Most vermin lack the intelligence to convey or understand sophisticated concepts, but a friendly rat could relay what it has seen or heard in the recent past. This ability doesn't grant you friendship with vermin, though you can combine this ability with gifts to curry favor with them as you would with any nonplayer character.

SWARMFLESH

Beginning at 2nd level, insects clammer underneath your clothes shielding your skin from deadly blows. You gain 1d4 + your druid level + Wisdom modifier

temporary hit points at the end of every long rest.

INSECTOID WINGS

At 6th level, chitinous nubs appear from your back, which can be prompted to expand into giant, buzzing insect wings. As a bonus action, you can sprout wings, granting you a flying speed of 30 feet for 1 minute.

Once you use this feature, you may not do so again until you complete a long rest.

SCATTER

Starting at 10th level, your affinity with insects is so mighty that you can scatter yourself amongst them and reappear in another swarm of vermin. When you are hit by a melee or ranged attack, you may reduce the damage by half and teleport 60 feet to an unoccupied space you can see as a reaction. You may do this a number of times equal to your Wisdom modifier.

HIVEMIND

Starting at 14th level, your intelligence melds with that of other insects who come to your aid. Rats, scorpions and insects will not attack you unless provoked. As an action, you may cast the spell dominate monster on rodents.

When you use this feature, you may not do so again until you complete a long rest.

MARTIAL ARCHETYPE

There is one martial archetype described below, the Warrior of Darkness Fighter.

WARRIOR OF DARKNESS

These dark knights are practitioners of black magic, studying the dark arts and learning terrible secrets involving evil rituals and spells. Using his eldritch studies, he empowers himself to become a more formidable and cruel combatant. Warriors of Darkness are chilling compromises of both physical might and cunning intelligence.

DARK ART

Starting at 3rd level, you learn of a terrible ritual that gives you eldritch powers far too malevolent for any sane person.

You choose one of the following Dark Arts listed below. Your Dark Art's effect depends on that chosen Dark Art, as detailed. You can change your Dark Art after you complete a long rest.

If your Dark Art's effects require a saving throw, the DC equals 8 + your proficiency bonus + your Intelligence modifier.

Dark Dweller. You can call darkness down upon enemies. As an action, you can cast the spell darkness.



Evil-aligned creatures can see through this darkness, however. Once you've used this feature, you cannot do so again until you complete a short or long rest.

Hellpowered. You have darkvision up to 60 feet. You can see through magical darkness.

Ensorcelled Flesh. When not wearing armor, your armor class is equal to 10 + your Dexterity modifier + your Intelligence modifier.

Stalker. You may use your bonus action to move your movement speed towards a hostile creature.

UNHOLY STRIKE

Starting at 7th level, you can empower your mighty blows with your own blood. When you hit a creature with a melee weapon attack, you can expend hit die to deal necrotic damage to the target, in addition to the weapon's damage. The extra damage is equal to the hit die you expend.

BLACK MAGIC

Beginning at 10th level, your sorcerous might gains additional strength as you further yourself into secretive rituals. The effect is based on the Dark Art you've chosen.

Dark Dweller. You have Tremorsense up to 30 feet.

Hellpowered. You sprout red and leathery wings, allowing you a flying speed of 30 feet.

Ensorcelled Flesh. You can hide one melee weapon in a pocket dimension as a bonus action. You may retrieve it without any type of action.

Stalker. You can cast the spell greater invisibility on yourself as an action. Once you've used this feature, you cannot do so again until you complete a long rest.

DARK MASTERY

Starting at 18th level, your forbidden knowledge has reached its apex. You can choose two Dark Arts to be active at a time instead of one.

OTHERWORLDLY PATRON

There is one otherworldly patron listed below, the Hungering Maw Warlock.

THE HUNGERING MAW

Your patron is an entity of pure gluttony, hungry for material objects and red meat alike. The flesh of sapient races is always more filling, however. Beings like this have no desire beyond the consumption of all things. Conquering, destruction, carnal pleasures, all of these wants are second-place to pure ingestion.

EXPANDED SPELL LIST

The Hungering Maw lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

THE HUNGERING MAW EXPANDED SPELLS

Spell Levels	Spells
1st	<i>tasha's hideous laughter, purify food/drink</i>
2nd	<i>enlarge/reduce, magic mouth</i>
3rd	<i>create food/water, tongues</i>
4th	<i>evard's black tentacles, polymorph</i>
5th	<i>dominate person, insect plague</i>

RAVENOUS

At 1st level, you feel a deep pit in the dark recesses of your stomach, whispering salacious suggestions in your ears. Your unarmed attacks 1d8 piercing damage as you bite chunks of metal and flesh alike. You can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

When you hit a creature with this attack, you may attempt to grapple them using your Charisma modifier instead of Strength (Athletics). Each time you hit with this attack, you gain 1 temporary hit point.

INHALE

Starting at 6th level, your intense hunger can draw other creatures towards your gaping maw. As an action, you may inhale. All creatures in a 15-foot cone must make a Strength saving throw or be pulled 15 feet towards you. If they enter your square or end in a square adjacent to you, you may make an unarmed attack against them at advantage.

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

SWALLOW WHOLE

Beginning at 10th level, you can eat creatures whole, dumping them in a fleshy pocket dimension inside of your fat stomach. When you attack a creature grappled by you who is your size or lower with your unarmed strike, they are swallowed, and the grapple ends.

The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside of you and it takes 4d6 acid damage at the start of each of your turns. You can have only one target swallowed at a time.

If you fall unconscious or die, a swallowed creature is no longer restrained and can escape from your stomach using 5 feet of movement, exiting prone. Swallowed creatures can also escape by dealing at least 20 points of damage to your stomach dimension with either an unarmed attack or a one-handed melee weapon. Your stomach dimension's AC is equal to your own, and resistances and immunities apply. Damage dealt to your stomach does not affect you. Should a creature deal sufficient damage to your stomach dimension, you violently regurgitate any creatures and objects you have swallowed into an adjacent square.

DEVOUR MAGIC

Starting at 14th level, your greedy mouth devours even the arcane whole. When you are hit by a spell, you can negate the spell as per the spell counterspell cast with a 7th level spell slot. Once you use this feature, you can't use it again until you finish a long rest.

PRIMAL PATHS

There are no primal paths described below, but there are options for Totem Barbarians.

PATH OF THE TOTEM

If you follow the Path of the Totem Warrior from the Player's Handbook, you have access to the options presented here.

TOTEM SPIRIT

These options are available to you when you choose a totem animal at 3rd level. As with spirits in the PHB, options listed below require physical objects incorporating some part of the totem beast.

Wolverine. When you are raging and not wearing heavy armor, you grow sharp magical claws that you can use as a melee weapon. They deal 1d12 slashing damage and trigger criticals on rolls of 19-20.

Bull. When you're raging and hit with a melee attack, you may use your bonus action to attempt to knock the hit creature prone with a successful Strength (Athletics) check.

ASPECT OF THE BEAST

These options are available to you when you choose a totem animal at 6th level.

Wolverine. Your skin thickens, like the hide of a tough beast. Your Armor Class is equal to 12 + your Constitution modifier + your Dexterity modifier.

Bull. When you move into a creature's space, they must make a Strength saving throw. On a failure, they are moved with you. On a success, your movement ends.

TOTEMIC ATTUNEMENT

These options are available to you when you choose a totem animal at 14th level.

Wolverine. While you're raging, you may use your action to make an attack against all creatures within range of your reach.

Bull. While raging, you run from foe to foe like a wild bull. When you hit a creature with a melee attack, that creature may not make any opportunity attacks against you.

RANGER ARCHETYPE

There is one ranger archetype described below, the Mortal Hunter Ranger.

MORTAL HUNTER

Though fiends often prize the souls of mortals, sometimes they must simply be slain. Mortals who find themselves obstacles to evil are targets of a mortal hunter.

Specialized in slaying mortals, these brutal killers typically drag men to their private lairs and then let them loose to track them down as a training method. Mortal hunters find their best tools to be fleshy disguises and sharp claws.

MORTAL HUNTER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Mortal Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

SPILLS

Spell Levels	Spells
3rd	inflict wounds
5th	hold person
9th	bestow curse
13th	phantasmal killer
17th	dominate person

SKINSHAPE

Starting at 3rd level, your sick magicks give you the ability to transform your physical body at will. You may cast Alter Self on yourself as an action. You may do this a number of times equal to your Wisdom modifier (minimum of one).

SLAYER

At 3rd level, your hatred of mortals overwhelms your sense of self. Whenever you strike a living creature, you deal an extra 1d6 vile damage.

HIDE AND SEEK

Beginning at 7th level, you come from hiding to stalk down your prey as if it were a game. You may use your action to cast the spell invisibility on yourself a number of times equal to your Wisdom (modifier). You regain all expended uses of it when you finish a long rest.

CLAWS OF THE FIEND

At 11th level, your ability to grow deadly weapons from your flesh has increased in power. Your unarmed strikes and natural weapons deal an extra 1d10 vile damage.

FLESHFORM

Starting at 15th level, your horrible rituals have finally given you the ability to shift into apex forms. As a bonus action, you may cast the spell polymorph on yourself, except you keep your previous class features in your new form.

Once you used this feature, you may not do so again until you finish a long rest.



SORCEROUS ORIGIN

There is one sorcerous origin detailed below, the Cancer Sorcerer.

CANCER

Your lifeblood was always filthy. Greenish liquid pours from your skin instead of healthy scarlet, heavy pustules scar your flesh and yellowish pus leaks down your face. Your heritage could be traced back to a great magical plague or even a hexed mother. Either way, most would agree you are the filth of society. Your skullduggery bloodline gives you great opportunity to strike from the darkness with disease-ridden magecraft.

HOST

Beginning at 1st level, your disgusting blood protects you from the ill effects of disease. You still suffer the cosmetic effects, such as boils, hair loss, foul smells and so on. You remain a carrier to all diseases you encounter but are immune to all disease effects.

You cannot be cured by a cure disease spell or other types of restorative magic.

CONTAGIOUS

Beginning at 1st level, your touch can cause horrible pustules to erupt on a creature's skin. A target living creature you touch must succeed on a Constitution saving throw or take no action during their next turn but scratch at their boils. Once you use this feature, you may not do so again until you complete a long rest.

TUMOR TWIN

Starting at 6th level, a tumor grows from you. This cancerous growth has an intelligence of 13 and a personality distinct from you. You can communicate telepathically with it. It cannot be targeted or perform actions. A tentacle comes from the tumor twin, allowing you to use touch spells at a range of 15 feet.

SAPIENT DISEASE

Starting at 14th level, you befriend a virus that has infected your body. Your magical blood has enhanced the disease, causing it to gain sapience and an Intelligence of 11. You have a telepathic link with the disease.

By touching a living creature, you can transfer the sapient disease onto them. When transferred, the disease has no negative effect besides watching over the host. It can be cured on the host as per a normal disease.

If a sapient disease dies, you may transfer a new one freely onto another host as a touch. You can only have one sapient disease outside your body.



VIRAL

At 18th level, you harness the power of pestilence to transform yourself into a cloud of pure foulness. As an action, you can turn into a diseased mist for 1 minute. While in this form, your only movement is 60 feet of flying. You can enter and occupy the space of another creature. You have resistance to physical damage, and you advantage on Strength, Dexterity, and Constitution saves. You can pass through small openings, though liquids are treated as a solid barrier. You can't fall and remain hovering even when incapacitated. You can speak, attack, use spells, or interact with objects as per normal.

When you enter a creature's space or a creature starts their turn in your space, they must make a Constitution saving throw. On a failure, they take 6d6 acid damage and are infected with an eldritch plague which bypasses immunities to disease. Every turn, they take 3d6 vile damage. On a success, they take half damage.

CHAPTER 2: NEW SPELLS

Quite a few of the character classes utilize magic. This chapter contains more than sixty spells designed for the vile villain in mind. The Dungeon Master decides which of these spells may be available in a campaign and how they might be learned.

For example, Eternity of Torture might be considered a long-lost spell and so a DM may hide it in a lich's tower, forgotten but not unwritten.

SPELL LISTS

This chapter describes new spells for use in the world. This 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.

BARD SPELLS

CANTRIPS (0 LEVEL)

Darkbolt

1ST LEVEL

Seething Eyebane
Stupor

2ND LEVEL

Dance of Ruin
Slow Consumption
Song of Festering Death

3RD LEVEL

Absorb Mind
Touch of Juiblex

4TH LEVEL

Dancing Chains
Death Card
False Sending
Identify Transgressor

5TH LEVEL

Morality Undone

7TH LEVEL

Whirlwind of Teeth

8TH LEVEL

Utter Darkness

9TH LEVEL

Mindbreak

DRUID SPELLS

CANTRIPS (0 LEVEL)

Decay

1ST LEVEL

Seething Eyebane

Spider Hand
Stupor

2ND LEVEL

Claws of the Bebelith
Demon Wings
Slow Consumption
Spider Leg

3RD LEVEL

Drown
Mirror Sending
Stunning Screech

4TH LEVEL

Curse of Putrid Husk
Damning Darkness

7TH LEVEL

Death by Thorns
Whirlwind of Teeth

8TH LEVEL

Befoul
Pestilence

9TH LEVEL

Apocalypse From the Sky
Despoil

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Darkbolt
Decay

1ST LEVEL

Angry Ache
Heartache

2ND LEVEL

Lahm's Finger Darts

3RD LEVEL

Clutch of Orcus
Death Card
Drown
Eyes of the Zombie
Flesh Ripper
Shrivel

4TH LEVEL

Glimpse of Truth
Hellfire
Identify Transgressor
Sap Strength
Stop Heart
Wither Limb

5TH LEVEL

Charnel Fire
Heartclutch
Morality Undone

6TH LEVEL

Imprison Possessor

7TH LEVEL

Hellstorm

8TH LEVEL

Befoul
Bestow Greater Curse
Imprison Soul
Plague of Nightmares

9TH LEVEL

Apocalypse From the Sky
Eternity of Torture

RANGER SPELLS**CANTRIPS (0 LEVEL)**

Decay

1ST LEVEL

Seething Eyebane
Spider Hand
Stupor

2ND LEVEL

Demon Wings
Lahm's Finger Darts
Spider Legs

SORCERER SPELLS**CANTRIPS (0 LEVEL)**

Darkbolt

1ST LEVEL

Heartache
Seething Eyebane

2ND LEVEL

Lahm's Finger Darts

3RD LEVEL

Touch of Juiblex
Wither Limbs

4TH LEVEL

Curse of the Putrid Husk

5TH LEVEL

Forbidden Topic

6TH LEVEL

Thousand Needles

7TH LEVEL

Hellstorm

8TH LEVEL

Utter Darkness

9TH LEVEL

Apocalypse From the Sky
Crushing Fist of Spite

WARLOCK SPELLS**CANTRIPS (0 LEVEL)**

Darkbolt

1ST LEVEL

Devil's Tail
Seething Eyebane

2ND LEVEL

Devil's Tongue
Graz'zt's Long Grasp
Lahm's Finger Darts

3RD LEVEL

Love's Pain
Touch of Juiblex
Wither Limbs

4TH LEVEL

Curse of the Putrid Husk
Damning Darkness
Dancing Chains
Flesh Armor
Hellfire

5TH LEVEL

Forbidden Topic

6TH LEVEL

Consume Likeness
Thousand Needles

7TH LEVEL

Hellstorm

8TH LEVEL

Gutwrench
Utter Darkness

9TH LEVEL

Apocalypse From the Sky

WIZARD SPELLS**CANTRIPS (0 LEVEL)**

Darkbolt

1ST LEVEL

Devil's Tail
Heartache
Seething Eyebane

2ND LEVEL

Devil's Tongue
Graz'zt's Long Grasp
Lahm's Finger Darts
Slow Consumption

3RD LEVEL

Absorb Mind
Drown
Eyes of the Zombie
Mirror Sending
Wither Limbs

4TH LEVEL

Curse of the Putrid Husk
Damning Darkness
Death Card
False Sending
Flesh Armor
Grim Revenge
Identify Transgressor

5TH LEVEL

Forbidden Topic

6TH LEVEL

Thousand Needles

7TH LEVEL

Hellstorm

8TH LEVEL

Gutwrench

Imprison Soul

Pestilence

Steal Life

Utter Darkness

9TH LEVEL

Apocalypse From the Sky

Crushing Fist of Spite

Eternity of Torture

Mindbreak

SPELL DESCRIPTIONS

Following are the spell descriptions, presented in alphabetical order.

ABSORB MIND

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (creature's brain)

Duration: 1 minute/level

You eat at least a portion of the brain of another creature's corpse. Roll a d20. On a 15+, you gain the creature's memories and knowledge to some degree, recalling any important fact known to the creature – family history, recent events, the general layout of the creature's stomping grounds, details about the creature's death, important plans, passwords, magic item command words, and similar tidbits. Skills, feats, spells, and other such knowledge cannot be obtained in this fashion.

Once you roll to determine whether she recalls a fact, she cannot attempt to recall that fact again.

ANGRY ACHE

1st-level necromancy

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Concentration, up to 10 minutes.

You temporarily strain a living target creature's muscles in a very specific way. The target feels a sharp pain when they make an attack, suffering disadvantage on attack rolls for the duration.

APOCALYPSE FROM THE SKY

9th-level conjuration (ritual)

Casting Time: 1 day

Range: Self

Components: V, S

Duration: 1 minute/level

You call upon the darkest forces in all existence to rain destruction down upon the land in a 200 mile radius originating from you. All creatures and objects in the spell's area take 10d6+30 fire and acid damage. This damage usually levels forests, crumbles mountains and causes genocides. You take this damage as well.

Upon casting, you take 8d6 necrotic damage and your hit point maximum is reduced by that amount until you complete a long rest.

BEFOUL

8th-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (dead fish)

Duration: Permanent

You make a targeted liquid poisonous and foul.

Creatures swimming in the water take 5d6 poison damage. Anyone drinking this water must succeed on a Constitution saving throw or take 5d6 poison damage.

This spell only works on bodies of water no larger than 1500 feet by 1500 feet by 150 feet.

BESTOW GREATER CURSE

8th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

You place a curse on the touched creature, choosing one of the following three effects:

- One of their ability scores is reduced to 1.
- Two of their ability scores are reduced to 5.
- They have disadvantage on any d20 roll.
- Each turn, they must roll a d20. On a 5 or lower, they take no action and end their turn.

Players may invent new curses, but they should be no more powerful than those listed above, and the DM has final say on the curse's effect.

A greater curse cannot be dispelled, nor can it be removed with a break enchantment, limited wish, or remove curse spell. A miracle or wish spell removes the greater curse, and any particular greater curse can be removed if the subject performs some deed that the caster designates. The deed must be something that the subject can accomplish within one year.

CHARNEL FIRE

5th-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

With sinister flame and brimstone, you completely consume one dead body so absolutely nothing remains. A creature whose body is destroyed by a charnel fire spell can only be brought back to life through the spell true resurrection. If this spell is cast upon a corporeal undead, the creature gets a Charisma saving throw. If the undead creature fails its save, it is destroyed forever.

CLAWS OF THE BEBILITH

2th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You gain claws that deal 1d8 slashing damage. When

hit with the claws, you automatically make a Strength (Athletics) check to grapple.

CLUTCH OF ORCUS

3rd-level necromancy

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Concentration, up to 10 minutes.

You create a magical force that grips the subject's heart, beginning to crush it between a psychic hand. They must succeed on a Constitution saving throw or suffer from the paralyzed condition and take 1d6 points of necrotic damage per round.

Victims of this spell gain new saving throws to stop the spell each round. If they die as a result of the Clutch of Orcus, their chest ruptures and bursts, as their smoking heart appears in your hand.

Consume Likeness

6th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (piece of flesh)

Duration: Permanent

You take on the appearance and form – including clothing and equipment – of a freshly dead humanoid. You assume the form of the creature as it looked when it lived. You must eat the flesh of the corpse whose form is to be assumed when you cast the spell.

Once the spell is complete, you can assume the new likeness at will. By changing to this new form, your body can undergo a limited physical transmutation, including adding or subtracting one or two limbs, and your weight can be changed up to one-half. If the form selected has wings, you can fly at a speed of 30 feet. If the form has gills, you can breathe underwater. You cannot assume the likeness of something that is a different size than you are.

Your statistics do not change. The spell does not confer special abilities, attack, defenses, ability scores, or mannerisms of the chosen form. If you take damage or die, you automatically revert to your normal form. You can also take an action to voluntarily assume your normal form.

CRUSHING FIST OF SPITE

9th-level evocation

Casting Time: 1 action

Range: 100 ft.

Components: V, S, M (a severed hand)

Duration: 1 minute

A fist of darkness appears 30 feet above the ground and begins smashing downwards with ferocious power. All creatures and objects within 5 ft. wide and 30 ft. long cylinder take 20d6 force damage at the beginning of their turn. Creatures in the area of effect can reduce the damage in half with successful Dexterity saving throws.

As a bonus action, you may direct the fist to another area within range.

CURSE OF THE PUTRID HUSK

4th-level illusion

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

This illusion forces the target creature to believe their flesh is rotting and falling off their body, all the while their internal organs are spilling out. They must make a Wisdom saving throw. On a failure, they suffer from the stunned condition for 1 round. After that round, they fall unconscious for 1 minute.

DAMNING DARKNESS

4th-level evocation

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with Darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Good-aligned creatures take 2d6 points of necrotic damage per round in the darkness. Neutral creatures take 1d6 points of necrotic damage per round in the darkness.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 4th level or lower, the spell that created the light is dispelled.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

DANCE OF RUIN

2nd-level necromancy

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Through a wild and chaotic dance, you unleash a wave of crackling energy flashing outward in a 30 ft. range. Creatures within the area take 3d6 necrotic damage.

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 2nd.

DANCING CHAINS

4th-level transmutation

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: 1 minute

You summon five spiked chains with you can control with reckless abandon, dancing or moving as you wish. As a bonus action, you may attack with the chains using your Spell Attack modifier for both attack and damage. You can climb a chain you control without making Strength (Athletics) checks or a climb speed.

DARKBOLT

Evocation cantrip

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Instantaneous

You shoot a bolt of sheer darkness from your hand, striking with overwhelming evil. Make a ranged spell attack. You deal 1d8 points of necrotic damage. On a hit, the target creature cannot regain hit points until the end of their next turn.

The damage increases by 1d8 when you reach 5th, 11th, and 17th level.

DEATH BY THORNS

7th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1d4 rounds

You cause a touched creature's innards to erupt with razor-sharp, writhing agony. Target creatures must succeed on a Constitution saving throw or suffer the incapacitated condition for 1d4 rounds before dying. Creatures who do succeed on the saving throw still suffer the incapacitated condition for 1d4 rounds, taking 1d10 points of piercing damage per round.

DEATH CARD

4th-level evocation

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: 10 minutes

You mark a touched corpse with a certain magical "signature", thusly identifying you as the murderer. Some may use this spell as a calling card or as a way to show employers they've earned their pay. The signature can take many forms: a specific expression on the face of the corpse, a rune, a phrase, a discoloration, etc.

DECAY

Necromancy cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You hover your hand over a corpse, radiating a foul energy that begins to eat away at the flesh. Target corpses quickly decay, becoming compost for the earth.

DEMON WINGS

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Massive, batlike wings grow from your back, giving you a flying speed equal to your movement speed.

DESPOIL

9th-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a humanoid corpse)

Duration: Instantaneous

You blight and corrupt the earth below in a radius of 20,000 ft. outwards from you. Plants shrivel up and die and the ground cannot ever support plant life again. All living creatures in the area must succeed on a Constitution saving throw or take 5d8 vile damage. Objects in the area, such as walls and doors, take 5d8 vile damage.

Only the effects of multiple wish spells can undo the lasting effects of this spell.

DEVIL'S TAIL

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You grow a 3-foot-long tail, thin in size but ending in a wicked-looking spike. You may use this tail to make melee attacks using your Spell Attack Modifier, dealing 1d10 slashing damage.

DEVIL'S TONGUE

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

Your tongue lengthens and strengthens, allowing you to grapple with a reach of 15 feet.

DROWN

3rd-level conjuration

Casting Time: 1 action

Range: 100 ft.

Components: V

Duration: Instantaneous

The target creature must succeed on a Constitution saving throw or have their lungs fill with water. To avoid drowning, the creature must hold their breath (PHB, pg. 183). After each minute, creatures can remake the Constitution saving throw to expel the water from their lungs. Creatures with water-filled lungs cannot talk and have disadvantage on Constitution saving throws.

ETERNITY OF TORTURE

9th-level necromancy

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Permanent

The target creature must succeed on a Constitution saving throw or their body is twisted and warped, wracked forever with excruciating pain. They are rendered helpless, but – as long as the spell continues – it is sustained and has no need for food, drink, or air. They do not age – all the better to ensure a true eternity of unimaginable torture. They take 1 damage which permanently reduces their maximum hit points every day (to a minimum of 1 hit point). The subject cannot heal or regenerate. Lastly, they are completely unaware of its surroundings, insensate to anything but the excruciating pain.

EYES OF THE ZOMBIE

3rd-level divination (ritual)

Casting Time: 10 minutes

Range: 30 ft.

Components: V, S, M (zombie eyes)

Duration: 8 hours

You replace your own eyes with those from a corpse, allowing you to control the actions of a zombie you've animated. The magic of this spell allows you to remove your eyes (dealing 1d6 points of damage from the pain, but no permanent damage to your eyes) and take a zombie's eyes that you had removed. Your eyes are preserved by the spell while you control the zombie and perceive the world through it. Your body remains motionless and is subject to harm normally.

When the spell ends or a controlled zombie dies, your eyes automatically return to you.

FALSE SENDING

4th-level illusion (ritual)

Casting Time: 1 action

Range: Unlimited

Components: V, S

Duration: Instantaneous

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as another creature it is familiar with, as specified by you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5% chance that the message doesn't arrive.

FLESH ARMOR

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (piece of your skin)

Duration: 1 hour

You flay a piece of your skin off while replacing it with the skin of another creature, wearing it like clothing or armor. You have resistance to bludgeoning, piercing and slashing damage. Once you prevented a total of 50 points of damage from this spell, the skin slowly rots, shedding in patches like a molting snake.

FLESH RIPPER

3rd-level evocation

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Instantaneous

You invoke pure vile strength in the form of a blackened claw flying at a creature, ripping their flesh into strips. Make a ranged spell attack at a target creature. On a hit, you deal 3d8 points of necrotic damage.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

FORBIDDEN TOPIC

5th-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a severed tongue)

Duration: Instantaneous

You make it impossible for a single creature to speak about a single topic unless they succeed on Charisma saving throw. The topic should be narrow, for example, the events that occurred during the creature's captivity or the password to a guarded compound. Invalid topics include anything too broad up to DM discretion, such as their background or career.

The target creature cannot communicate regarding the topic in any way. Their speech becomes gibberish, writing is reduced to unreadable scrawls, gestures impossible, even telepathy scrambled. They haven't forgotten the information, but they cannot ever communicate it in a feasible way.

GLIMPSE OF TRUTH

3rd-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a severed eyeball)

Duration: Instantaneous

You see through the veil of reality to pose a single question to nameless malevolent entities existing beyond normal consciousness. The question must be answerable by a yes or no. The answer given is correct 75% of the time. Too obscure questions or answers up to DM discretion are never answered.

GRAZ'ZT'S LONG GRASP

2nd-level transmutation

Casting Time: 1 bonus action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

Your hand detaches to form a long grasping claw that lasts for the duration or until you cast this spell again. When you cast the spell, you take 2d4 points of necrotic damage. You can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes 1d8 slashing damage + your spellcasting ability modifier.

When you cast a spell with a range of touch, your detached hand can deliver the spell as if it had cast the spell. If the spell requires an attack roll, you use your attack modifier for the roll.

As a bonus action, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

GRIM REVENGE

4th-level necromancy

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

You animate the hand of a target humanoid to detach itself from its owner unless they succeed on a Constitution saving throw. The hand forcefully abandons its owner, leaving a bloody stump and dealing

5d6 slashing damage.

The detached hand then begins floating in the air and attacks its owner. Its stats resemble a wight (MM, pg. 300), except it's considered tiny.

Only a regenerate spell can restore the target humanoid to normal.

GUTWRENCH

8th-level necromancy

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

You cause the innards of a target creature to burst forth unless they succeed on a Constitution saving throw. They take 10d6+30 vile damage or half on a successful save. If the target dies as a result of this spell, their innards fly towards you and are absorbed into your body, giving you 20 temporary hit points.

HEARTACHE

1st-level enchantment

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: 1 round

You fill a target creature's heart with heart-wrenching sorrow unless they succeed on a Wisdom saving throw. They take no action during the next round.

HEARTCLUTCH

5th-level transmutation

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

The target creature must make a Constitution saving throw. If they fail, they take 5d8 vile damage. They take half on a success. If the target dies from this spell, their still-beating heart is wrenched from their body and appears in your hand.

Creatures with no heart are not affected by this spell.

HELLFIRE

4th-level evocation

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Instantaneous

You create a small explosion of brimstone and flame that can burn even through the coldest of ice. Make a ranged spell attack dealing 4d6 fire damage ignoring resistances and immunities.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

HELLSTORM

7th-level evocation

Casting Time: 1 action

Range: 100 ft.

Components: V, S

Duration: Instantaneous

With a wave of your hand and an infernal chant, a huge explosion of brimstone erupts within range in a 30 ft. radius. Creatures within the area must make a Dexterity saving throw and take 6d6 fire damage that ignores resistances and immunities on a failure. They take half on a successful save.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, the damage increases by 3d6 for each slot level above 7th.

IDENTIFY TRANSGRESSOR

4th-level divination (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S

Duration: Instantaneous

You are able to divine the answer to a single question, as long as the answer is a single person's name. For example, "who broke into the temple last night and stole the wand of magic missiles?" Questions that cannot be answered with a single name are not answered at all.

The chance for a correct answer is 80%. Multiple Identify Transgressor spells of the same question cast within a week of each other yield the same result as the first spell.

IMPRISON POSSESSOR

6th-level abjuration

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Permanent

A target creature that has the ability to possess other creatures must make a Charisma saving throw. On a failure, they are powerless within the host it currently inhabits and cannot leave through any means. Examples of potential target creatures are ghosts and casters of magic jar.

IMPRISON SOUL

8th-level necromancy (ritual)

Casting Time: 3 days

Range: 60 ft.

Components: V, S, M (a living creature)

Duration: Instantaneous

You place the target living creature's soul into a receptacle, such as a gem or a ring, leaving their body lifeless. The creature is unable to leave the receptacle by their own means.

As long as the receptacle is in your hands, you may question the soul once per day. If the soul is unwilling, it must succeed on a Charisma saving throw or be forced to answer truthfully and to the best of its abilities.

Destroying or opening the receptacle ends the spell, releasing the soul.

LAHM'S FINGER DARTS

2nd-level transmutation

Casting Time: 1 action

Range: 100 ft.

Components: V, S

Duration: Instantaneous

Your fingers become dangerous projectiles, flying from

your hand and forever striking. You create 5 finger darts that deal 1d6+2 piercing damage each and always hit.

Upon casting this spell, you lose use of one hand due to a loss of fingers. Your fingers come back after a long rest or with the spell regenerate.

LOVE'S PAIN

3rd-level evocation

Casting Time: 1 action

Range: 100 ft.

Components: V, S

Duration: Instantaneous

You invoke a lance of greenish-black energy from your hand, striking a foe with a ranged spell attack. On a hit, you don't deal damage, rather the target creature's closest friend, family or lover is wracked with pain for 5d6 necrotic damage.

If the loved one is within an antimagic field, the spell has no effect.

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.

MINDBREAK

9th-level enchantment

Casting Time: 1 day

Range: Touch

Components: V, S

Duration: Instantaneous

A target creature must make a Charisma saving throw. On a failure, you enter the mind of that creature, learning everything that creature knows. You can erase or add memories as you see fit as well as altering emotions, opinions and even alignments. When you are done, you may even permanently leave the creature with a Long-Term Madness.

Alterations from this spell can only be corrected with the wish spell.

MIRROR SENDING

3rd-level transmutation (ritual)

Casting Time: 1 minute

Range: 100 ft.

Components: V, S

Duration: Instantaneous

You send a short message of twenty-five words or less to a creature with which you are familiar. The next time the creature approaches a mirror, your face will appear on the mirror and speak your message before disappearing. They may respond likewise. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

MORALITY UNDONE

5th-level enchantment (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a desecrated holy symbol)

Duration: Instantaneous

You transform a creature's alignment one step towards evil unless they succeed on a Charisma saving throw. They still retain their previous relationships, allegiances and outlooks so long as they don't conflict with their

new alignment.

PESTILENCE

8th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A target creature must succeed on a Constitution saving throw or contract a terrible and contagious disease. The disease strikes immediately with no mercy. Every dawn, their Strength score is reduced by 1d4 until they die.

Diseased creatures may make a new Constitution saving throw each day, but it requires two consecutive successes to cure themselves.

Anyone who touches a diseased creature must succeed on a Constitution saving throw or fall victim to the same malady and suffer the same effects.

PLAGUE OF NIGHTMARES

8th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a chunk of flesh)

Duration: Instantaneous

You can give a target creature demon-haunted dreams so vivid and frightening that sleep provides no rest unless they succeed on a Wisdom saving throw. The target can no longer take Long Rests as nightmares continuously plague them each night. Every midnight, their Charisma scores are reduced by 1d4.

Haunted creatures get new saving throws each morning to resist the spell. Creatures who die from this spell have their soul devoured by demons, unable to be resurrected even by resurrection spells.

SAP STRENGTH

4th-level enchantment

Casting Time: 1 minute

Range: 100 ft.

Components: V, S, M (a long needle)

Duration: Instantaneous

You drain the personal well-being from the target creature with a ranged spell attack. They gain a level of exhaustion on a hit. It takes only a short rest to remove a level of exhaustion caused by this spell.

SEETHING EYEBANE

1st-level transmutation

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

You plant a vile hex on a target creature's eyes which implode with a flesh-burning liquid. They must make a Constitution saving throw. On a failure, they are blinded and all creatures within 10 feet of the target creature take 1d10 acid damage. On a success, they are not blinded but all creatures within 5 feet of the target creature take 1d10 acid damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

SHRIVEL

3rd-level necromancy

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

You channel dark energies that blackens and rots the target creature's flesh. They must make a Dexterity saving throw or take 3d6 vile damage. They take half damage on a success.

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.

SLOW CONSUMPTION

2nd-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

You absorb a touched creature's life force to sustain yourself. You are considered satiated and hydrated for that day. The target creature, on the other hand, gains a level of exhaustion.

SONG OF FESTERING DEATH

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: 3 rounds

You sing a wailing ululation that causes listeners' flesh to bubble and fester into pestilent blobs. All creatures that can hear you within 60 ft. must make a Wisdom saving throw or take 3d6 points of necrotic damage per round on a failure. If they die as a result of this spell, they burst with a sickening pop as steamy gore spills onto the ground.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d6 for each slot level above 2nd.

SPIDER HAND

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You detach your hand, which transforms into a spider (MM, pg. 337) that he controls. You can see through its eyes and it can travel up to 100 feet away from you. If the spider is killed or prevented from returning to the caster, your hand is restored but the spell ends as you take 1d6 points of necrotic damage. If the spider returns to your arm, you take no damage.

SPIDER LEGS

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You grow four long spider legs from the sides of your body. You have a movement speed of 40 feet and you have climbing speed of 15 feet.

STEAL LIFE

8th-level necromancy (ritual)

Casting Time: 1 day

Range: Touch

Components: V, S

Duration: Instantaneous

You tap into the life of a living creature, draining it and adding it onto your own. After casting, you must spend additional time to steal the target's life. Every additional hour you hold the spell, the target creature's Constitution score is reduced by 1 and you become one week younger. This reduction is permanent and can only be restored by a wish spell.

Creatures who die from this spell become dry, horrid husks that shrivel into dust soon after.

STOP HEART

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Channeling hatred and spite, you call upon foul powers to give the subject a massive heart attack. The target creature must make a Constitution saving throw, taking 5d6 vile damage on a failure. On a success, they take half damage.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d6 for each slot level above 4th.

STUNNING SCREECH

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You emit a piercing screech not unlike that of a vrock demon. Each creature within 60 feet that can hear you must succeed on a Constitution saving throw or become stunned.

STUPOR

1st-level enchantment (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

You place once creature in a clouded and confused state, not allowing clear thought or the ability to take actions. They can be moved or forced to walk if dragged, but they have no idea of their surroundings.

THOUSAND NEEDLES

6th-level conjuration

Casting Time: 1 minute

Range: 100 ft.

Components: V, S, M (a handful of bloody needles)

Duration: 10 minutes

A thousand needles surround the target creature and pierce their flesh, worming through armor or any type of natural defense. The target creature takes 5d6 piercing damage, half on a successful Constitution saving throw. For the rest of the spell's duration, they have disadvantage on ability checks.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

TOUCH OF JUIBLEX

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The touched creature must make a Constitution saving throw, taking 3d6 acid damage on a failure. On a success, they take half. If the creature dies as a result of this spell, they dissolve into a pile of green slime.

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.

UTTER DARKNESS

8th-level conjuration

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Concentration, up to 1 hour

A black cloud of sheer darkness spreads from your mouth, creating an area of cloying shadows and filling a 30-foot radius sphere. The darkness spreads around corners. A creature with Darkvision can't see through this darkness, nonmagical light and even magical light can't illuminate it. Evil-aligned creatures can see in this darkness as if it were a dimly-lit area.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.



WALL OF CHAINS

4th-level evocation

Casting Time: 1 action

Range: 100 ft.

Components: V, S, M (a broken chain link)

Duration: Concentration, up to 1 minute

You create a wall of woven spiked chains on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall lasts for the duration.

When the wall appears, each creature within 5 feet of the wall must make a Dexterity saving throw. On a failed save, a creature takes 5d8 slashing damage, or half as much damage on a successful save.

The wall deals 5d8 slashing damage to each creature that ends its turn within 10 feet of or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. If attacked, the wall has an AC of 15 and 100 hit points.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

WHIRLWIND OF TEETH

7th-level evocation

Casting Time: 1 action

Range: 100 ft.

Components: V, S, M (bloody teeth)

Duration: 1 minute

You create an opaque area of swirling energy in the form of roaring, screeching mouths full of sharp teeth. Anyone within the 30 feet radius sphere takes 7d8 vile damage every round.

You may move the area of teeth up to 40 feet as a bonus action.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d8 for each slot level above 7th.

WITHER LIMB

3rd-level necromancy

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: 1 minute

You choose whether to wither either the arms or the legs of the target creature if they succeed on a Constitution saving throw. Withered legs force creatures to fall prone for the rest of the duration. Withered arms make it impossible for creatures to use objects or use somatic components. At the end of the spell's duration, the limbs return to normal.

CHAPTER 3: NEW FEATS

The main method a player character evolves through a campaign is through leveling up. The feat variant rule allows DMs to use feats to customize characters, found in Chapter 6 of the Player's Handbook.

This chapter of the book introduces a list of specialized feats designed for evil characters to show how their vileness may be explored.

CONTRACTED

Prerequisite: Evil, the ability to cast at least one spell

By signing a tiny sliver of your soul into the service of a devil, you are promised extra pieces of magic in the depths of your core. You gain the following benefits:

- You gain an additional spell slot of the second highest level you can cast. This extra spell slot changes as the highest level spell you can cast changes.

CRUEL

Prerequisite: Evil

Your mercy is nonexistent. Compassion is a myth, kindness a disease. You make sure to tell that to enemies. You gain the following benefits:

- You gain proficiency in Charisma (Intimidation).
- When you hit a creature with a melee attack, you may taunt an enemy as a bonus action. That enemy must succeed on a Charisma saving throw versus DC 13 or have disadvantage on attack rolls on creatures that are not you until the end of their next turn.

DARK SPEAKER

Prerequisite: Intelligence 13 or higher, Evil

Whether through intense study or a supernatural and vile force echoing through you, you have gained the ability to speak a language so foul that creatures can simply die by uttering it. See Chapter 5: New Rules on ways to utilize the Dark Speech.

DEFORMED

Prerequisite: Constitution 13 or higher, Evil

Your soul has been twisted by vile magicks and your physical body has distorted into a horrifying visage of foulness. You gain the following benefits:

- Your unarmed attacks deal 1d6 slashing damage.
- You apply twice your proficiency bonus to Charisma (Intimidation) checks versus good or neutral creatures.
- You have disadvantage on Charisma (Deception) and Charisma (Persuasion) checks against good or neutral creatures.



BRANDED

Prerequisite: Charisma 13 or higher, Evil

You are forever marked by a vile patron, a power far greater and far fouler than any mortal being. Henceforth, you are seen as evil among even the evil. You gain the following benefits:

- You apply twice your proficiency bonus to Charisma (Intimidation) checks versus evil creatures.
- Mindless undead must succeed on a DC 10 Wisdom save to attack you.

ROTTING

Prerequisite: Evil, the ability to cast at least one spell

As a dark pit in the recesses of your stomach seem to grow in power, you are slowly rotting from the flesh inwards. You gain the following benefits:

- Add 1 spell of the Necromancy school of a spell level you can cast to the list of spells you know or can prepare.
- You have resistance to necrotic damage.

THAY LEARNED

Prerequisite: Constitution 13 or higher, Evil

Whether through stealing depths of ancient lore or through another means, you are well-learned in the ways of the Red Wizards of Thay. You gain the following benefits:

- You can memorize an additional number of spells equal to half your proficiency modifier (to a minimum of 1).
- You may change your list of prepared spells without consulting your spellbook. You still need to have the spells written in your spellbook, however.

CHAPTER 4: NEW EQUIPMENT

For all the mundane and magical items found in the Player's Handbook, there are a loss of truly vile and truly evil equipment. For the dark-hearted, what kind of arcane weapon or armor should they use to represent the black soul they hold with impunity?

For the malevolent, the following magical gear is just for you.

ARMOR

ARMOR OF THE DREAD EMPEROR

Armor (full plate), Legendary (Requires Attunement)

This black-steel suit of armor is adorned with four bulky chains connected to the waist. Each chain is linked to a bronze-colored ring large enough for a humanoid neck.

While worn, you have a +2 bonus to AC.

Captives who have their necks forced into the rings as an action are restrained but move with the wearer. Whenever you take damage, the people with their heads in the rings take half the total damage, divided amongst multiple people if there are multiple captives. You take the remaining damage.

FLESHSHIFTER ARMOR

Armor (leather armor), Uncommon

This roughly-stitched together body of armor is made from the tanned hides of actual people. You may cast Alter Self as an action. Once you use this ability, you must complete a long rest to use it again.

GRIM DEFENDER

Armor (breastplate), Rare (Requires Attunement)

This dark-rimmed breastplate is lined with eldritch runes that say nothing but "Reflection" in different, various, ancient languages.

While worn, you have a +1 bonus to AC. When you take damage, you may transfer the damage dealt to you to another creature, excluding the attacker, within 60 feet as a reaction. Once you use this ability, you must complete a long rest to use it again.

RAZOR ARMOR

Armor (scale), Rare

Instead of steel and iron, the scales of this armor are made from layers and layers of sharp razors.

When worn, you have a +1 bonus to AC. In addition, creatures grappled by you take 2d6 points of slashing damage at the start of their turns.

WEAPONS

ANGELKILLER

Weapon (greatsword), Legendary (Requires Attunement)

Blessed – cursed, rather – with the vile energies of the Hells, this wicked-looking claymore can halt even the mightiest of celestials.

Any good creature who wields this greatsword takes 1d10 necrotic damage every round until they drop it.

When equipped, you have a +2 bonus to attack and damage rolls. Any celestial you damage with the Angelkiller must succeed on a DC 17 Constitution save or take an additional 5d6 necrotic damage. All damage done by the Angelkiller ignores resistances and immunities to celestials.

BLACKBLADE

Weapon (longsword), Very Rare (Requires Attunement)

Forged from black iron and engraved with unholy symbols in its evil blade, this longsword was made only for the darkest of souls.

When equipped, you have a +2 bonus to attack and damage rolls. Good creatures you hit with the Blackblade take an extra 2d6 necrotic damage.

CHAIN OF BARRIERS

Weapon (whip), Rare

This long, spiked chain has multiple chain links connected to multiple other chain links, representing a near-maze or labyrinth of chain links.

When equipped, you have a +1 bonus to attack and damage rolls. You may cast the spell wall of chains as an action. Once you use this feature, you may not do so again until you complete a long rest.

CHARNEL REAVER

Weapon (battleaxe), Legendary

Created by duergar smiths, this incredibly heavy axe was built with only weight and power in mind. Its handle is a mix of gold and adamantium, its axehead a brilliant alloy of magic and steel, and its handle is adorned with beautifully-cut rubies.

Whenever you slay a living creature with this weapon, they do not come back to life short of the spell true resurrection.

HARROWHEART

Wondrous Item, Very Rare

This red-tipped rapier automatically guides itself towards the soft hearts of creatures with holy souls. When you strike a good-aligned creature with this rapier, it automatically triggers a critical hit.

SACRIFICIAL KNIFE

Weapon (dagger), Uncommon

This dagger is thin and sleek in shape, curved in such a way to maximize pain and bleeding when used on mortal flesh.

While you wield this knife, you have a +1 bonus to attack and damage rolls. When you kill a living creature with this knife, you gain 1d4 temporary hit points.

SPECTRAL ARROW

Wondrous Item, Rare

These arrows have an ethereal shaft but the head of a serrated spear. When this arrow hits a creature, that creature must make a Constitution saving throw. On a failure, their maximum hit points are reduced by a number equal to the damage done.

WARPSWORD

Weapon (longsword), Very Rare

This bronze longsword chaotically ripples and swirls as if it were a wave at sea. Even wielders of the blade can feel an unease travel up their arm.

RINGS

MASTER'S RING

Wondrous Item, Ring, Rare (Requires Attunement)

This iron ring is emblazoned with the icon of a dreaded falcon. The Master's Ring has 10 charges, which fuels the magic it uses. With 1 charge, you may use a bonus action to deal 3d6 points of necrotic damage to anyone wearing a Slave's Ring. Furthermore, you have telepathy with anyone wearing a Slave's Ring.

RING OF WEeping

Wondrous Item, Ring, Uncommon

A dull grey ring emanating a miasma of despair. As an action, you may touch a creature and fill them with tragedy. They must succeed on a DC 13 Wisdom save or spend their next turn doing nothing but weeping. Once you use this ability, you must complete a short rest before doing so again.

SLAVE'S RING

Wondrous Item, Ring, Common

A common iron ring plastered with rust and filth. Once worn, it cannot be taken off except by the wearer of the Master's Ring.

VILE RING

Wondrous Item, Ring, Rare (Requires Attunement)

A black metal band adorned with small rubies. When you deal damage with a weapon or with a spell, you deal an additional 1d6 necrotic damage.

RODS

CELESTIAL BANE ROD

Wondrous Item, Rod, Legendary (Requires Attunement)

Dark scarlet in color and sharp in shape, this iron rod measures roughly two feet in length. When attuned, all celestials within 60 feet of the rod have disadvantage on all attack rolls, skill checks and saving throws.

HARROW ROD

Wondrous Item, Rod, Rare

A black and twisted rod tipped with an oozing green substance. The Harrow Rod has 10 charges. As an action, you may spend 3 charges to target a creature within 30 feet. A target takes 5d6 acid damage or half on a successful DC 15 Dexterity Save.

The Harrow Rod recharges 1d6+4 charges every dawn. When you reach 0 charges, roll a d20. On a 1, the Harrow Rod pulses a sickly green before melting into an acidic ooze, destroying the Harrow Rod.

ROD OF POSSESSION

Wondrous Item, Rod, Uncommon

When used as an action, you summon a ghost that immediately possesses you. You automatically fail the saving throw. Once you use this ability, you must complete a long rest before doing so again.

FLESHEATER

Wondrous Item, Rod, Rare

When used as an action, chose a creature within 60 feet. Horrible ectoplasmic creatures immediately shoot out from the Flesheater to begin tearing at the creature's body. These flesheaters are not actual creatures, rather they are magical effects. They cannot be attacked. The target takes 5d6 damage (half on a successful DC 14 Constitution save) for 1d4+1 rounds. Once used, you must complete a long rest before regaining use of this ability.

STAVES

STAFF OF CORRUPTION

Wondrous Item, Legendary

This staff is made of a thin, withered shaft of sickly gray wood. Worms squirm about its surface, slowly eating away and poking holes through the wood that slowly heals itself.

The staff has 10 charges, which fuels the spells within. As an action, you may cast the following spells: befoul (5 charges), despoil (5 charges), shrivel (1 charge).

The Staff of Corruption regains 1d6+4 charges every dusk. Upon reaching 0 charges, roll a d20. On a 1, a large worm erupts from the staff and eats the weapon whole before separating into hundreds of tinier maggots.

STAFF OF DARKNESS

Wondrous Item, Uncommon

First created by a drow sorcerer in a deep and unknown Underdark fortress, this black-metal staff has made its way to public hands.

This staff has 10 charges, which fuels the spells within. As an action, you may cast the following spells: darkness (2 charges), evard's black tentacles (4 charges), darkvision (2 charges).

The Staff of Darkness regains 1d6+4 charges every dusk. Upon reaching 0 charges, roll a d20. On a 1, the Staff of Darkness disappears into shadows that soon fade after.

STAFF OF PESTILENCE

Wondrous Item, Rare

A wooden staff overcome with bulging cysts oozing greenish-yellow pus. A deep feeling of sickness emanates from the staff.

This staff has 10 charges, which fuels the spells within. As an action, you may cast the following spells: contagion (5 charges), blight (4 charges), false life (1 charge), harm (6 charges), ray of sickness (1 charge).

The Staff of Pestilence regains 1d6+4 charges every dawn. Upon reaching 0 charges, roll a d20. On a 1, the pustules on the staff pop, covering the staff in a sick ooze that slowly dissolves the staff, destroying it.

WONDROUS ITEMS

BELT OF THE DREAD EMPEROR

Wondrous Item, Legendary (Requires Attunement by a Paladin or Cleric)

This black-iron belt is almost as large as a chastity belt. Dark-reddish gems line the sides, opulent yet grim at the same time.

If you wear the Armor of the Dread Emperor along with the Belt of the Dread Emperor, you can draw energy from creatures attached to you by chains. You may deal damage to one chained creature to regain spell slots as an action. A 1st-level spell slot deals 10 damage, a 2nd-level spell slot deals 20 damage, a 3rd level spell slot deals 30 damage and so on. If you use this ability on a chained creature who has less hit points than the damage dealt, it fails and the creature dies.

COLLAR OF VENOM

Wondrous Item, Rare (Requires Attunement)

This heavy iron collar is marred with an ugly greenish color. Half of a chain link erupts from the back of the collar, obviously designed to shackle the owner like a slave.

As long as you wear the Collar of Venom, your unarmed attacks deal an extra 1d8 poison damage.

COLLAR OF VIRULENT VENOM

Wondrous Item, Very rare (Requires Attunement)

This dense, greenish collar is made from a tinted steel. A long strip of chains extends from the side of the collar, meant for slaves and other indentured servants. At the end of the strip, an emerald ooze drips, slowly eating away anything it lands on.

As long as you wear the Collar of Virulent Venom, your unarmed attacks deal an extra 1d8 of poison damage and an extra 1d8 of acid damage.

ELIXIR OF DARK SPEECH

Wondrous Item, Uncommon

This philter made of clear glass has wicked looking edges and patterns, the liquids inside appearing to be a swirling mass of darkness. You may use an action to drink the Elixir of Dark Speech to gain the ability to speak the Dark Speech. See Chapter 5: New Rules on ways to use your newfound capability.

Flesh Piercing of Scorn

Wondrous Item, Rare (Requires Attunement)

This wicked-looking piercing has sharp edges and abrasive sides, meant to cause a massive amount of irritation to one's skin if pierced.

When you hit a creature, you may treat the hit as a critical. Once used, you must complete a long rest before using the ability again.

GEM OF PSYCHIC POISON

Wondrous Item, Uncommon (Requires Attunement)

Roiling purple in power, this gem is specifically attuned to mental power. If one focuses, a dark and despairing scarlet can be seen hidden behind the purple coloring, causing a malevolent miasma to steam off.

Anyone who casts a divination spell targeting the holder or an area within 60 feet of the holder takes 4d6 psychic damage each round.

HEAVEN'S THORN

Wondrous Item, Rare

Just by holding this bitter-green crystal, one can feel some type of acid bite into their skin. Despite its sharpness, the crystal makes for a poor weapon due to its brittleness.

You may attack a target with a melee weapon attack using the Heaven's Thorn. If you hit a celestial creature, they are stunned for 1d4 rounds. Once the Heaven's Thorn hits, it shatters.

HOOK OF DISSOLUTION

Wondrous Item, Legendary (Requires Attunement)

A wicked, spiked metal hook roughly ten inches long. As an action, you can stab a creature suffering from the Incapacitated or Restrained condition. Over the course of 3 rounds, they – along with all their equipment – slowly disintegrate into a pile of ash as long as the Hook is in them for the full duration.

Any creature can pull the Hook off of a hooked creature as an action. Interrupting this process midway leaves the hooked creature horribly crippled and disfigured. They suffer disadvantage on Strength, Dexterity and Charisma checks. Their movement speed and flying speed, if they have one, is reduced by half. This effect can only be healed by a Regenerate spell.

MAGGOT HARVESTER

Wondrous Item, Very Rare

A stone-sized orb made from bones and teeth. When held above a maggot-infested corpse for 1 round, the orb gravitates the maggots into itself. You then can speak and understand the Dark Speech for 1 minute. See Chapter 5: New Rules on ways to use your newfound capability.

NIPPLE CLAMP OF EXQUISITE PLEASURE

Wondrous Item, Common

A single half of a pair, metal in material and sleek in shape. This clamp is meant to snap onto one's mamillas, providing an almost perverse feeling throughout their

entire body and soul.

When worn, all pain you suffer is transformed into wonderful pleasure. Damage is still treated the same, but you may react to it differently.

QUIVER OF LIES

Wondrous Item, Rare (Requires Attunement)

Meant to strap onto one's wrists, these quivers are just slender enough to not inhibit weapon usage.

When you speak a lie and hold an unloaded bow or crossbow, an arrow or crossbow (whichever is most appropriate) appears in your ranged weapon, ready for use.

SKIN BLANKET

Wondrous Item, Shoulders, Very Rare (Requires Attunement)

This sheet of corpse skin is badly stitched together, barely holding on with a cohesive strength. Despite that, a foul magic binds its shoddy craftsmanship together. If you can get over the smell, the Corpse Blanket is surprisingly useful.

When wearing the Corpse Blanket, you have a +1 bonus to AC and resistance to necrotic damage. Mindless undead ignore your presence. In battle, they instead attack your allies if they had the choice.

SYMBOL OF DEMOGORGON

Wondrous Item, Uncommon

Bronze and sharp, this dark icon hangs from a thread of sharp wire. As long as its wearer is evil, you may use this as a divine or arcane spellcasting focus. Whenever you deal necrotic damage, you deal an extra 1d6 necrotic damage once per round.

TONGUE STUDS OF HELL BREATH

Wondrous Item, Uncommon

A series of bronze studs with various symbols of archdevils stamped on their tops.

When pierced into your tongue, you may cast the spell *burning hands* as an action, disregarding components. Once used, you may not use this ability until you complete a short rest.

ARTIFACT

FLOWER OF THE HAG COUNTESS

Staff, Artifact (Requires Attunement)

When Asmodeus saw fit to promote the hag Malagard of all things to a Countess of Hell, all of the Hells were confused. Of course, when her wilted body soon became bloated and expanded to become the new landscape of Malboge – her layer of Hell – things were made clear. Asmodeus' daughter – with Malagard out of the picture – slipped onto the throne, becoming the next Countess of Malboge.

Before this vast change, the Flower of the Hag Countess was just that – a giant orchid slightly wilting but teeming with occult energy. However, this changed when Malagard's body bloated. Instead of consuming

the Flower, the artifact fed off of the gruesome viscera of its former owner, its exterior having the shape of an orchid but the texture of decomposing flesh. Not just any decomposing flesh, mind, but the rotten innards of the Hag Countess.

Whenever a non-evil creature attunes to the Flower of the Hag Countess, that creature must make a DC 17 Charisma saving throw. On a failed save, the creature's alignment changes to lawful evil.

Random Properties. The Book of Vile Darkness has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental properties

Empowered by Devilry. You gain the following benefits.

- You have immunity to fire damage.
- You have darkvision up to 60 feet. Magical darkness doesn't impede your vision.
- You have advantage on saving throws against spells and other magical effects.
- Devils with a challenge rating of 5 or lower will neither threaten nor attack you unless you harm them.
- You can wield the staff as a +3 quarterstaff that deals an extra 10 (3d6) necrotic damage on a hit.

Conjure Fear. If you are holding the staff, you can use your action to cast the fear spell from it, with a spell save DC of 18. You can't use this property again until the next dawn.

To Hell and Back. You can use an action to cast the teleport spell. If your intended destination is in the Nine Hells, there is no chance of a mishap or arriving somewhere unexpected. You can't use this property again until 3 days have passed.

Curse. The Flower bears a curse that affects any mortal that becomes attuned to it. Even if the attunement ends, the curse remains. With each passing day, the creature's physical appearance and stature become more devil-like. After seven days, the creature looks like a typical horned devil, but the creature neither loses its racial traits nor gains the racial traits of a horned devil. The physical changes wrought by the Flower aren't considered magical in nature (and therefore can't be dispelled), but they can be undone by any effect that removes a curse, such as a greater restoration or remove curse spell. If the curse is removed, the curse cycle resets, beginning again to transform its holder to a horned devil.

Destroying the Staff. The Flower of the Hag Countess can only be destroyed in a burst of divine energy and hellfire. This is best done in Stygia, where Mephistopheles' hellfire can burn the hottest of flames. While hellfire is applied to the Flower, it requires an additional 50 radiance damage before the staff melts into a gooey pile of flesh and plant matter, destroying it.

CHAPTER 5: NEW RULES

For Dungeon Masters wanting world-ending rules for their grand villains or wanting a way to represent the vilest speech there can be, the new rules listed below describe vileness in its purest form.

APOCALYPSE EVENTS

When great evil threatens the world, cursed events occur either as a horrible omen or a terrifying conclusion. The below events can be used as both or even a world state that evil players may even strive towards.

BLACK SUN

A dark shadow overcomes the sun, turning it impossibly black. Somehow, light echoes from the shadowed sun, but the now-named dusklight is grey, sickly and unholy. The former warmth becomes a hellish furnace, corrupting life as the land below it is transformed into an dry dust bowl.

Food and water become scarce underneath the Black Sun as the climate rises to impossible heights. For each hour spent in the dusklight, players must succeed on Constitution saving throws or gain one level of exhaustion. The DC is 5 for the first hour and increases by 5 for each additional hour. Creatures wearing medium or heavy armor have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw.

CURSE OF RANDOM VIOLENCE

An arcane hex is placed over all inhabitants of the world. Every midnight, one in ten people turn mad and begin attacking family and friends in an orgy of violence. At the beginning of the next midnight, the previous targets become sane once more and another randomly-chosen one in ten turn like the ones before.

MORTALBANE PANDEMIC

A virulent plague spreads across the realms, slaying cities and ending entire towns in its path. It strikes down young and old with reckless abandon. Few escape, and fewer live. Burning infected corpses only raises sickly-green smoke that spreads through the air.

Every dawn, living creatures must succeed on a DC 10 Constitution save or suffer from the disease Mortalbane. Diseased creatures can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If Mortalbane reduces the target's hit point maximum to 0, the target dies.

PLAGUE OF MADNESS

Overnight, insanity seems to burst forth like an open sore, infecting all and any who had a sane mind. From things like horrible hallucinations to suicidal delusions, there is nothing this plague won't attempt to conjure.

All intelligent creatures in the world gain one Long-Term Madness every day at midnight.

RISE OF THE DEAD

A dark pall falls over the entire universe, preventing souls from even thinking of entering the afterlife. Cemeteries excrete swarms of mindless undead fueled by trapped, tormented souls. The dead remember little of their past lives, instead only knowing an insatiable hunger for human flesh.

When a living creature dies, it rises as a zombie 1d10 minutes later.

THE DARK SPEECH

There exists a language so dire, so inherently full of spite, malice, corruption, and hatred that it is simply called the Dark Speech. This is the secret language of evil gods, so foul and so potent that even demons and devils refrain from its use, lest it consume them.

Not surprisingly, very few mortals know even a few words of the Dark Speech. But those who do are wise to never underestimate the power of words. Characters must take the Dark Speech feat to begin to learn the Dark Speech language.

The Dark Speech is extremely difficult to master. A special feat is required to speak even a single word of it correctly, for mortal tongues were not designed to utter these words of pure evil.

To actually communicate by means of the Dark Speech – that is, for a knowledgeable speaker to convey some information to a knowledgeable listener – the speaker must take great care, or both listener and speaker will be harmed. There are no words in the Dark Speech for good concepts such as kindness, mercy, and purity. However, evil characters can speak of misery, anguish, hate, and betrayal with an accuracy impossible in any other tongue.

There are multiple ways to use the Dark Speech, some more difficult than others. New methods to use the Dark Speech may be added up to DM discretion. The normal ways are listed below:

SUFFER

As an action, you may spit vile words of the Dark Speech at all who listen. You take 1d12 psychic damage and all creatures who can hear you take 3d6 necrotic damage.

DESTROY

As an action, you can speak the Dark Speech to undermine the very earth beneath you. You take 1d12 psychic damage. Non-magical objects within 60 feet of the speaker take 5d8 thunder damage.

CORRUPT

Over the course of a week, you can use your foul knowledge to methodically corrupt the very soul of another creature. Any non-good creature must succeed on a DC 15 Charisma saving throw or have their alignment become neutral evil permanently. Celestials have advantage on this saving throw.

Roll 5d8. Your hit point maximum is reduced by that amount. This reduction lasts until a week passes.

DOMINATE

Over the course of a week, you may force servitude upon an evil creature by gradually chanting the Dark Speech into their ears. The targeted creature must succeed on a DC 15 Charisma saving throw or have the spell geass cast on them with your specifications.

Roll 5d8. Your hit point maximum is reduced by that amount. This reduction lasts until a week passes.

OVERWHELMING EVIL

In overwhelmingly evil places such as the Nine Hells, foulness pervades the very ground one walks on. After completing a long rest in such areas, non-evil visitors must succeed on a DC 10 Charisma saving throw or have their alignment become neutral evil. This change is permanent.

VILE DAMAGE

In the world of evil, there exists a type of foul pain that not even a night of rest can subside. Vile damage, like normal damage, results in a loss of hit points. However, vile damage can only be healed by healing spells. Potions and Regeneration has no effect when treating vile damage.

UNHOLY WEATHER

As plagues sent by evil deities or the byproduct of even greater evils, manifestations of profane weather can threaten the state of whole nations and populations.

VIOLET RAIN

Always accompanied by terrible thunderstorms filled with lightning, violet rain brings portents of great evil. Once a violet rain begins to fall in a 1d10x200 mile diameter, a wall between the divine world and the mortal world is created for 24 hours. Clerics are unable to cast

spells. Healing spells and magical healing effects (such as potions) fizzle out when used. God-blessed magical items cease to function for the duration. When violet rain comes, temples oft hire mercenaries to guard the temple during their time of magic-less plight.

GREEN FOG

A thick cloud of dark greenish mist rolls across the countryside, perverting any living thing it touches through flesh mutation. Any creature touched by the mist must succeed on a DC 15 Constitution saving throw or become polymorphed into a random creature (using the table from the spell *reincarnate*).

The fog typically encompasses a 1d3 mile radius, lasts for 10d6 minutes and moves at a speed of 30 feet per round.

PLAGUE OF NETTLES

Tiny thorns fall from the sky. Those caught in this brief rainfall take 1d4 piercing damage per round unless they are able to get shelter. The nettles that strike soil burrow deep underground and sprout thick, choking weeds that kill woe crops in 1d6 minutes. A plague of nettles is violent enough to tear up and choke a forest in just a day.

One week after the nettles fall, the area is thick with animate, dangerous plants such as shambling mounds. This malevolent rainfall spreads in a 2d6 mile radius and lasts for 3d6 rounds.

RAIN OF BLOOD

Blood pours down in thick drops for 2d10 minutes in a 3d6 mile radius, coating everything in a dark red, sticky mess. Any living, non-evil creature in the area must succeed on a Wisdom saving throw or have disadvantage on d20 rolls for 1 hour. Undead receive advantage on d20 rolls for 1 hour.