

THE ACCURSED

A CLASS THAT TURNS ITS STRUGGLE INTO ITS STRENGTH



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ON THE COVER

Lycanthropy-Accursed Dragonborn by Rui Ferreira, commissioned by Ross Leiser

This cover piece, the star of the class's first vignette, was based on a Dragonborn Fighter character of mine that contracted lycanthropy during his campaign. Admittedly, he was a silver dragonborn that was turned by a werewolf, but I wanted Rui to really play with the colors to make the character pop. This piece also alludes to many elements of the class that might not be apparent before reading it:

- 1) Curse of Lycanthropy's Hybrid Shift feature, which grants the ability to make a natural weapon attack as a bonus action, even if you use your action to cast a spell
- 2) The new *hex bolt* spell I wrote for the class, which was partially based on Shadow Ball from Pokemon
- 3) The fact that the class only gains proficiency with light and medium armor.

I love Rui's character work - he's also just wonderful to work with - and his art style, but if I had to choose one thing in particular I love the most about this piece, it's the transition between the reptilian and lupine forms on the head. The symmetrical suggestion that the horns are becoming the ears is inspired!

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ACCURSED

Bones and flesh churning and cracking as they shift, a dragonborn assumes his hybrid form, choosing the guise of a wolf, his favorite. Reaching dark, crackling energy in his hand, he begins his hunt.

A drow enters a tavern, hitting his head on the door frame and tripping on a chair leg. As he rises back to his feet, a brawl begins amongst a couple other patrons. With a look, a sigh, and flick of his wrist, the brawlers both slip on an errant puddle of grog, hit their heads on tabletops, and fall unconscious. Finally arriving at the bar, the drow can enjoy his drinks.

An elf argues with herself as she engages an orc raiding party in combat. Recalcitrantly, a spirit exits the elf's body, a thin cord of Ethereal energy connecting the two, and fights alongside her, unleashing a terrible scream that causes the bandits all to drop dead of fright.

Wielding a terrible blade, a human engages the palace guards, slicing her adversaries in twain as if they were cloth. An archer comes around the corner, and she throws her sword, impaling the guard before he can even nock an arrow. As the vile weapon reappears in her outstretched hand, she saunters into the throne room, staring at the quivering king with death in her eyes. At last, the crown is hers.

A dwarf is thirsty, so terribly thirsty, but refuses to drink. Yes, he could have glamourised and drank deeply from that barmaid last night, but she was a good girl and he couldn't bear to do it. Walking down the alley as the sun rises overhead, the dwarf spies a well-garbed man with a knife approaching an unsuspecting would-be victim. Finally, a drink he won't have to feel guilty about.

Accursed are afflicted with a permanent magic that is inconvenient at best and debilitating at worst. But magic is still magic, and accursed have found a way to harness the power of their curse to their own ends, while managing some of the worst symptoms of their condition. Either way, their curse is now theirs to use however they see fit.

UNENDING AFFLICTION

Most curses used by mortals, such as the *hex* and *bestow curse* spells, are temporary, a simple inconvenience until the magic expires. For each accursed, though, the affliction is permanent, a powerful magic that never fades. These curses can be received through many means: gaining the ire of a deity, a large coven of hags, or a powerful extraplanar entity; inheriting it by being born into a cursed family line; touching a cursed object; being hit by a volatile spell that was incorrectly cast; or receiving the curse from the bite or scratch of another cursed creature, among a slew of other possibilities.

THE ACCURSED

Level	Proficiency Bonus	Features	Spells Known	— Spell Slots per Spell Level —				
				1st	2nd	3rd	4th	5th
1st	+2	Accursed Affliction, Jinx	—	—	—	—	—	—
2nd	+2	Spellcasting, Curse Control, Malediction Metamorphosis	3	2	—	—	—	—
3rd	+2	Accursed Affliction feature, Fell Attunement	4	3	—	—	—	—
4th	+2	Ability Score Improvement	4	3	—	—	—	—
5th	+3	Accursed Affliction feature	6	4	2	—	—	—
6th	+3	Possessive Curse	6	4	2	—	—	—
7th	+3	Blundering Jinx	7	4	3	—	—	—
8th	+3	Ability Score Improvement	7	4	3	—	—	—
9th	+4	—	9	4	3	2	—	—
10th	+4	Malediction Malignance	9	4	3	2	—	—
11th	+4	Accursed Affliction feature	10	4	3	3	—	—
12th	+4	Ability Score Improvement	10	4	3	3	—	—
13th	+5	—	12	4	3	3	1	—
14th	+5	Anathema Arcane	12	4	3	3	1	—
15th	+5	Accursed Affliction feature	13	4	3	3	2	—
16th	+5	Ability Score Improvement	13	4	3	3	2	—
17th	+6	—	15	4	3	3	3	1
18th	+6	Malediction Metastasis	15	4	3	3	3	1
19th	+6	Ability Score Improvement	16	4	3	3	3	2
20th	+6	Accursed Affliction feature, Anathema Arcane improvement	16	4	3	3	3	2

CURSE'S CONQUEROR

The vast majority of people who receive a permanent curse consign themselves to their fate, either finding a way to live with their curse's adverse effects or giving themselves fully to the curse's compulsions. A creature becomes an accursed by following a different path. Accursed are rare, not due to lack of people becoming cursed, but because those who suffer these curses often lack the conviction to resist them.

An accursed dedicates their time and willpower to finding a way to make the magic of their curse work for them, though each in their own way. Some accursed experiment in a lab or scour the world for forgotten lore, trying to find a ritual or alchemical concoction. Others turn to nature or faith, using prayer, meditation, or mindfulness to synthesize the curse's magic into their own being. And others still use sheer stubbornness to bend the curse to their will.

Regardless of method, an accursed is one who has conquered their curse, drawing on its magic while managing its remaining side effects.

CREATING AN ACCURSED

When creating an accursed, the most important aspect to consider is your curse itself. What is your curse's nature, and how did you receive it? As a starting character, you'll choose the nature of your curse - lycanthropy, chronic bad luck, possession by a spirit, a cursed weapon, or vampirism - but exactly how you received your curse is up to you. Did you or one of your ancestors anger a god or other powerful entity? Was the curse transferred to you by another afflicted individual? Or did some magical ritual go awry with you in proximity?

Another important aspect of creating an accursed is how you came to be in control of your curse's power. Did

you study and experiment? Did you harmonize with it? Or did you stubbornly refuse to let it control you?

What do you plan to do with this power you've attained? A curse is a magic of vile energies created to inflict suffering. Do you use this magic for its intended purpose, conquering and slaying for your own gain? Or do you resist the magic's nature and use it to become a champion of the downtrodden, a hero who can empathize with great suffering? It's your power now, so only you can decide what to do with it.

QUICK BUILD

You can make an accursed quickly by following these suggestions. Your highest score depends greatly on the Accursed Affliction you choose: make Strength your highest ability score for Curse of Lycanthropy and Curse of the Armament, and Dexterity your highest ability score for Curse of Possession. For Curse of Vampirism, choose Strength as your highest ability score if you want to be better at grappling, or Dexterity if you want to focus more on not getting hit. For Curse of Misfortune, make your highest ability score your choice of curse ability - Intelligence, Wisdom, or Charisma.

If Strength or Dexterity is your highest ability score, your next-highest should be your choice of curse ability, followed by Constitution. For Curse of Misfortune, make your next-highest ability score Constitution, followed by Dexterity. Then, choose the folk hero background.

CLASS FEATURES

As an accursed, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per accursed level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per accursed level after 1st

PROFICIENCIES

Armor: light armor, medium armor

Weapons: simple weapons, hand crossbows

Tools: None

Saving Throws: Wisdom, and your choice of Intelligence or Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Investigation, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) a hand crossbow and 20 bolts or (b) a martial melee weapon (if proficient)
- (a) an arcane focus, (b) a druidic focus, or (c) a holy symbol
- (a) an explorer's pack, (b) a priest's pack, or (c) a scholar's pack
- Any two simple weapons

ACCURSED AFFLICTION

Through unfortunate circumstances, you were stricken with a curse that would have broken most other people. However, whether by sheer willpower, introspective meditation, or arcane study, you not only overcame the challenges your curse presented, but learned to harness its power. Choose the affliction you conquered: the Curse of Lycanthropy, the Curse of Misfortune, the Curse of Possession, the Curse of the Armament, or the Curse of Vampirism.

Your curse has become as much a part of you as your own heart. The *remove curse* spell, as well as any similar effect, has no effect on your curse when it is cast on you. If your curse takes the form of a magical disease, you can't be cured of it by any means.

Your choice grants you features at 1st level, and again at 3rd, 5th, 11th, 15th, and 20th level.

ACCURSED AILMENTS

Each affliction has ailments caused by the curse's lingering effects. These ailments are referred to by features you gain later in this class.

CURSE SAVE DC

Some of your accursed features require your target to make a saving throw to resist the feature's effects. Due to the varying ways that an accursed can overcome their affliction, though, not all use the same ability score. Choose Intelligence, Wisdom, or Charisma as your curse ability.

You should choose Intelligence if you scoured the multiverse for secrets that allow you to manage your curse using rituals or minor magical practices, Wisdom if you used introspective meditation techniques to harmonize with your curse and make it a part of you, or

Charisma if you conquered your curse through sheer force of will or by bargaining with it.

Depending on the curse ability you chose, the saving throw DC of your curse effects is calculated as follows:

$$\text{Curse save DC} = 8 + \text{your proficiency bonus} + \text{your curse ability modifier}$$

JINX

As an action, you can touch a creature within your reach and magically imbue it with a small amount of curse energy. When you do, choose an ability, and that creature makes a Wisdom saving throw. On a failure, it has disadvantage on the next ability check it makes using the chosen ability within the next minute.

When you use this feature, you can also choose to make a Dexterity (Sleight of Hand) check against the target's Passive Perception. If you succeed, the creature isn't aware that you are the source of this feature.

The effect ends early on a creature if you use this feature again, if you lose concentration (as though concentrating on a spell), or if either of the *dispel magic* or *remove curse* spells is cast on the target.

SPELLCASTING

When you reach 2nd level, you learn to harness your curse's power to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this document for the accursed spell list.

SPELL SLOTS

The Accursed table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

CURSE SPELLS

Each Accursed Affliction has a list of spells – its curse spells – that you learn when you reach certain levels in this class, as shown in the affliction description. These spells count as accursed spells for you and are included in the number in the Spells Known column of the Accursed table.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know the curse spell you gain at 2nd level from your Accursed Affliction, and two 1st-level spells of your choice from the accursed spell list, for a total of three spells known.



The Spells Known column of the Accursed table shows when you learn more spells of your choice from the accursed spell list. Each of these spells must be of a level for which you have spell slots. For example, when you reach 5th level in this class, you learn one new spell of 1st or 2nd level, in addition to the curse spell you gain at 5th level from your Accursed Affliction.

Additionally, when you gain a level in this class, you can choose one of the accursed spells you know and replace it with another spell from the accursed spell list, which must also be of a level for which you have spell slots.

SPELLCASTING ABILITY

Your curse ability is your spellcasting ability for your accursed spells, since your ability to cast spells comes from the control you have over your curse's power. You use your curse ability whenever a spell refers to your spellcasting ability. In addition, you use your curse ability modifier when setting the saving throw DC for an accursed spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your curse ability modifier

Spell attack modifier = your proficiency bonus + your curse ability modifier

SPELLCASTING FOCUS

When you gain this feature, choose arcane foci, druidic foci, or holy symbols, depending on how you discovered to channel your curse. You can use the chosen type of implement as a spellcasting focus (found in chapter 5 of the *Player's Handbook*) for your accursed spells.

CURSE CONTROL

Also starting at 2nd level, you can control the ailments of your curse by expending spell slots. You can do so in the following ways:

Afflict. As an action, you can expend a spell slot to attempt to afflict a creature you can see within 30 feet of you with your choice of one of your ailments. The creature must succeed on a Wisdom saving throw or suffer the chosen ailment for the duration.

Suppress. As a bonus action, you can expend a spell slot to suppress your ailments' effects. For the duration, you can choose not to suffer the effects of any number of your affliction's ailments.

The duration of the effect depends on the level of spell slot you expended to use it. The effect lasts for 1 minute for a 1st-level spell slot, 10 minutes for a 2nd-level spell slot, 1 hour for a 3rd-level spell slot, 8 hours for a 4th-level spell slot, or 24 hours for a spell slot of 5th-level or higher.

MALEDICTION METAMORPHOSIS

At 2nd level, your curse begins evolving within you. You can guide this change to create effects that are beneficial to you. Choose one of the following metamorphosis options. You can't take a metamorphosis more than once, even if you later get to choose again.

ENSHROUDING IMPRECATION

Your curse's energy covers you like a dark cloak when it isn't held back by bright light. You have advantage on Dexterity (Stealth) checks you make while in dim light or darkness.

FECUND AFFLICTION

Once, you can use your Afflict without expending a spell slot. Its duration is 1 minute. You regain your use of this feature when you finish a short or long rest.

HOSTILE BANE

Once during each of your turns when you hit a creature with an attack, you can cause the attack to deal additional necrotic damage equal to your curse ability modifier (minimum 1).

PROTECTIVE HEX

When you're wearing light, medium, or no armor, you can use your curse ability modifier, instead of your Dexterity modifier, to determine your Armor Class. Your curse ability modifier is otherwise treated as though it were your Dexterity modifier for the purpose of determining your AC this way.

SWIFT JINX

You can use your Jinx as a bonus action on your turn.

FELL ATTUNEMENT

Starting at 3rd level, your familiarity with the nature of curses and other dark magics allows you to detect them. As an action, you can send invisible tendrils of your curse to scout for these fell energies. Until the end of your next turn, you know the location of any aberration, fiend, shapechanger, or undead within 60 feet of you that isn't behind total cover. You know the type (aberration, fiend, shapechanger, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any cursed objects, as well as spells on the accursed or warlock spell lists that are currently active or have been cast in the radius within the last hour. You don't know what the specific objects or spell effects are, only where they are located.

You can use this feature a number of times equal to 1 + your curse ability modifier. You regain all expended uses when you finish a long rest.



ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

POSSESSIVE CURSE

Starting at 6th level, your curse jealously guards you from others of its ilk, refusing to share its host. You are immune to curses other than your Accursed Affliction, such as the *hex* and *bestow curse* spells. Additionally, your hit point maximum can't be reduced against your will, you are immune to being possessed against your will, and when you touch or attune to a cursed object, it doesn't stop being cursed, but the curse doesn't affect you.

BLUNDERING JINX

Beginning at 7th level, when a creature fails its saving throw against your Jinx, you can choose instead to give it disadvantage on the next attack roll it makes using the chosen ability within the next minute.

MALEDICTION MALIGNANCE

At 10th level, your curse evolves again. You can choose a second metamorphosis from the options in the Malediction Metamorphosis class feature, or from the following options if you meet the metamorphosis' prerequisites.

CONSOLIDATING JINX

Prerequisite: Swift Jinx

When a creature makes a Wisdom saving throw against your Jinx, it has disadvantage on the saving throw if it was previously the target of your Jinx this turn.

DEADLY BANE

Prerequisite: Hostile Bane

You lose the benefits of your Hostile Bane. Instead, whenever you hit a creature with an attack during your turn, you can cause the attack to deal additional necrotic damage equal to your curse ability modifier (minimum 1).

HEX ARMOR

Prerequisite: Protective Hex

While you're wearing light, medium, or no armor, any damage you take is reduced by an amount equal to half your proficiency bonus.

MUFFLING IMPRECATION

Prerequisite: Enshrouding Imprecation

While you're in dim light or darkness, you can ignore the verbal components of your accursed spells.

TRANSFERRING AFFLICTION

Prerequisite: Fecund Affliction

When a creature fails its saving throw against your Afflict, you can choose not to suffer the chosen ailment's effects for the duration.

ANATHEMA ARCANE

Starting at 14th level, the vile magics of your curse become too powerful to be solely contained in your body. This overflowing curse energy invisibly extends from you in a 15-foot radius aura, and can interfere with other magical effects. If a creature has truesight or is under the effects of the *detect magic* spell or similar magic, it can see this aura as a noxious smoke. You can use this aura to disrupt magic in the following ways:

Negate. When you see a creature within the aura cast a spell that includes you as a target, you can use your reaction to attempt to negate the effects of the spell on yourself. When you do, make an ability check using your curse ability. The DC equals 10 + twice the spell's level. On a success, you suffer none of the spell's effects. This has no effect on the spell's other targets.

Stifle. As an action, you can attempt to stifle the magic of an object or spell effect you can see within your aura. When you do, make an ability check using your curse ability. If the target is a spell effect, the DC equals 10 + twice the spell's level. If the target is a magic item, the DC depends on the item's rarity, as shown in the Anathema Arcane table. On a success, the magical properties of the object or spell effect are stifled for 1 minute; a spell effect you target this way ceases to function for the duration, and a magic object you target this way becomes its mundane equivalent for the duration.

ANATHEMA ARCANE

Item Rarity	Ability Check DC	Example Items
Common	12	<i>cloak of billowing, potion of healing</i>
Uncommon	15	<i>immovable rod, weapon +1</i>
Rare	18	<i>necklace of fireballs, weapon +2</i>
Very Rare	21	<i>staff of thunder and lightning, weapon +3</i>
Legendary/Sentient	24	<i>cloak of invisibility, Moonblade</i>
Artifact	30	<i>Eye and Hand of Vecna, Orb of Dragonkind</i>

You can use this feature a number of times equal to your curse ability modifier (minimum once). You regain all of your expended uses when you finish a long rest.

At 20th level, the range of this aura increases to 30 feet, and you regain all of your expended uses of this feature whenever you finish a short or long rest.

MALEDICTION METASTASIS

At 18th level, your curse evolves into its ultimate form. You can choose a third metamorphosis from the options in the Malediction Metamorphosis and Malediction Malignance class features, or from the following options. If a metamorphosis has prerequisites, you must meet them to choose it.

CLANDESTINE IMPRECATION

Prerequisite: Muffling Imprecation

While you're in dim light or darkness, you can Hide as a bonus action on your turn.

Additionally, if you're hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

CRIPPLING JINX

Prerequisite: Consolidating Jinx

When a creature fails its saving throw against your Jinx, you can choose instead to give it disadvantage on the next saving throw it makes using the chosen ability within the next minute.

Once you use this metamorphosis on a creature, you must finish a long rest before you can use it on that creature again.

DOUBLING JINX

Prerequisite: Consolidating Jinx

When you use your Jinx, you can target a second creature within range. You can choose a different ability for each target.

EXPLOSIVE BANE

Prerequisite: Deadly Bane

Once during each of your turns when you hit a creature with an attack, you can cause the attack to deal an additional 1d10 necrotic damage. When you use this metamorphosis, you can also choose to expend a spell slot to cause the attack to deal an additional 1d10 necrotic damage per level of the expended spell slot.

HEX AURA

Prerequisite: Hex Armor

While you're wearing light, medium, or no armor, when an attacker you can see within 30 feet of you hits you with an attack, you can use your reaction to cast *hex* on that creature, without expending a spell slot. When you cast the spell this way, the spell ends early if the target drops to 0 hit points, or if you use this ability again.

MUTATING MALEDICTION

When you finish a short or long rest, you can choose to replace any number of your other metamorphoses with different metamorphoses. To choose a metamorphosis, you must meet its prerequisites. If you no longer meet a metamorphosis' prerequisites, you must replace that metamorphosis as well.

For example, you can replace both of your other metamorphoses with the Hostile Bane and Deadly Bane options, since, by choosing Hostile Bane, you meet Deadly Bane's prerequisites. However, if you then later replace Hostile Bane with another metamorphosis, you must also replace Deadly Bane, since you no longer meet the latter's prerequisites.

PROLIFIC AFFLICTION

Prerequisite: Transferring Affliction

When you spend a spell slot of 2nd-level or higher to use your Afflict, instead of increasing the effect's duration, you can choose an additional target for each slot level above 1st.

SHIELDING HEX

Prerequisite: Hex Armor

While you're wearing light, medium, or no armor, when an attacker you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

UMBRAL IMPRECATION

Prerequisite: Muffling Imprecation

You have darkvision to a range of 60 feet. If you already have darkvision, its range instead increases by 30 feet. Magical darkness doesn't impede your darkvision.

Additionally, you can cast *darkness* once, without expending a spell slot, and regain the ability to do so when you finish a long rest.

VENGEFUL BANE

Prerequisite: Deadly Bane

When a creature you can see within the range of a weapon you're holding causes you to take damage, you can use your reaction to make a weapon attack against that creature. If the attack hits, it deals additional necrotic damage equal to your curse ability modifier.

VILE AFFLICTION

Prerequisite: Transferring Affliction

You can use your Afflict as a bonus action on your turn.

Additionally, when you use your Afflict, you can choose any number of your ailments. If the creature fails its saving throw, it suffers each of your chosen ailments for the duration, and you can choose not to suffer any number of the chosen ailments' effects for the duration.

APPENDIX A

If the sheer number of options is making it difficult for you to see how these metamorphosis "paths" work, see Appendix A at the end of the document for a visual representation.



ACCURSED AFFLICTIONS

Accursed, once they take control of the magic of their curse, find themselves in a rather unique situation: they are able to view the malediction in ways that few other creatures can, learning the true makeup of its magics. Most are surprised to find that the common beliefs held about the nature of their particular affliction are actually misconceptions, though this isn't the case for all imprecations. Learning to utilize the true nature of their curse's magic is at the heart of an accursed's progression of power.

CURSE OF LYCANTHROPY

Lycanthropy is one of the most ancient and feared curses, one that transforms civilized humanoids into ravenous, raging beasts. Once bitten by a lycanthrope, the instinct to eat and destroy consumes most of the afflicted, even those who do their utmost to resist it. However, unlike so many others, you've found a way to manage these instincts, and unlocked the quintessential nature of lycanthropy: the ability to sculpt your body into mammalian forms. You've learned to harness this gift, transcending the singular beast form of the lycanthrope who turned you and accessing the shapes of any mammal you've seen. You can only imagine the possibilities if you attain complete mastery of your shape...

LYCANTHROPY AILMENTS

As a creature afflicted with lycanthropy, you suffer the following ailments:

- You have vulnerability to damage from silvered weapons.
- Due to the enhanced metabolism caused by lycanthropy, you have to consume much more food than a normal creature. At the end of each day that you don't consume at least two pounds of food, you automatically suffer one level of exhaustion.

ENHANCED SENSES

At 1st level, you gain proficiency in the Perception skill. Additionally, you have advantage on Wisdom (Perception) checks that rely on hearing or smell.



MINOR SHIFT

Also starting at 1st level, you learn to control your lycanthropy enough to shift small parts of your body for short periods without giving in to your feral instincts. You count as a shapechanger, in addition to your other types. Your original form is your fully humanoid form for the purpose of the *moonbeam* spell and similar effects.

As you attack, you can shift your teeth into fangs or tusks or your hands into hooves or claws, allowing you to create a natural weapon. You are proficient with your natural weapon, which is a melee weapon that deals 1d4 bludgeoning, piercing, or slashing damage (your choice each time you make an attack with it).

Immediately after you take the Attack action on your turn using your natural weapon, you can make an additional natural weapon attack as a bonus action.

Your natural weapon's damage increases to 1d6 at 5th level, to 1d8 at 11th level, and to 1d10 at 17th level.

Additionally, starting when you reach 6th level in this class, your natural weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

CURSE SPELLS

You gain curse spells at the accursed levels listed in the Lycanthropy Curse Spells table. See the Spellcasting class feature for how curse spells work.

LYCANTHROPY CURSE SPELLS

Accursed Level	Spells
2nd	<i>longstrider</i>
5th	<i>alter self</i>
9th	<i>haste</i>
13th	<i>freedom of movement</i>
17th	<i>far step</i> ^{XGTE}

SCENT MEMORY

By 3rd level, your enhanced senses have allowed you to create a mental catalogue of scents. Whenever you succeed on a Wisdom (Perception or Survival) check using smell to find or track a creature, you know if you've scented that creature before, and can accurately place the scent to a creature you know if you've smelled it in the last year. This feature has no effect on a creature if it is transformed into a form you don't recognize.

HYBRID SHIFT

Also starting at 3rd level, you can assume a form that is a mix between humanoid and beast. This hybrid form is unstable, though, and can't be maintained for long. You can assume your hybrid form as an action. While you're in your hybrid form, you gain the following benefits:

- You can make a natural weapon attack as a bonus action on your turn.
- Your lycanthropy constantly reknits your wounds to maintain the form. At the start of each of your turns, you regain a number of hit points equal to half your accursed level. If you take damage from a silvered weapon, this benefit doesn't function at the start of your next turn.

Your hybrid form lasts for 1 minute. It ends early if you choose to end it (no action required by you), or if you drop to 0 hit points or die.

Once you use this feature, you must finish a short or long rest before you can use it again. If you have no remaining uses of this feature, you can instead expend a spell slot of 3rd level or higher to use it again.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SUSTAINED SHIFT

At 11th level, you gain the ability to sustain minor shifts of your form without losing yourself to your animal instincts. As an action, you can magically assume one of the following traits, or return to your normal form. If you assume one of these traits while you already have one assumed, you lose the previous trait.

Digitigrade Legs. Your femurs shorten while your metatarsals lengthen, giving you the appearance of having reversed knees and making your strides more powerful. Your walking speed increases by 10 feet, and you double your high and long jump distances.

Echolocation. Your vocal cords become more elastic, allowing you to create sounds inaudible to most creatures. As a bonus action on your turn, you can emit a noise inaudible to creatures without the echolocation or tremorsense traits. Until the beginning of your next turn, you have blindsight to a range of 30 feet as long as you aren't deafened and are able to speak.

Hooked Claws. Hooked claws appear at the ends of your fingers and toes. You have a climbing speed equal to your base walking speed.

Powerful Lungs. Your lungs grow larger within your chest cavity, giving you a greater capacity for air. You can hold your breath for up to 15 minutes at a time.

Vertical Pupils. Your pupils thin until they become vertical slits, much like a cat's. You have darkvision to a range of 60 feet, if you don't already have darkvision. Additionally, you have advantage on Wisdom (Perception) checks that rely on sight.

Webbed Phalanges. The joints of your fingers and toes becomes bridged by flexible webbing. You have a swimming speed equal to your base walking speed.

MAJOR SHIFT

At 15th level, your continued practice with shifting unlocks the true nature of lycanthropy: the ability to alter the entirety of your form in whatever way you see fit. You can cast the *alter self* spell at will, without expending a spell slot. When you cast the spell using this feature, it doesn't require concentration. Additionally, when you use the Change Appearance option, in addition to the normal ways you can use that option, you can change your basic shape, though you can only change your basic shape into that of mammals. You still can't appear as a creature of a different size to you.

For example, you can use the Change Appearance option to change your form from bipedal to quadrupedal, but only into a pony, tiger, dog, or other mammal of your size, not into a crocodile, griffin, or other non-mammalian creature.

MASTER OF FORM

At 20th level, you have fine control over all aspects of your body, allowing you to change aspects of yourself as you see fit. As a bonus action on your turn, you can use your Hybrid Shift, Sustained Shift, or Major Shift feature.

Additionally, you can use your Hybrid Shift an unlimited number of times. While in your hybrid form, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.

CURSE OF MISFORTUNE

You, or one of your ancestors, managed to earn the ire of a powerful magical entity, whether it be a hag, deity, or archmage, that cursed your family line with poor luck. You're constantly losing things as though they've vanished into the aether, you injure yourself in the most improbable of ways, and it always rains if you've forgotten your cloak. You've learned, however, that the magic that surrounds you simply alters probability, and have discovered that you can manipulate it. Perhaps, if you gain enough control over this ability, you may even be able to alter fate...

MISFORTUNE AILMENTS

As a creature afflicted with extraordinary unluck, you suffer the following ailments:

- Immediately after you finish a short or long rest or roll initiative, a shroud of unluck settles around you. You can choose for the shroud to be invisible, though it appears as a cloak of smoke if you don't or to a creature that has truesight or is under the effects of the *detect magic* spell or similar magic. While the shroud surrounds you, you have disadvantage on ability checks and saving throws that use Strength, Dexterity, and Constitution, as well as on attack rolls. Immediately after you make one of these rolls, you can choose to discard or regain the shroud.
- Whenever a creature scores a critical hit against you, it can roll one of the weapon or effect's damage dice one additional time and add it to the extra damage of the critical hit.

JINXING SHROUD

At 1st level, while you have your shroud of unluck, the range of your Jinx increases to 30 feet. Additionally the target is unaware that you are the source of this feature, even if you don't make a Dexterity (Sleight of Hand) check, unless it has truesight or is under the effects of the *detect magic* spell or similar magic, in which case you make the ability check as normal.

FORTUNE TWIST

Also at 1st level, you learn to manipulate your luck. When you fail an attack roll, ability check, or saving throw, you can use your reaction to reroll, potentially changing the failure to a success. Once you use this feature, you can't use it again until you fail another roll of the same type.

For example, if you used this feature to reroll an attack roll, you can't use this feature again until you miss with a different attack roll.

CURSE SPELLS

You gain curse spells at the accursed levels listed in the Misfortune Curse Spells table. See the Spellcasting class feature for how curse spells work.

MISFORTUNE CURSE SPELLS

Accursed Level Spells

2nd	<i>bane</i>
5th	<i>enhance ability</i>
9th	<i>bestow curse</i>
13th	<i>confusion</i>
17th	<i>skill empowerment</i> ^{XGTE}

UNFORTUNATE ACCIDENT

Starting at 3rd level, once during each of your turns when you use your Jinx, you can choose to imbue the jinx with additional bad luck. If the target of the jinx fails of its saving throw, it takes 1d8 force damage, the extra bad luck causing a random event to injure it. When a creature fails its saving throw against this feature, it counts as you hitting the creature with an attack for the purpose of your accursed spells. You must use this feature before the target rolls its saving throw.

The damage increases by 1d8 when you reach certain levels in this class: 5th level (2d8), 11th level (3d8) and 17th level (4d8).

CHEATING SHROUD

Also at 3rd level, you learn to utilize your shroud of unluck to cause games of chance to go in your favor. While you have your shroud of unluck, when a creature you can see within 30 feet makes an ability check involving a game of chance, such as using a dice set or playing card set, you can use your reaction to give the creature advantage or disadvantage on the ability check. The target doesn't know you manipulated its luck this way.

UNAVOIDABLE ACCIDENT

Beginning at 5th level, when a creature succeeds on its saving throw against your Unfortunate Accident, it takes half the damage, but suffers no additional effects from your jinx.

SHARED MISFORTUNE

Starting at 11th level, you can pass your bad luck onto others. While you have your shroud of unluck, when you see a creature within 30 feet of you make an attack roll or ability check, you can use your reaction to force the creature to make the roll with disadvantage. You must use this feature before the creature makes the roll.

LUCK TWIST

Beginning at 15th level, you gain a finer control over luck, allowing you to grant good luck to others. While you have your shroud of unluck, when you see a creature within 30 feet of you make an attack roll or saving throw, you can use your reaction to grant the creature advantage on the roll. You must use this feature before the creature makes the roll.

SOVEREIGN OF FATE

At 20th level, you can bend the fate of all around you. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to use either your Shared Misfortune or Luck Twist feature, and you can't use it on the same turn that you take your normal reaction.

CURSE OF POSSESSION

Your body is inhabited by a spirit of the deceased, and for some time it had complete control, forcing you to be a silent passenger in your own flesh. Whether it is a vengeful ghost, a sorrowful shade, or a lovelorn specter, this apparition has unfinished business that prevents it from passing into the afterlife. Somehow, you've wrested control of your body back from the spirit, and have made an accord with it, working together to help it pass on while you accomplish your own goals. Whether this accord is true friendship between the living and the dead or a tenuous partnership between unwilling parties, you both know that you're much more powerful working together than apart...

POSSESSION AILMENTS

As a creature afflicted with possession by a spirit, you suffer the following ailments:

- Due to the spirit sharing your body, spells and effects that detect the presence of undead, such as the *detect evil and good* spell, detect you as if you are an undead.
- The spirit sharing your body makes you feel unnaturally cold, almost more than your mortal body can handle in normal environments. If you're in a cold climate, as described in chapter 5 of the *Dungeon Master's Guide*, or have suffered cold damage since the end of your last turn, you have disadvantage on attack rolls and ability checks using Strength, Dexterity, or Constitution.

SPIRIT COMPANION

By 1st level, you've befriended, or at least made a deal with, the spirit that possessed you, agreeing to share your body to mutual benefit. Choose an appearance and alignment for your spirit companion. Your spirit companion knows Common and one additional language of your choice. It has the following statistics and features:

- Its size is Small or Medium, your choice when you take this feature or gain a new spirit companion.
- You determine its statistics as though creating a new character; the three different methods for doing so are described in Chapter 1 of the *Player's Handbook*. After you assign its ability scores, you increase one of its ability scores by 2, and another of its ability scores by 1.
- It has 1 hit point, and can't gain more. If it would be dealt damage, instead prevent that damage and it instantly retreats to your body for protection. It also



retreats this way if you order it to on your turn (no action required by you), if you become unconscious or die, or if it is ever on a different plane than you.

- It has darkvision to a range of 60 feet. It can also see 60 feet into the Ethereal Plane.
- It is immune to cold, necrotic, and poison damage.
- It is immune to the charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions. However, due to sharing your body, if you are subject to the charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, or unconscious conditions, your spirit companion suffers the same effects.
- It is proficient with its withering touch, which is a melee weapon that deals 1d6 necrotic damage. It uses Charisma, instead of Strength, for the attack and damage rolls of its withering touch. While it's within your body, it can make withering touch attacks against creatures within your reach. When your spirit companion hits a creature with its withering touch, it counts as you hitting the target with an attack for the purpose of your accursed spells.
- It is proficient in any saving throws in which you're proficient.
- It is proficient in two skills of your choice.
- Its Armor Class is equal to 10 + your curse ability modifier.
- It has a flying speed of 10 feet, and no other speed. It can move through other creatures and objects as if they were difficult terrain. It takes 1 force damage if it ends its turn inside an object.

Your spirit companion obeys your commands as best it can. It has its own opinions, attitudes, and so on, but will defer to your judgment when it comes to taking actions. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command your spirit companion where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

Your spirit companion uses your proficiency bonus. Whenever you gain the Ability Score Improvement class feature, your spirit companion's abilities also improve. You can increase one of its ability scores by 2, or you can increase two of its ability scores by 1. As normal, you can't increase one of its ability scores above 20 using this feature.

If you ever manage to complete the task or resolve the emotion tying your spirit companion to the Material Plane, allowing it to move into the afterlife, you can spend 1 hour conducting a ritual to call another spirit companion to share your body. Create a new spirit companion using the guidelines in this feature.

CURSE SPELLS

You gain curse spells at the accursed levels listed in the Possession Curse Spells table. See the Spellcasting class feature for how curse spells work.

POSSESSION CURSE SPELLS

Accursed Level	Spells
2nd	<i>catapult</i> ^{XGTE}
5th	<i>spiritual weapon</i>
9th	<i>blink</i>
13th	<i>blight</i>
17th	<i>cone of cold</i>

CHILL OF THE AFTERLIFE

Starting at 3rd level, once during each of your turns when either you or your spirit companion hits with a melee weapon attack, you can cause the attack to deal an additional 1d6 cold damage. The damage increases by 1d6 when you reach certain levels in this class: 11th level (2d6), and 17th level (3d6).

APPARITION ALACRITY

Also beginning at 3rd level, you can use your bonus action to verbally command your spirit companion to take the Dash, Disengage, or Dodge action.

BODY & SPIRIT

Starting at 5th level, when you take the Attack action, you can verbally command your spirit companion to make a withering touch attack as part of the same action.

Additionally, when you cast a spell, you can do so as if you were casting the spell from your spirit companion's position.

WAIL OF THE GRAVE

At 11th level, your spirit companion gains the ability to unleash a horrifying wail that has the potential to literally scare the life out of those who hear it. As an action, you can have your spirit companion unleash this wail. Each creature of your choice within 30 feet of your spirit companion that can hear it must make a Constitution saving throw. A target takes 4d8 psychic damage on a failed save, or half as much on a successful one. Then, if the creature has a number of hit points less than or equal to your accursed level, it drops to 0 hit points.



This wail has no effect on undead or constructs, or creatures immune to being frightened.

Once you use this feature, you must finish a short or long rest before you can use it again.

MUTUAL POSSESSION

Starting at 15th level, your spirit companion can inhabit and control the bodies of other humanoids while maintaining its connection to you. As an action, you can have your spirit attempt to possess a humanoid within 5 feet of it. That creature must make a Charisma saving throw or be possessed by your spirit companion for 1 minute. When your spirit companion possesses a creature this way, it disappears into the target's body. While in the target's body, your spirit companion can't be targeted by any attack, spell, or other effect, except ones that turn undead.

While possessing a creature, your spirit companion retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It still counts as your spirit companion for the purpose of your class features and abilities, and takes its turns and uses its actions as normal. Otherwise, it uses the target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession ends early if the body drops to 0 hit points, you choose to end it on your turn as a bonus action, or your spirit companion is forced out by an effect like the *dispel evil and good* spell. When the possession ends, your spirit companion reappears in an unoccupied space within 5 feet of the body.

After it succeeds on the saving throw or after the possession ends, the target is immune to this feature until you complete a long rest.

Once you use this feature, you must finish a short or long rest before you can use it again.

SPECTRAL CHAMPION

At 20th level, you become an ideal host for spirits, your body so infused with ectoplasmic energy that you empower any spirit that shares it. Your spirit companion's flying speed increases to 30 feet. When you use your Mutual Possession, the target can be any creature that isn't a construct or undead within 5 feet of your spirit companion, and the possession lasts indefinitely.

Additionally, once when you would drop to 0 hit points or be killed outright, you can use your reaction to have your spirit companion retreat into your body and return you to life with 1 hit point. You regain your use of this ability when you finish a short or long rest.

CURSE OF THE ARMAMENT

One of the most common curses suffered by adventurers and explorers is attuning to a cursed object. Many suffer the inconvenience only so long as it takes to get *remove curse* cast on the object, but, for some reason, you chose to remain attuned to a cursed weapon. Perhaps you didn't have the connections or money to have the spell cast, or maybe there was something compelling about the weapon's history that made you reluctant to part with it. Regardless of your reasons, you've embraced your connection with the weapon, despite its annoying tendency to never leave you alone, and have dedicated yourself to mastering it. You may have become a bit obsessed with the combination of magic and martial might the weapon contains, and want to explore just how far you can go with it...

ARMAMENT AILMENTS

As a creature afflicted with attuning to a cursed weapon, you suffer the following ailments:

- You have disadvantage on attack rolls made with weapons other than your curse weapon.
- You are permanently attuned to your curse weapon and can't become unattuned from it by any means, even if another creature attempts to attune to it. Such a creature's attempts to attune to your curse weapon automatically fail.

ACOLYTE OF ARMS

By 1st level, you've dedicated yourself to a mastery of melee weapons in an attempt to better understand the artifact that just won't leave you alone. You gain proficiency with martial melee weapons.

Choose a melee weapon without the heavy property from your starting equipment. This weapon becomes your curse weapon. Due to its cursed nature, it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, but not for the purpose of spells.

If your curse weapon ever becomes destroyed, its curse instantly transfers to the nearest nonmagical melee weapon in your possession, or that isn't being worn or carried if you don't have any other melee weapons.

CLINGING CURSE

Also starting at 1st level, if your curse weapon ever becomes further than 20 feet from you, it instantly reappears in your space, whether in your hand, in its scabbard, or on the ground (your choice each time it reappears this way).



You've learned to use this unique property to your advantage. Your curse weapon gains the thrown (range 20/60) property. When you throw your curse weapon as part of an attack, it reappears in your space immediately following the attack. If you throw it 20 or more feet this way, it doesn't reappear in your space until after the attack is completed.

CURSE SPELLS

You gain curse spells at the accursed levels listed in the Armament Curse Spells table. See the Spellcasting class feature for how curse spells work.

ARMAMENT CURSE SPELLS

Accursed Level Spells

2nd	<i>wrathful smite</i>
5th	<i>magic weapon</i>
9th	<i>elemental weapon</i>
13th	<i>staggering smite</i>
17th	<i>steel wind strike</i> ^{XGTE}

BLADE BOND

Starting at 3rd level, you've formed a greater bond with your curse weapon. You can use it as a spellcasting focus for your accursed spells.

Additionally, this bond allows you to coax it into other forms. Over the course of a short or long rest, you can alter your curse weapon's form and statistics into those of a different melee weapon, even one with the heavy property.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

VORACIOUS WEAPON

Also at 5th level, your curse weapon begins to hunger for additional power, jealous of the advances you've made by siphoning its curse energy. When you attune to a magic melee weapon, you can choose to feed it to your curse weapon, causing your curse weapon to gain its magical properties. For example, if you feed a *flame tongue* to your curse weapon, it gains the *flame tongue*'s ability to ignite by speaking a command word, shedding light and dealing the additional fire damage while it is ignited. While your curse weapon has a magic item consumed this way, it counts as magical for the purpose of spells.

When you feed a magic weapon to your curse weapon this way, you still count as being attuned to the consumed weapon. Your curse weapon regurgitates the consumed weapon, losing the weapon's properties, if you feed it a different magic melee weapon, if you become unattuned from the consumed weapon, or if you use your action to cause it to regurgitate the weapon.

FIGHTING STYLE

At 11th level, your expertise with your curse weapon allows you to adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense. While you're holding your curse weapon, you gain a +1 bonus to your AC. This bonus increases to +2 if you aren't wielding another weapon or shield.

Dueling. While you're wielding or throwing your curse weapon with one hand and no other weapons, you gain a +2 bonus to damage rolls with it.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with your curse weapon while you're wielding or throwing it with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2.

Protection. When a creature you can see attacks a target other than you within 20 feet of you, you can use your reaction to impose disadvantage on the attack roll, throwing your curse weapon to intercept the attack. You must be wielding your curse weapon, and it reappears in your space immediately afterward.

Throwing. You gain a +2 bonus to ranged attack rolls you make with your curse weapon. Additionally, when making a ranged attack with your curse weapon, being within 5 feet of a hostile creature doesn't impose disadvantage on the attack roll.

RECIPROCAL RELATIONSHIP

Also starting at 11th level, when you hit a creature or object with an attack using your curse weapon, you can use your reaction to teleport to the nearest unoccupied space to the target.

You can use this feature a number of times equal to your curse ability modifier (minimum once). You regain all of your expended uses when you finish a long rest.

CURSE COMBINATION

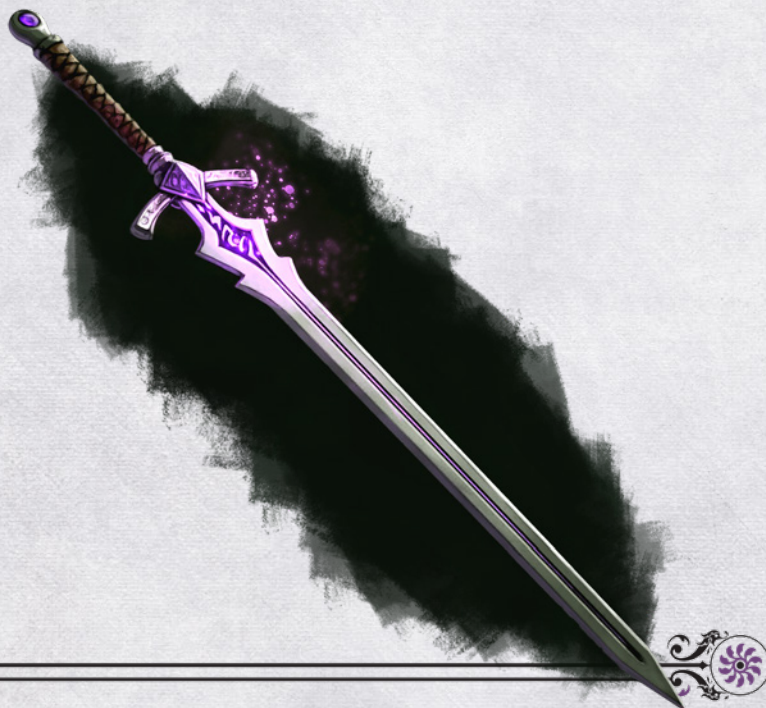
Beginning at 15th level, when you take the Attack or Cast a Spell action, you can make an attack with your curse weapon as a bonus action this turn.

BLOODTHIRSTY BLADE

At 20th level, when you use your curse weapon to score a critical hit or reduce a creature to 0 hit points on your turn, you can make an additional attack with your curse weapon as part of the same action.

RAVENOUS WEAPON

Also at 20th level, your curse weapon can have up to two magic melee weapons consumed at the same time. If you attempt to feed it a third, it regurgitates your choice of the two weapons it currently has consumed. If both of the consumed weapons grant a bonus to attack and damage rolls using the weapon, you use the higher of the two bonuses, not the combination. For example, if your curse weapon has consumed a *weapon* +2 and a *weapon* +3, you will receive a +3 bonus to your attack and damage rolls using your curse weapon, not a +5 bonus.



CURSE OF VAMPIRISM

At some long past point in your life, you were taken by a vampire and turned. You spent countless years as a mindless vampire spawn, destroying and drinking at your master's behest. By a certain point, you'd earned your master's regard, and they made you a vampire scion, granting you a small measure of free will and returning your mind, and began training you to be a true vampire. Dissatisfied with being a gilded slave, you found a way to break your master's control over you, and managed to beat back the curse in your blood, returning yourself to a measure of life that isn't exactly undeath. However, vampiric properties remain in your body, and a part of you thirsts to experiment with the depth of your abilities...

VAMPIRISM AILMENTS

As a creature afflicted with vampirism, you suffer the following ailments:

- You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
- Due to your partially undead nature, if a spell or effect would cause you to regain hit points, you regain only half as many hit points if the spell or effect would normally have no effect on undead.

VAMPIRIC PHYSIOLOGY

At 1st level, you retain some of the physiological advantages of being a vampire scion. You have darkvision to a range of 60 feet. If you already have darkvision, its range instead increases by 30 feet. You also aren't visible in mirrors, and you have resistance to necrotic damage.

Additionally, you still have elongated canine fangs and supernatural jaw strength, allowing you to use your bite as a natural weapon. You are proficient with your bite, which is a melee weapon that deals 1d6 piercing damage. You can use Dexterity, instead of Strength, for the attack and damage rolls of your bite.

SCION'S EDUCATION

Also at 1st level, you benefit from the formal training you received at your vampire progenitor's decree. You gain proficiency with longswords, rapiers, and longbows.

Additionally, you gain proficiency in your choice of one of the following skills or tools: Athletics, History, Insight, Intimidation, Persuasion, calligrapher's supplies, dragonchess sets, or two instruments of your choice. Alternatively, you can learn a language of your choice.

CURSE SPELLS

You gain curse spells at the accursed levels listed in the Vampirism Curse Spells table. See the Spellcasting class feature for how curse spells work.

VAMPIRISM CURSE SPELLS

Accursed Level Spells

2nd	<i>charm person</i>
5th	<i>spider climb</i>
9th	<i>gaseous form</i>
13th	<i>dominate beast</i>
17th	<i>dominate person</i>

DRAINING BITE

Starting at 3rd level, when you hit a creature with your bite that you have grappled or that is willing, incapacitated, or restrained, your bite deals an additional 1d6 necrotic damage, draining blood and life force from the victim. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken this way, and you regain half that many hit points (minimum 1). The reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Undead and constructs are immune to this feature.

The necrotic damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SANGUINE GLAMOUR

Also at 3rd level, you learn to tap into the vampiric ability to charm. As an action, you can attempt to charm a humanoid within 5 feet of you that you can see and that can see you, as long as it isn't hostile to you or any of your companions. The target must succeed on a Wisdom saving throw or become charmed by you until the end of your next turn, until you lose concentration (as though concentrating on a spell), or until you or your companions do anything harmful to it. You can use your action on subsequent turns to maintain this effect for an additional round, up to a maximum duration of 1 hour. The charmed creature regards you as a friendly acquaintance for the duration.

Once the condition ends on a creature, or if it succeeds on its saving throw against the effect, it knows you attempted to charm it, potentially becoming hostile, and becomes immune to this feature until you finish a long rest.



VAMPIRIC STRIKE

Beginning at 5th level, when you take the Attack action on your turn and successfully grapple a creature, you can make a bite attack against that creature this turn as part of the same action.

Additionally, when you take the Attack action on your turn and make only non-bite weapon attacks, you can make an additional non-bite weapon attack as part of the same action.

CRIMSON STRENGTH

At 11th level, the power you've accumulated from all the blood you've drunk manifests as physical strength. You have advantage on Strength (Athletics) checks you make to grapple.

Additionally, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

CALLER OF BEASTS

At 15th level, you learn the *conjure animals* spell. It counts as an accursed spell for you, and doesn't count against the number of accursed spells you know.

Once, you can cast *conjure animals* without expending a spell slot. When you cast the spell this way, it doesn't require concentration, and only swarms of bats, swarms of rats, and wolves can be summoned. You regain the ability to use this feature when you finish a long rest.

SANGUINE ASCENSION

At 20th level, you gain a flying speed equal to your base walking speed, and whenever you deal necrotic damage to a creature that isn't an undead or construct, you regain hit points equal to half the damage dealt, stealing the target's life force.

Additionally, when you use your Sanguine Glamour, the target can be any creature that isn't a construct or undead within 5 feet of you that can see or hear you, and you can maintain the effect for an indefinite period.

ACCURSED MULTICLASSING

Accurseds follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Accursed	Intelligence, Wisdom, or Charisma 13

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Accursed	Light armor, medium armor, simple weapons

ACCURSED SPELL LIST

*Spells with the "OAP" superscript are original spells by OUTLANDISH ADVENTURE PRODUCTIONS, and you can find their full descriptions at the end of the document. Spells with the "XGTE" superscript are from *Xanathar's Guide to Everything*.*

1ST LEVEL

Bane
Cause Fear^{XGTE}
Curse Shock^{OAP}
Detect Evil and Good
Detect Magic
Hex
Inflict Wounds
Infuse Clumsiness^{OAP}
Infuse Hatred^{OAP}
Infuse Terror^{OAP}

2ND LEVEL

Blindness/Deafness
Corrode Metal^{OAP}
Darkness
Hex Bolt^{OAP}
Hold Person
Infuse Sorrow^{OAP}
Knock
Ray of Enfeeblement
Shadow Blade^{XGTE}
Wave of Agony^{OAP}

3RD LEVEL

Bestow Curse
Counterspell

Dispel Magic
Enemies Abound^{XGTE}
Fear
Infuse Bloodlust^{OAP}
Nondetection
Remove Curse
Scourge's Mantle^{OAP}
Vampiric Touch

4TH LEVEL

Blight
Confusion
Elemental Bane
Hex Storm^{OAP}
Infuse Apathy^{OAP}
Infuse Susceptibility^{OAP}
Polymorph
Shadow of Moil^{XGTE}
Sickening Radiance^{XGTE}

5TH LEVEL

Antilife Shell
Bestow Malediction^{OAP}
Dispel Caster^{OAP}
Enervation^{XGTE}
Hold Monster
Infuse Negativity^{OAP}

NEW SPELLS

BESTOW MALEDICTION

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of a mirror you broke)

Duration: Concentration, up to 1 minute

Class: Accursed

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- While cursed, the target has disadvantage on ability checks and saving throws.
- While cursed, the target has disadvantage on attack rolls.
- While cursed, all attacks and spells deal an additional 1d8 necrotic damage to the target.

If *remove curse* is cast on the target, the creature that cast *remove curse* must make an ability check using its spellcasting ability against your spell save DC. If it succeeds, the spell ends.

At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.



CORRODE METAL

2nd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a vial of stomach acid)
Duration: Concentration, up to 1 minute
Class: Accursed, Druid, Wizard

Choose a manufactured metal object such as a metal stove, a metal weapon, or a suit of metal armor that you can see within range. You cause the object to begin to rust and corrode. For the duration, the object is vulnerable to bludgeoning, piercing, and slashing damage. The spell has additional effects if the target was a metal weapon, a metal set of armor, or a metal shield.

Armor or Shield. The armor or shield receives a -1 penalty to the AC it offers. Nonmagical armor reduced to an AC of 10 or a nonmagical shield that drops to a +0 bonus is destroyed.

Weapon. The weapon receives a -1 penalty to its attack and damage rolls. A nonmagical weapon is destroyed if its penalty drops to -3 or lower.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, and the target is a metal weapon, a metal set of armor, or a metal shield, the penalty increases by -1 for each slot level above 2nd.

CURSE SHOCK

1st-level necromancy

Casting Time: 1 action
Range: 15 feet
Components: V, S
Duration: 1 minute
Classes: Accursed, Warlock

You launch a spark of crackling curse energy at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target has disadvantage on the first attack roll, ability check, or saving throw it makes before the spell ends. After the target makes one of these rolls, the spell ends.

A *remove curse* cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, for each slot level above 1st, the target has disadvantage on an additional roll before the spell ends. For example, if you cast this spell using a 3rd-level spell slot, the creature has disadvantage on attack rolls, ability checks, and saving throws it makes within the next minute, or until it makes any combination of three of those rolls, whichever comes first.

DISPEL CASTER

5th-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a chunk of cold iron worth at least 50 gp, which the spell consumes)
Duration: Concentration, up to 1 minute
Classes: Accursed

You flood a creature you can see within range with curse energy, attempting to disrupt its connection to the Weave. The target must make an ability check using its spellcasting ability against your spell save DC. If it fails, until the spell ends, the target becomes unable to

cast spells or activate the effects of magic items, and any magic item the target touches loses all of its magic properties and becomes a mundane item of its type until it is no longer in contact with the target or the spell ends.

At the end of each of its turns, the target can make another ability check using its spellcasting ability against your spell save DC with disadvantage. On a success, the spell ends.

If *remove curse* is cast on the target, the creature that cast *remove curse* must make an ability check using its spellcasting ability against your spell save DC. If it succeeds, the spell ends.

HEX BOLT

2nd-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a splinter of a ladder you've walked under)
Duration: Concentration, up to 1 minute
Classes: Accursed, Warlock

You create an orb of crackling curse energy in your hand, then send it careening at a creature you can see within range as a bolt of dark lightning. Choose one ability when you cast this spell, and make a ranged spell attack against the target. On a hit, the target takes 2d6 necrotic damage and becomes cursed until the spell ends. A creature cursed with this spell takes an extra 1d6 necrotic damage whenever you hit it with an attack and has disadvantage on ability checks it makes with the chosen ability.



If you see the target drop to 0 hit points before this spell ends, you can use your reaction to attempt to extend this curse to another creature you can see within 30 feet of the target. Make a ranged spell attack against the new target as part of the reaction. On a hit, the new target takes 2d6 necrotic damage and becomes subject to the spell's curse. The spell ends if you don't take this reaction or if you miss with the attack roll.

A *remove curse* cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d6 for each slot level above 2nd.

HEX STORM

4th-level necromancy

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a hairball from a black cat that's crossed your path)

Duration: Concentration, up to 1 minute

Classes: Accursed, Warlock

You surround yourself with crackling curse energy, and unleash it in a tempest of dark lightning around you. Choose one ability when you cast this spell. Each creature within 30 feet of you must succeed on a Dexterity saving throw or take 6d6 necrotic damage and become cursed until the spell ends. A creature that succeeds on its saving throw takes half as much damage and isn't cursed. A creature cursed with this spell takes an extra 1d6 necrotic damage whenever you hit it with an attack and has disadvantage on ability checks it makes with the chosen ability.

A *remove curse* cast on a target ends this spell's effects on that target.

INFUSE APATHY

4th-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Accursed

The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 4d6 psychic damage to the target. Additionally, it must succeed on a Charisma saving throw or be filled with an oppressive apathy until the spell ends. For the duration, a creature filled with this apathy can't take actions or reactions and can't willingly speak or use its movement. At the end of each of its turns, an affected creature can make a Charisma check against your spell save DC, ending the spell on a success.

A creature immune to being charmed automatically succeeds on its saving throw against this spell.

INFUSE BLOODLUST

3rd-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Accursed

The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 3d6 psychic damage to the target. Additionally, it must succeed on a Wisdom saving throw or be filled with a ravenous bloodlust until the spell ends. For the duration, a creature filled with this bloodlust can use its action only to take the Attack action, and it must attack a creature it usually regards as an ally with at least one of its attacks if able. At the end of each of its turns, an affected creature can make a Wisdom check against your spell save DC, ending the spell on a success.

A creature immune to being charmed automatically succeeds on its saving throw against this spell.

INFUSE CLUMSINESS

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Accursed

The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 1d6 force damage. Additionally, the creature must succeed on a Constitution saving throw or be filled with an awkward clumsiness until the spell ends. For the duration, whenever a creature filled with this clumsiness makes an attack roll or ability check using Strength or Dexterity, it must roll a d4 and subtract the number rolled from the attack roll or ability check. As an action during each of its turns, an affected creature can make a Constitution check against your spell save DC, ending the spell on a success.

An undead or construct automatically succeeds on its saving throw against this spell.



INFUSE HATRED

1st-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Accursed

The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 1d6 psychic damage to the target. Additionally, it must succeed on a Wisdom saving throw or be filled with a burning hatred for you until the spell ends. For the duration, a creature filled with this hatred has disadvantage on attack rolls against creatures other than you. As an action, the creature can make a Wisdom check against your spell save DC, ending the spell on a success.

A creature immune to being charmed automatically succeeds on its saving throw against this spell.

INFUSE NEGATIVITY

5th-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Accursed

The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 5d6 force damage to the target. Additionally, it must succeed on a Charisma saving throw or be warped into a negative version of itself. For the duration, an affected target's alignment becomes the opposite of its usual alignment. For example, a creature with a chaotic evil alignment will become lawful good until the spell ends. Additionally, an affected target views creatures it previously thought to be hostile as friendly, and vice versa. Each time the affected creature takes damage, it makes a Wisdom check against your spell save DC, ending the spell on a success.

A creature immune to being charmed automatically succeeds on its saving throw against this spell.

INFUSE SORROW

2nd-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Accursed

The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 2d6 psychic damage to the target. Additionally, it must succeed on a Wisdom saving throw or be filled with a deep sorrow until the spell ends. For the duration, a creature filled with this sorrow has its speed halved, takes a -2 penalty to its AC and Dexterity saving throws, and can't use its reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. As an action, the creature can make a Wisdom check against your spell save DC, ending the spell on a success.

A creature immune to being charmed automatically succeeds on its saving throw against this spell.

INFUSE SUSCEPTIBILITY

4th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Accursed

The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 4d6 force damage to the target. Additionally, the target must succeed on a Constitution saving throw or be imbued with a particular weakness until the spell ends. Choose a damage type. If a creature imbued with this weakness has resistance or immunity to the chosen damage type, it loses that resistance or immunity for the duration. As an action during each of its turns, an affected creature can make a Constitution check against your spell save DC, ending the spell on a success.

INFUSE TERROR

1st-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Accursed

The next time you hit a creature with an attack during this spell's duration, your attack deals an extra 1d6 necrotic damage to the target. Additionally, it must succeed on a Wisdom saving throw or be filled with a hysterical fear of you until the spell ends. For the duration, a creature filled with this terror can't willingly move closer to you. As an action, the creature can make a Wisdom check against your spell save DC, ending the spell on a success.

A creature immune to being frightened automatically succeeds on its saving throw against this spell.

SCOURGE'S MANTLE

3rd-level necromancy

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Accursed

Malignant power pours off of you in an aura with a 30-foot radius, weakening your enemies. Until the spell ends, the aura moves with you, centered on you. Whenever a creature hostile to you within the aura deals damage, it must roll a d4 and subtract the number rolled from its damage roll.

WAVE OF AGONY

2nd-level necromancy

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

Classes: Accursed, Warlock, Wizard

A wave of crippling power rushes out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 3d8 necrotic damage and its speed is reduced to 0 feet until the beginning of your next turn, its muscles seizing with pain. On a successful save, the creature takes half as much damage and its speed isn't reduced.

The spell has no effect on undead and constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

APPENDIX A

The “paths” created by the metamorphoses’ prerequisites in Malediction Malignance and Malediction Metastasis can be hard to understand by simply reading them. Below is a visual representation of how these paths work, based on what feature they belong to.

MALEDICTION METAMORPHOSIS (2ND LEVEL)

MALEDICTION MALIGNANCE (10TH LEVEL)

MALEDICTION METASTASIS (18TH LEVEL)

