

THE BLACK BOOK



Options For Evil Characters

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PART II

Class Archetypes

PRIMAL PATH: THE BLOOD RAGER

THE BLOOD RAGER

A Blood Rager is a beast driven mad by the smell of blood, compelled to feats of unimaginable strength and barbarism out of a need to feed. The original Blood Ragers were a low species of half-vampires, a sect of animalistic guardians for the more sophisticated vampire lords. However, as the bloodline died, the traditions of the Blood Ragers lived on in barbarian tribes in the foothills and mountains of lands once ruled over by vampires.

Conditioned to desire blood and flesh by dark masters and profane traditions, the Blood Rager is a terrifying presence on and off the battlefield. Their thirst and inhuman savagery can bring even the most hardened soldiers to cowardice as Blood Ragers feed on the remains of fallen foes and allies even as a battle rages around them.

Off the battlefield Blood Ragers are violent, angry brutes that are rarely tolerated in civilized cultures.

BLOOD RAGE

Starting at 3rd level when you choose this path, your normal Barbarian Rages are replaced with Blood Rages. While in Blood Rage, your thirst for battle is fueled by the violence and death around you. When you reduce a creature to 0 hit points while raging, you gain temporary hit points equal to your Barbarian level + your Constitution modifier. You do not gain this benefit against undead or constructs.

In addition any excess damage done to the creature beyond what is required to reduce them to zero hit points may be transferred to a hostile creature within 5 feet of the original target.

Due to the nature of the Blood Rage, you cannot always control your hunger. When blood is drawn in your presence you must make a Wisdom saving throw (DC 10) or enter a Blood Rage. Entering Blood Rage in this way reduces your Rage count as normal.

When a Blood Rage ends, you must satiate your primal craving by feeding on the blood of a living or recently deceased creature. You may attempt to suppress your hunger by making a Wisdom saving throw (DC 10). On a failed save, you are driven to feed. If you cannot feed, or choose not to, you suffer one level of exhaustion.

SANGUINE DETERMINATION

Starting at 6th level, driven by blood lust, you channel your unnatural determination into a force of will. You may use your Strength (Athletics) skill in place of any Charisma skill check.

UNCONTROLLABLE

At 10th level, spurred on by your insatiable hunger, you are almost impossible to control when under the effects of Blood Rage. While Raging you cannot be grappled or restrained. You also gain a bonus equal to your rage damage to any Strength (athletics) check made to escape from confinement such as cages or shackles.



SUSTAIN

Starting at 14th level as an action you may attempt to feed on an adjacent creature, hostile or otherwise.

When you take one or more melee attacks on your turn you may instead use your action to make a grapple attempt against the opponent. On success, you bury your teeth into the vital areas of the creature and deal 2d8+ Barbarian level necrotic damage, gaining the full amount of damage back as Temporary HP.

Undead or Constructs are immune to this attack and take no damage from it. This attack can be made with advantage if the target is already grappled or restrained.

The damage and healing increases to 3d8 at 17th level and 4d8 at 20th level. You cannot use this feature again until you have taken a short or long rest.

DIVINE DOMAIN: DOMINATION

THE DOMINATION DOMAIN

Gods of the Dominance domain are powerful and uncommonly cruel or evil. They are defined by their willingness to dominate the minds and souls of mortals.

Examples of gods who fall under the domain of Dominance are Loki; Cyric, God of Lies; Lolth, the Spider Queen; Glycon, God of Puppets; and Futsunushi, God of the Sword. Common spheres of influence of the gods of the Dominance domain include war and conquest, lies and trickery, nobility or tyranny, and mind-control or illusion.

A Cleric of the Dominance domain focuses their energies on feeding on both the life energy and free will of those around them. Their powerful patron deities grant them control over the minds of mortals through deception, fear, and absolute domination.

DOMINATION DOMAIN SPELLS

- 1st *Unseen Servant, charm person*
- 2nd *Misty step, alter self*
- 3rd *Fear, vampiric touch*
- 4th *Dominate beast, death ward*
- 5th *Dominate person, modify memory*

BONUS CANTRIPS

At first level you gain the following cantrips: *thaumaturgy, friends*.

CHANNEL DIVINITY: POSSESSION

Starting at 2nd level, you can use your Channel Divinity to tap into the minds of other creatures.

Choose a creature within 1000 feet that speaks at least one language. The creature must not be aware that you are casting the spell and must not be in combat. Using an object that connects you to that creature, you attempt to take control of its consciousness.

That creature makes a Wisdom save against your spell save DC using the adjustment table below. On a failed save you gain control of the creature. You can see through its eyes, speak with its mouth and control its body as if it were your own. The creature speaks the exact words you speak and only in a language which you speak. This effect lasts for 1 hour, during which your body remains perfectly still except for your mouth, as you speak the same words you are forcing the creature to speak.



Ordering the creature to take any action that causes it direct harm (stepping off a cliff, stabbing itself) ends the effect immediately. Forcing the creature to take any action which goes against completely its nature (e.g. a guard letting all of the prisoners escape) allows the creature to make an additional Wisdom save before taking the action. On a success, the spell ends. If the creature enters combat, its mind becomes focused and the spell ends immediately. When the spell ends, the creature is not aware of any actions which it has taken while possessed. It awakens unaware of any time having passed, but will be aware of any change in location or situation that is apparent to it.

The creature may choose to fail its initial saving throw and any subsequent saving throws on purpose. Creatures that can't be charmed are immune to this effect.

POSSESSION SPELL SAVE ADJUSTMENT

Apply this modifier to the target's spell save.

Knowledge	Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+2
Familiar (you know the target well)	0

Connection	Modifier
Likeness or picture	-3
Personal possession or garment	-4
Body part, lock of hair, bit of nail or similar	-5

MIND CONTROL

At 6th level the willpower needed to control a creature comes so naturally to you that you barely need to focus on it. You may concentrate on both a charm spell and an additional concentration spell. While doing so in combat, you must make a DC 10 concentration check at the beginning of each of your turns or lose concentration on the second spell. Out of combat this same concentration check is made once per minute.

You cannot use this ability again until you take a long rest.

Note: This effect does not stack with any other effect that allows a player to concentrate on more than one spell.

MINDBLAST

At 8th level, your focus on dominating magics is so strong that all of your magical attacks are an assault on the mind of the target. You add 1d4 in psychic damage to any attack cantrip damage and are healed for the full amount of that psychic damage so long as the target creature has a CR of 1/4 or higher. This increases to 2d4 at 13th level.

ENTHRALL

At 17th level your ability to dominate the will of others is surpassed only by your master's. When you cast *dominate person* or *dominate beast*, you receive the benefits of casting that spell at its highest possible level regardless of the spell slot used. For example, you may expend a 5th level spell slot to cast *dominate person* and have the spell last for up to 8 hours as if cast at 8th level.

MARTIAL ARCHETYPE: CRIMSON BLADE

CRIMSON BLADE

A Crimson Blade is a term given to those weapons which have been cursed (or blessed, depending on one's perspective) with the raging spirit of a defeated vampire lord. These blades are rumored to choose their wielders, rather than the other way around, and the relationship is not always mutually appreciated. Though the specific goals of a Crimson Blade vary, each blade is intent on achieving its own, selfish goals. The wielder benefits greatly, though, from the blade's innate magical power and the unnatural vitality it grants. Many attempt to use the blade for good or for god, but, in the end, little is done that does not help the blade obtain its own subtle goals.

CALL CRIMSON BLADE

Starting at 3rd level, you gain access to a mythical Crimson Blade, a vile weapon infused with the soul of a vampire lord. When you choose this archetype, you may also choose the form the Crimson Blade takes. You can establish the Crimson Blade as any melee weapon type, but once established, it cannot be altered. You are proficient with this weapon and it is magical for the purposes of determining damage resistances and immunities. The damage of your Crimson Blade is determined by its established form. Consult the *Player's Hand Book* for a list of weapon choices.

Using an action you may summon this weapon to you as long as you have a free hand. As an action you may unsummon the weapon, causing it to return to its native plane, The Shadowfell. The weapon disappears to its native plane if it is more than 1000 feet from you.

Your Crimson Blade saving throw DC is (8 + proficiency + melee damage modifier).

ESTABLISHING YOUR CRIMSON BLADE

A Crimson Blade is a sentient object. Work with your DM to establish the form of your Crimson Blade, starting with the personality, history, and goals of the vampiric soul inhabiting it. Doing so will inform both the form the weapon chooses to take and how, if at all, the Crimson Blade interacts with the player and party, when it gains the ability to interact at level 7.

note: Crimson Blades are not always bladed weapons, but they are always melee weapons. The Crimson Blade cannot take the form of a bow, crossbow, or other ranged weapon.

BLOOD DICE

Starting at 3rd level, your Crimson Blade's vampiric spirit thirsts for the life force of other living creatures. This thirst is represented by a pool of d4 Blood Dice the number of which is equal to your fighter level.

Your pool of Blood Dice is replenished after a long rest. During a short rest, you may expend hit dice to regain an equal number of Blood Dice.



GASH

Starting at 3rd level, when you successfully hit a hostile creature with a melee attack using your Crimson Blade you may choose to expend one or more of your Blood Dice to perform a Gash attack. You must choose to do so after the DM declares a hit, but before you roll damage for your weapon. When you do so, roll the chosen number of Blood Dice and apply the results as necrotic damage to the target.

Additionally, apply half of the resulting damage, rounded down, to yourself as necrotic damage. The damage applied through this effect to the wielder of the Crimson Blade is a direct result of its link to them and cannot be resisted or negated.

When a hostile creature is affected by a Gash attack, it must make a Constitution saving throw against your Crimson Blade save DC. On a failed save it is affected by the Bleed condition. A necrotizing wound opens on the target and it takes necrotic damage equal to one half of the Gash damage roll at the start of each of its turns as a result of bleeding. This effect lasts until the creature receives healing or is reduced to zero hit points.

If the target receives any form of healing, the effect ends and it becomes immune to the Bleed condition until the end of its next turn.

Undead and constructs are immune to both the Gash and the Bleed effects.

CONSUMING MAGICAL WEAPONS

A Crimson Blade is capable of a great many evils, not the least of which is the ability to consume magical weapons.

To consume a magical item the Crimson Blade and target magical item must be in close proximity for the duration of a long rest. At the end of the rest Crimson Blade gains all magical properties of the target magical weapon, leaving the target weapon inert and non-magical.

This process replaces any magical enchantments the Crimson Blade already possessed, making "stacked enchantments" impossible.

Once the Crimson Blade has consumed the magic within an item, the wielder is considered attuned to the magical properties of the Crimson Blade and normal attunement rules apply.

THICKER THAN WATER

Starting at 7th level your Crimson Blade, ostensibly as a sign of trust, has chosen to communicate with you and is now a sentient weapon. It has a personality determined by its history as both a vampire and a weapon, but cannot take actions beyond observation and communication. Your Crimson Blade gains the *message* cantrip and the ability to communicate in one language of your choosing. Additionally, the Crimson Blade may expend a Blood Die to use the spell *sending*.

The Crimson Blade gains the ability to see and hear, has a passive perception of 16, and darkvision up to 60ft.

Your Crimson Blade has pursuits of its own and is fully capable of manipulation or deceit, though it will not take any actions that result in direct harm to its chosen wielder. It has the following statistics.

CRIMSON BLADE

Sentient Weapon, Lawful Evil

Spells *Message*, *sending* (cost of 1 Blood Die)

Skills Persuasion +8, Deception +8, Insight +3, Perception +6

Languages One chosen by wielder

Abilities Darkvision

INFECTED WOUND

Starting at 10th level, your Crimson Blade transfers a small measure of its necrotic presence into the wounds it inflicts.

As a Bonus Action, choose a creature that you can see that is currently affected by the Bleed condition. Expend 2 Blood Die to force the creature to make an additional Constitution saving throw. On a failed save the creature is also affected by the Poisoned condition.

Removing the Bleed condition through any healing also removes the Poisoned condition.

SANGUINE SYMPHONY

At 15th level your critical hit range is increased to 19-20.

VAMPIRIC BOND

At 18th level, having grown to almost the apex of its current potential power, your Crimson Blade is capable of devouring not only the life energy of its victims, but also their willpower.

As an Action you attempt to charm a number of creatures that you can see that are currently affected by the Bleed condition. For each creature you choose to affect expend one Blood Die.

When you use this ability you can choose to cast either the *dominate person* or the *dominate beast* spells as detailed in the *Player's Hand Book*. You cannot cast both with the same action and may only target creatures currently affected by Bleed.

The target creatures must make a Wisdom saving throw against your Crimson Blade save DC or come under the effect of the chosen spell. Even if the creature is actively fighting you or a creature friendly to you, it does not gain Advantage on this saving throw.

The strain of dominating multiple creatures is considerable. The target creatures gain a +1 bonus to their saving throw for each creature you are attempting to dominate beyond the first. (Example: attempting to dominate 1 creature gives no bonus. Attempting to dominate 2 creatures gives a +1 to each. Attempting to dominate 3 creatures gives +2 to each. Etc.)

You cannot use this ability again until you have finished a long rest.

MONASTIC TRADITION: WAY OF THE BLACK BOOK

THE WAY OF THE BLACK BOOK

Monks of the Way of the Black Book study vampires and vampiric culture both from an academic and philosophical standpoint. The students of this school seek to mimic the movements and cultures of vampires most often out of a nonaligned appreciation of the form itself and the cultural merits of their societies.

The philosophy of the Way of the Black Book can be unforgiving and merciless, teaching principles of self improvement through subjection to brutal trials. Followers of the Way of the Black Book fervently believe that only through adversity can a people persevere, and the monks often take this philosophy into their travels and interactions with others; often forcing struggle on the common people in order to make them stronger.

There does exist, however, a sect of cruel students who seek to imitate not only the vampire's natural grace, strength, and resilience, but also its cruelty and unrelenting quest for power. This particular group is known as the Black Hand, and they worship an ancient vampire lord supposedly ascended into godhood.

Monks of both orders are known to mutilate their bodies in perverse pursuit of enlightenment through pain and meditation.



GRIP

Starting at 3rd level, when you choose this tradition you may expend 1 Ki point as an action to gain the effect of spider climb. This effect lasts for 10 minutes and does not require concentration. Additionally, while walking on wall, ceiling, or similar naturally occurring surface, you gain advantage on Dexterity (Stealth) checks.

DEVIL'S SIGHT

Starting at 6th level as a bonus action you can spend 1 ki point to gain the ability Devil's Sight as defined in the *Player's Hand Book* (pg 110). This effect lasts for one hour.

You cannot use this ability again until you finish a long rest.

UNNATURAL FORM

Starting at 6th level you may expend 2 ki points as an action to shapeshift into a cat, bat, or rat. When you do so, you maintain your wisdom and intelligence score as well as any languages you may speak, but all other attributes become that of your selected creature. This effect lasts for 8 hours or until you choose to end it. Once ended, you may not use this ability again until finishing a short or long rest.

TERRIFYING CONTORTIONIST

Starting at 11th level your body begins to reflect the gratuitous torturous meditations to which you subject it. You can twist in unnatural ways and bend bones and limbs in ways that should break them into splinters. You can add your wisdom modifier to Charisma (Intimidation) checks.

Additionally, while walking on any non-floor surface under the effects of Grip you gain the following benefits.

- *Undetectable* As long as you are motionless, you are totally indistinguishable from the surface and cannot be detected by non-magical means.
- You gain advantage on Wisdom (Perception) checks made to look for hostile creatures as your head cranes in impossible directions.
- When you first reveal yourself, the visage of your unholy, contorted form forces enemies within 10 feet of you to make a wisdom saving throw or be frightened for a number of rounds equal to your wisdom modifier. Any affected creatures may attempt this saving throw again at the end of each turn. Creatures that are immune to charm effects are not affected by this ability.

SPIRIT OF MIST

Starting at 17th level, the Monk gains a measure of immortality. The Monk can spend one week and an amount of building materials equal to 3,000 gold in order to construct a place of power and imbue it with profane magics. Common places of power include shrines or altars, crypts, or even thrones. The Monk can maintain up to two places of power.

When the Monk suffers damage that would kill them outright or when the Monk fails a third death save, the Monk may choose to activate Spirit of Mist, causing the Monk's body to be completely transformed into a mist. If the Monk cannot transform into mist for some reason (e.g. they are under water), they are destroyed. It has a flight speed of 60ft and is immune to all damage types.

When in this form, the Monk cannot interact with objects or communicate with any creature. The Monk cannot revert to their physical form and must return to their place of power within 24 hours or be destroyed. Once in their place of power, the Monk reverts to a physical form and must rest at least 8 hours totally undisturbed to regain 1 hit point.

RANGER ARCHETYPE: THE BLOOD HUNTER

Blood Hunters find themselves along the path of the Ranger seemingly from birth. Descended from distant lycanthropic ancestors, Blood Hunters are drawn to the wild from birth, finding themselves more at home in the forests than in any city. Because the lycanthropic curse is weak in the veins of a Blood Hunter, most are unaware of their heritage until it manifests in adulthood. When you choose this archetype, consider carefully your specific heritage as different lycanthropes have different personality traits and abilities. You can read about the different types of lycanthrope from which you may have descended in the Monster Manual on page 206.

HIDE SKIN

When you choose this archetype at 3rd level, your lycanthropic ancestry begins to show itself as your skin toughens slightly into a leathery hide. When you are not wearing armor your AC is equal to 13 + your Dexterity modifier.

LYCANTHROPIC ANCESTRY

When you choose this archetype at 3rd level select a lycanthropic ancestor. You gain the benefits associated with that ancestor.

Werewolf: You gain proficiency in Wisdom (Survival) skill. If you are already proficient, you may add double your proficiency bonus to checks with this skill. In addition you gain darkvision up to 90 feet. If you already have darkvision, it increases by 30 feet.

Wererat: You gain proficiency in Dexterity (Stealth) skill. If you are already proficient, you may add double your proficiency bonus to checks with this skill. In addition you gain darkvision up to 90 feet. If you already have darkvision, it increases by 30 feet.

Werebear: Starting at level 3 your hit point maximum increases by 1 per ranger level. In addition you gain proficiency in Constitution saving throws.

Weretiger: You gain proficiency in Dexterity (Acrobatics) skill. If you are already proficient, you may add double your proficiency bonus to checks with this skill. In addition you gain +1 to all ranged attack rolls.

Wereboar: You gain the Frenzy ability. As a bonus action you may choose to enter a frenzy for 1 minute. You gain +2 to strength based melee attack and melee damage rolls and resistance to piercing, bludgeoning, and slashing damage. Your frenzy ends if you do not make an attack roll against a hostile creature or receive damage for 2 rounds of combat. You may not use this ability again until you finish a long rest.

MARK OF THE PREDATOR

Starting at 7th level, as a bonus action you choose a target within 120 feet that you can see or smell. For 8 hours you have advantage on attack rolls against this target. As long as you remain within 1 mile of this target and it is not hidden by magical means, you always know where it is. You cannot use this ability again until you have finished a long rest.



PARTIAL TRANSFORMATION

Starting at 11th level, your practiced use of lycanthropic abilities and strength of mind allows you to perform a minor lycanthropic transformation which slightly alters your physical form in the described manner. The transformation lasts for 10 minutes. You cannot use partial transformation again until you finish a long rest. You gain one of the following abilities based on your lycanthropic ancestry.

Werewolf: Your teeth sharpen and elongate into razor sharp fangs as the heightened senses of the hunter give you impossible knowledge of your surroundings. You have advantage on Wisdom (Perception) and Wisdom (Survival) skill checks. In addition, you may perform the Bite action. As an action you may attempt to Bite a creature. You make a melee attack against the creature. On a hit you deal 2d6 + your melee damage modifier piercing damage to the creature and regain the full amount as Temporary Hit Points. You do not gain any Temporary Hit Points if the target is Undead or a Construct. You have advantage on this attack if you have grappled it.

Wererat: You summon 2 swarms of rats (Monster Manual page 339). You have an instinctual link with these rats and may communicate with them as if you were under the effects of the speak with animals spell. The rats act on your initiative and follow your commands until the rats are reduced to 0 hit points. As a bonus action you can command the rats to use the Move, Hide, Dash, Attack actions or to perform a simple interaction with an object.

Werebear: Your skin thickens further and coarse hair grows from it as your mouth becomes a bestial snout. If you are not wearing armor your AC is equal to 13 + your Dexterity modifier + your Wisdom modifier.

Weretiger: Claws extend from your fingers and toes and your knees and legs bend unnaturally to increase your speed and strength. Your speed increases by 20 feet, you gain a climbing speed of 30 feet, and you may jump up to 10 times your Dexterity modifier from a standing start, even vertically.

Wereboar: Vicious tusks protrude from your mouth. As a bonus action you can move up to your movement speed in a straight line towards a hostile creature. If you move at least 10 feet as part of this movement, you may make a free tusk attack. You are proficient in this attack. The damage is 1d10 and the attack and damage modifier is your Strength modifier.

BLESSING OF THE LYCAN GODS

Starting at 15th level your actions have drawn the attention and favor of the brutal lycanthrope gods. While the gods of lycanthropy differ greatly, those who receive their blessing can be sure they will receive two things: power to hunt and kill their prey, and swift retribution for losing the favor of these unforgiving lesser deities. You gain the following ability based on your lycanthropic heritage.

Werewolf: Blessing of Daragor, the Marauding Beast.

Instinctual and Savage, Daragor is the dark patron of those that kill without thinking. At the start of combat you may choose to grant yourself a +10 to your initiative roll. You do this after you see your result but before initiative order is established. When you activate this ability, you must take the Attack action on your first combat turn. If you fail to take the Attack action, you become Stunned until the end of your next turn. If activating this ability causes you to act first in initiative, your first successful weapon attack in that round is automatically a critical hit. You cannot use this ability again until you finish a short or long rest.

- **Wererat: Blessing of Squerrik, the Rat God of Thieves**

Cowardly and weak, Squerrik strikes only from the shadows. As an action you create one of the following effects. You become invisible for 1 minute. For 1 minute you have access to 2 d6 sneak attack dice. Once per turn when you have advantage on an attack roll, you can choose to add your sneak attack dice to your damage roll. You cannot use this ability again until you finish a short or long rest. You may choose to end this state early with a bonus action.

- **Werebear: Blessing of Balador, the Father Bear** Wise and friendly, Balador's rare moments of anger strike his enemies with dread. As an action you release a deafening roar. All hostile creatures that can hear you must make a Wisdom saving throw or be frightened of you for 1 minute. Creatures that are immune to charm are not affected by this ability.

- **Weretiger: Blessing of Ferrix, the Tiger Goddess** Clever and curious, Ferrix walks among mortals unnoticed. You can cast the disguise self spell on yourself at will.

- **Wereboar: Blessing of Malar, the Beastlord** Cruel and hateful, Malar delights in wanton bloodshed and death. When you activate the Frenzy ability, you may make one free attack on that turn only.

PALADIN OATH: THE LAWBRINGER

OATH OF THE LAWBRINGER

The Oath of the Lawbringer is sworn only by those paladins who believe so fully in the rule of law as for it to be a religion unto itself. Lawbringers swear to enforce the letter of the law unerringly and without mercy or exceptions. Their steadfast faith in the law is rooted in their belief not only in the law itself but in the divine right or wisdom of those who make the law, trusting that any law or order issued by these rulers must be good in its own right or serve some greater good. Lawbringer paladins are not necessarily evil, but their strict adherence to codes of behavior crafted by mortals does often put them on the wrong side of ethics as they sometimes find themselves enforcing tyrannical laws or draconian punishments.

TENANTS OF THE LAWBRINGER

Paladins of the Oath of the Lawbringer swear allegiance, above all, to the idea of an orderly and obedient society. Their unwavering faith and adherence to the law is reflected in their tenants.

Tolerate no Infraction. No infraction, no matter how seemingly insignificant, is below retribution.

To the Letter. Follow each order, each law, each prescribed sentence without hesitation, omission, or interpretation.

Obedience is Blind. The commands of my superiors are unquestionable.

Never Relent. The only escape for those judged guilty is death.

OATH SPELLS

The Lawbringer gains access to the following spells

Paladin Level	Spell
3rd	<i>command, shield</i>
5th	<i>hold person, see invisibility</i>
9th	<i>magic circle, counterspell</i>
13th	<i>freedom of movement, locate creature</i>
17th	<i>dispell evil and good, dominate person</i>

CHANNEL DIVINITY

When you take this Oath at 3rd level you gain the following two Channel Divinity Options.

Control The Chaos Your training and focus, when combined with your supreme faith, allow you to give a semblance of order to the chaos of battle. As an action you choose one creature you can see within 60 feet of you and grant it divine guidance in its understanding of the battlefield situation. At the start of the next round of combat that creature is moved to the top of the initiative order and stays there until combat is resolved.

Turn The Lawless You can use your Channel Divinity to imbue the forces of chaos with a deep and unnerving sense that the forces of order and law are coming for them. As an action you present your holy symbol and designate any number of non-lawful creatures within 30 feet of you that can hear you. Each designated creature must make a Wisdom saving throw. On a failed save the creature is turned for 1 minute or until it takes damage.

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



AURA OF THE SHIELD

Starting at 7th level your service to forces of order grants you and your allies their divine protection. You and friendly creatures within 10 feet of you gain +1 to Armor Class.

IMPLACABLE INVESTIGATOR

Starting at 15th level your senses are guided by the divine, allowing you to seek out and dispense justice to even the slipperiest of foes. You gain advantage on Intelligence (Investigation), Wisdom (Perception), and Wisdom (Insight). In addition your base Passive Perception is increased by +5.

NO ONE ESCAPES THE LAW

At 20th level you become the law incarnate. As an action shadowy arms reach for a 30 foot radius centered on you to hold those that would attempt to escape your justice. For 1 minute any hostile creature which starts its turn in this area must make a Strength saving throw or be Grappled.

In addition, creatures of chaotic alignment within this area have disadvantage on all saving throws against spells or abilities used by you or your allies, including the effect of this ability.

ROUGHISH ARCHETYPE: THE NIGHT CHILD

CHILDREN OF DARKNESS

The Night Children are a clan of dread assassins with a reputation of such brutal and stoic efficiency that even those few who know of them fear to whisper their name.

The Night Children practice dark rituals of humanoid sacrifice in order to gain unnatural abilities of stealth and precision.

These rituals are deeply intertwined with their heritage, as the order itself descends from the vampire kingdoms of ancient times. In those long nights The Night Children served as secret police and as judge, jury, and executioner for the will of their vampiric kings and queens.

Now, masterless and serving only their own gains, The Night Child is the perfect assassin for any both foolish and wealthy enough to call on them.

UNDENIABLE PRESENCE

When you choose this archetype at 3rd level, your presence strikes fear into the hearts of those around you. You gain proficiency with the Charisma (Intimidation) skill.

Additionally, you become skilled in controlling and cowering creatures with your lightning fast reflexes and knowledge of anatomy rather than your brute strength. You may use Charisma (Intimidation) or Dexterity (Stealth) when initiating a grapple in place of Strength (Athletics).

When you grapple a humanoid, you may choose to force it to make a Wisdom saving throw. If it fails this saving throw it is paralyzed for a duration of 1 minute. As a bonus action you may move the grappled humanoid up to half your movement speed in a straight line. If you take damage from any source, the effect ends immediately.

It may attempt to break this paralysis by making this saving throw again at the end of each of its turns.

The DC for this saving throw is 8 + your proficiency + your Charisma modifier. You may use this ability a number of times equal to your Charisma modifier per day. Creatures that cannot be charmed or have an Intelligence score of 4 or lower are immune to this effect.

DARK EMBRACE

When you choose this archetype at 3rd level you gain the ability to use Dark Embrace at will. By studying under some dark master, by chance, or by some other means, you have learned the powerful and profane practices of humanoid sacrifice. With practiced precision and natural stoicism you can take the life of any humanoid with a single flick of your dagger or slash of your sword by imbuing it with dark energies. The target of this ability must be incapacitated, asleep, or otherwise totally unaware of your presence and not in combat.

You must pass a Dexterity (Stealth) check equal to the target's passive perception in order to reach the target and initiate the Dark Embrace. The targeted creature makes a Constitution saving throw or is instantly and silently killed.

The DC for this saving throw is 8 + your proficiency + your Charisma modifier.

When you gain this feature at 3rd level, your Dark Embrace is effective against humanoids of CR ½ or lower. You may use this ability against creatures of higher CR at 5th, 8th, 11th, 14th, and 17th level as described below.

Rogue Level	Humanoid CR
3rd	1/2 or lower
5th	1 or lower
8th	2 or lower
11th	4 or lower
14th	6 or lower
17th	8 or lower

INTANGIBLE INVADER

Starting at 9th level as a bonus action you may cast the spell *misty step* as described in the player's handbook. After casting this spell, you may Hide as a free action. You may not use this ability again until you finish a short or long rest.

IMPROVED DARK EMBRACE

Starting at 13th level your Dark Embrace becomes imbued with the sanguine lust of The Night Children. When you successfully kill a creature using the Dark Embrace ability, roll your sneak attack dice. You gain temporary hit points equal to half of the result.

You cannot use this feature again until you finish a long rest.

UNLIFE

At 17th level as a result of your dark practices, your corrupted soul begins to show on your physical form, bringing you closer to unlife than life. You gain the following benefits:

- Your natural age is tripled.
- You become immune to magical charm effects
- You gain immunity to critical hits from melee weapons

WIZARDRY SCHOOL: WITCHCRAFT

THE SCHOOL OF WITCHCRAFT

Existing on the fringes of wizardry, the School of Witchcraft practices an ancient and older magic than most wizards are comfortable with. These practitioners of the old ways walk the line between true arcane magics and powers granted by divine or profane powers beyond the material plane. Witches believe that the power of magic cannot be studied through dusty tomes in libraries. Rather, truly powerful magic can only be obtained through commune with the spirits of the land. Students of the School of Witchcraft walk the line between true wizards and druids, often borrowing from both paths in their pursuit of magical power.

WITCH'S FETISH

Starting at 2nd level when you choose this class archetype you may craft a witch's fetish. You may only craft a single witch's fetish. If your fetish is destroyed or lost, you can spend 8 hours and 100gp of appropriate materials to create a new one of the same type. When you gain a wizard level, you may choose to willingly destroy your fetish in order to craft one of a new type. When you craft your fetish, choose from one of the following options.

Fetish	Power
Fetish of the Dead God	The first time you drop to 0 hit points today you instead drop to 1 hit point.
Fetish of the Vampire Lord	Once per day you may choose to sacrifice blood to regain power. You roll up to 2 d6s and reduce your max hit points by the result plus your Wizard level. You must declare how many will be rolled before rolling. For each d6 rolled you regain a spell slot. The maximum spell slot level you can regain is equal to the number of d6s you rolled. Your hit point max is restored after a long rest.
Fetish of War God	You gain proficiency with heavy armor. You may use your intelligence modifier to meet any strength requirements.
Fetish of Light	You gain the ability to see in darkness and magical darkness up to 30ft as if it were bright light and up to 60ft as if it were dim light. Once per long rest you may use your bonus action to spread blinding light from your hands, imposing disadvantage on attack rolls to one creature you can see.
Fetish	Power
Fetish of the Moon	As an action you can transform into a wolf. This state can only be entered at night. While transformed you take on all attributes of the wolf as described in the Monster Manual. This effect lasts 4 hours or until the sun rises, whichever comes first.
Fetish of the Lamb	When you cast a spell using a spell slot of 1st level or higher you may use your bonus action to grant the spell slot level + your Intelligence modifier hit points to a creature within 60 feet that you can see.

BAG OF TRICKS

Beginning when you select this school at 2nd level you gain access to a bag of tricks. During a long rest you may conjure material components necessary for spells you wish to cast up to a value of 100 gp. After 24 hours these materials fade from existence. If you lose your bag of tricks you may spend 50gp and 24 hours to create a new one. In addition, when casting a spell which consumes a material component with an attached gp value, that required value for that component is halved.

RITUALISTIC CASTING

Starting at 2nd level your practiced rituals come quicker to your mind and the movements involved flow through you as if second nature. All ritual spells count as wizard spells for you and when you cast a ritual the casting time is 1 minute.

BONE CASTER

When you gain this ability at 6th level you can spend 1 hour to create a set of enchanted bones from the fresh bones of any creature. As a bonus action you may throw these bones on the ground in front of you to cast any spell that has the ritual tag and is of a spell level you are able to cast. Cast the spell at the highest level for which you have a spell slot. When you do so you do not use a spell slot, but the bones are destroyed. You can create an additional set of bones at the end of a long rest.

ADVANCED WITCH'S FETISH

Beginning at 10th your fetish grows in power as it begins to consume the magical energies used around it. When you construct a fetish, your chosen fetish gains the following additional benefit:

Fetish	Power
Fetish of the Dead God	The first time you drop to 0 hit points today you may choose to drop instead to 1 hit point or to enter the ethereal plane for ten minutes. While on the ethereal plane you can see and hear objects and creatures within 60 feet of you. You cannot interact with objects, but may pass through solid matter. As an action you can make a DC 20 Intelligence check to speak 1 sentence to a creature within 10 feet of you. That creature hears this as a faint whisper. If you do not return to your body within the 10 minutes, your soul is lost and cannot be resurrected. If you do, you count as stabilized at 0 hit points.
Fetish of the Vampire Lord	Once per day you may cast the spell gaseous form as an innate ability.
Fetish of War God	If you cast a spell of 1st level or higher that results in a creature within 5 feet of you being reduced to 0 hit points, make an Intelligence (Arcana) check DC 25. On a successful roll, you regain the spell slot no higher than 5th level. If the spell slot used was of 6th level or higher, you gain a 5th level spell slot.
Fetish of Light	You can see invisible creatures and objects up to 60 ft.
Fetish of the Moon	As an action you can transform into a werewolf. This state can only be entered at night. While transformed you take on all attributes of the wolf as described in the Monster Manual. This effect lasts 4 hours or until the sun rises, whichever comes first. If you are reduced to 0 hit points you revert to your natural form.
Fetish of the Lamb	When you use your fetish to heal another creature, that creature gains a protective ward. Any hostile creature that targets the healed creature with a spell or attack must make a Wisdom saving throw equal to your spell save DC or lose their spell or attack. This effect lasts until the start of your next turn.

ALTERNATIVE WITCH'S FETISH

At 10th level when you would craft an advanced Witch's Fetish you may choose instead to craft a second standard fetish. If you choose to do so you gain the benefit of 2 different Witch's Fetishes at the same time. You may use only the power described in the original Witch's Fetish gained at 2nd level.

MATERIAL RESERVOIR

Starting at 14th level you have spent innumerable hours in preparation for each and every one of your spells and have developed a veritable horde of material components. You may cast a spell that you know without the material components. You cannot use this feature again for 3 days.

PART III

Character Backgrounds

AFFLICTED

*“But what does it mean, the plague? It's life, that's all.
— Albert Camus, *The Plague*

Shunned and cast out by those residing in polite society, the Afflicted exist on the fringes of civilizations across the realms. Though their afflictions are as varied as the societies which abandoned them, Afflicted are united by a common fear and revulsion of society, a dark mirror of the general populace's own feelings.

Afflicted inhabit the dangerous wilds of the world or the abandoned parts of cities, making them natural adventurers, if only as a means of survival. The slight contact with the greater population an Afflicted has is usually brief, to the point, and punctuated with mutual disgust.

Do you roam the sewers of the city, living off of rats and the charity of the clergy? Perhaps you are the last survivor of a group of Afflicted cast out into the wilds outside the city walls. Or were you imprisoned in your own home by those you love, those afraid your condition might spread?

The time has come for you to walk once more among the people.

- **Skill Proficiencies:** Survival and choose one from Religion or Medicine
- **Languages:** Choose any one common language
- **Tools:** One set of crafting tools
- **Equipment:** A mask, a set of common clothes, a pouch containing 5gp, bandages

FEATURE: CHARITY CASE

Even outsiders are accepted by some. Charitable or philanthropic organizations such as temples will offer you sanctuary. Such arrangements often come with a price, though.

SUGGESTED CHARACTERISTICS

The vast majority of Afflicted live outside of society and tend to lean towards a chaotic lifestyle, though it is not unheard of for Afflicted to gather in small communities and enforce their own form of law.

Afflicted have suffered the worst life has to offer and often reflect this in their personalities. They have a tendency towards cynicism or pessimism and may even harbor feelings of victimhood.

Afflicted usually harbor visible signs of their particular affliction. Most choose to hide these signs to the best of their ability, though some wear them as a badge of honor.

d6

Affliction

Plague	My body carries a deathly and dreaded plague, one so virulent as to have toppled entire cities.
Leprosy	Swollen skin, bent bones, and missing fingers. Unending pain and public disgust haunt me day and night.
Minor Lycanthropy	I am doubly cursed with bestial features and behaviors with none of the power that lycanthropes inherit.
Cursed	A curse from either on high or deep below hangs darkly over my head. Those who walk with me soon regret it.
Soulless	I have been stripped of my earthly soul, left an empty and unnatural shell with no place in this plane or any other.
Mental Malady	“Touched” they call me. They say my mind is deeply damaged. I say the veil is lifted!

d6

Living Situation

Sewers	I have lived off rats and petty theft from a small hideout in the sewers.
Sanitarium	Chained and gagged I have suffered at the hands of cruel and misguided “healers”.
Temple Worker	I was lucky to have found some measure of tolerance, if not acceptance, from a local clergy. They allowed me to live in the catacombs in exchange for labor.
The Wilds	Life in the unsettled territory certainly isn't easy, but someone with the right skills can live a tolerable life.
A Colony	I found strength and solace among those afflicted as I was.
Quarantined	My family imprisoned me within my own home, saying it was for my own safety.

d8	Trait
1	I will eat anything and have probably survived off of far worse.
2	I have an unerring respect for the gods and worship daily.
3	I must change my bandages several times a day.
4	Being so removed from society, I have little understanding of social or economic class.
5	I do not fear death. I have often, in fact, hoped for it.
6	I do not like prolonged debate. I prefer to take the wrong road than to die of old age at the intersection.
7	I drool uncontrollably.
8	Those around me often feel put off, ill at ease, or fretful without knowing why.

d6	Ideal
1 Religion	Service to a higher power is the only meaningful task we can undertake. (Lawful)
2 Charity	Only blind luck and fate determines the haves and have-nots. Next time the great wheel turns, you may not be so lucky. Give accordingly. (Good)
3 Self-Reliance	None have helped or ever would help me. Learn to survive alone or you will die waiting for aid that never comes. (Chaotic)
4 Pain	Through suffering we grow strong. (Evil)
5 Community	Only together can we stand against darkening times. (Neutral)
6 Nothing	Life is meaningless. (Neutral)

d6	Bond
1	The affliction has ruined my life and the creature responsible for it will pay
2	Unbeknownst to me, I carry an item that holds the secret to my cure.
3	I carry an object which keeps my affliction from consuming me completely.
4	I have sworn to make amends for a terrible transgression.
5	I attend meetings with other Afflicted. We talk, share our stories, and support each other emotionally.
6	Before my affliction, I was promised to marry with my soul mate. I could not bare to face them in my condition.

RAISED BY EVIL

"We are all prisoners at one time or another in our lives, prisoners to ourselves or to the expectations of those around us. It is a burden that all people endure, that all people despise, and that few people learn to escape." -Drizzt Do'Urden

There are goodly races and there are evil races. There are traits universally recognized as morally right and there are characteristics that make a creature monstrous or implicitly despicable. Though you may walk among the former now, you were Raised by Evil.

Those Raised by Evil are connected through their past to the dark and evil creatures of the world. Perhaps you were a human child stolen from your cradle in cover of dark and raised by hags in the swamps. Or are you an ebony skinned Drow, the natural child of a noble Dark Elf house in the Underdark? Even more blasphemous, were you raised in the wilds by a tribe of cannibals?

Despite your origins, you walk among the "goodly folk" now, a dark shadow in their world of light. Did you escape your cruel homeland sneaking away in the night to get away from their unending cruelty? Or were you forced to leave when your profane family was set upon by good-hearted adventurers? Or, maybe your decision to leave was one of mutual gain, making you a spy among the unsuspecting.

You were Raised by Evil. Those who learn of your heritage will see only your past, see only the cruel origins. Will you give them what they want to see, a monster? Or, will you take the harder road and define your own way of doing things?

- **Skill Proficiencies:** Perception, Intimidation
- **Languages:** One standard and one non-standard language
- **Equipment:** Common clothes, 10 days of rations, 5 torches, flint and tinder, an empty gold pouch, and a trinket from the Black Book Trinket List.

FEATURE: DARK KNOWLEDGE

Having spent much of your life in the grip of evil races, you know them as you know yourself. Roll on the table below to determine your evil heritage. You know the cultural norms and political machinations of these creatures well, as well as the mundane knowledge such as habits and diet.

FOUL HERITAGE

d8	Heritage
A Hag Coven	Dark magic serving inhuman ends dominated my childhood among the hags that took me from my parents.
Cannibals	My people waged war and took prisoners for the sole purpose of consuming their flesh to gain untold power.
A Cult of Assassins	I was trained in the arts of espionage and elimination by a cult of assassins who worshiped a goddess of death.
The Drow	My childhood was wrought with political machinations, cruel physical abuse, and a constant struggle to survive in the city of the Dark Elves.
Grey Dwarves	Infighting among the clans was a daily sight in the city of the Duergar, where a knife in the back was the most common way to die.
Mind Flayers	High above the slave pits, my dark patron commanded hundreds with untold mental powers, keeping me as his own personal attendant.
Dark Druids	I grew up among a sect of druids who worshiped a dark power, one that had corrupted all the land on which they lived.
Fiendish Presence	Though my childhood seemed normal from afar, I was watched over and guided by a fiend, one who ever whispered terrible things in my ear.

SUGGESTED CHARACTERISTICS

Those Raised by Evil live haunted existences, followed everywhere by knowledge of their own dark deeds, of the unspoken demands of their culture, of the unspoken judgements of those who know their stories, and, sometimes, by legitimate spirits of vengeance. Characters who were Raised by Evil are often somber and serious.

Their most important trait is the story of their separation from their evil heritage as it helps to define their opinion of the group that raised them just as it defines how that group thinks of the character.

d6	Trait
1	A slight upon my name is as much deserving of an answer as an attack on my body.
2	I rarely speak with strangers.
3	I keep an extensive journal of self-reflection.
4	If a person has learned of my past and accepts me, I am likely to be a very loyal friend to them.
5	I am covered in physical scars from my childhood
6	Though I no longer believe in the religion of my people, I still go through the motions of the daily rituals.

d6	Ideal
1 Ambition	Those who stop swimming sink. (Evil)
2 Redemption	Anyone can come back from a dark path. (Good)
3 Greed	Those who cannot defend what they possess do not deserve it. (Evil)
4 Hierarchy	It is natural for me to serve those clearly more powerful than I, just as those less powerful serve me. (Lawful)
5 Truth	No power built on a lie can withstand the test of time. (Neutral)
6 Secrecy	Knowledge is power; hide it well. (Evil)

d6	Bond
1	My friend and mentor secretly taught me to question those who raised me.
2	My family still searches for me, and likely with ill intent.
3	In my former life I visited dark deeds on innocent people in this region.
4	Dark gods and goddesses do not forget, and they do not forgive those who betray them.
5	Those who rule my former people killed my sister for my betrayal.
6	My people disappeared, abandoned me. Why would they do that to me?

d6	Flaw
1	I hunger for flesh.
2	When angry or upset I speak in my native tongue, one that is considered an evil language.
3	I am uncomfortable in the light of day, preferring the night.
4	I hear implied threats even when the speaker did not intend any.
5	The ways of the "good races" disgust me and I am not inclined to hide that fact.
6	Once a person has gained my trust, I remain loyal no matter how severely they violate it.

MONSTER WITHIN

"Oh, monsters are scared," said Lettie. "That's why they're monsters." -Neil Gaiman, The Ocean at the End of the Lane

Within your soul a darkness stirs, a deep and unrepentant evil that, unless kept constantly in check, would claw its way into the world, taking control of you and likely killing anyone you cared about. You have spent countless hours in meditation, prayer and arcane study in an attempt to control the Beast Within, and have gained some measure of respite from doing so. However, no matter the length to which you go to free yourself of it, it will always be part of you.

Perhaps you labor to control your own thirst for blood, having been bitten by a weakened vampire spawn. Perhaps, knowing that with the full moon your willpower wanes and you become the were-beast so many of your town rightfully fear, you have built a cage for yourself in the woods. Or, is the monster within you not of some supernatural origin, but only the dark shadow of your own nature you seek to reign in from its murderous outbursts?

Those with Monsters Within live lives of only fleeting peace, constantly struggling with themselves and with society. Theirs is a life of torment, as they know they will never fully free themselves from the monster, but neither would they ever surrender to it. Those with Monsters Within are usually emboldened to resist it by some connection to their old life. A promise to a loved one, an unfinished quest, a holy vow, these are what prevents them from giving in.

Most with Monsters Within shun communities, either because they fear they will hurt some innocent or they fear the innocents will hurt them. Those few who do live among other people usually lead very secretive lives, having very few relations and living on the outskirts of town.

Warning: This background is non-standard. Speak with your DM before choosing it.

- **Skill Proficiencies:** None
- **Languages:** None
- **Tools:** None
- **Equipment:** A set of common clothes and an empty coin purse

FEATURE: MIND & BODY

As your life is a constant struggle to maintain control of the darkness within you, you have become practiced in the art of self control, both with your mind and body.

Choose either Wisdom or Constitution and gain +2 to saving throws with that attribute.

SUGGESTED CHARACTERISTICS

Those strong enough to contain the ghastly will of their own profane nature are always of strong mind and body. The lifestyle lived by someone with a Monster Within is determined by the nature of their struggle. A person seeking to contain vampirism may work in a graveyard, feasting on the freshly dead, while a person containing a werewolf may satiate their urges by working as a hunt master. Work with your DM to determine an appropriate Monster Within and previous lifestyle for your character.

d6

Monstrous Nature

Vampire	Cursed with the blood of the vampires, you are drawn to feed on the living.
Lycanthrope	Part man, part beast. You feel the call of the wild within your soul.
Mindflayer	A mindflayer seeks control over you from afar. Whispers from beyond reason haunt your dreams and call you to dark deeds from the depths of your unconscious.
Demonic	Though it doesn't show as much as a Tiefling, you were born of a demonic bloodline, drawing you to commit great acts of evil on your neighbors.
Psychosis	Either by nature or by your awful upbringing, a dark passenger has latched on to your mind, always urging you to do unspeakable things.
Alien Parasite	A grotesque alien creature resides within you. It may or may not have a mental link with you, but it is likely driving you to take actions you wouldn't, whether you know it or not.

d6

Ideal

Self-Reliance	There is no reason to ask someone to do for you what you can do yourself. (Neutral)
Self-Control	Giving in to one's impulses is a sign of weakness, and a moment of moral laxity may lead to a lifetime of compromise. (Law)
Agency	You get what you want by making it happen. Letting others make choices or letting choices make themselves robs you of power. (Neutral)
Independence	People only have power over you if you let them. If you aren't free, it's because you aren't trying to be. (Chaotic)
Self-Sacrifice	We all do evil. It is only by doing more good that we can redeem ourselves in the eyes of the gods. (Good)
Revenge	The creature that put this curse on me will pay a thousand fold, when I find it. (Evil)

- d6 Bond**
- 1 I have always wanted someone who could love me for who I am.
 - 2 The Monster Within me controls someone I love, someone who could not resist their power.
 - 3 I have lived several times my normal lifespan. My child is now elderly, even though I appear young.
 - 4 My parents saw the darkness in me. They trained me to use it for good. I live a life of practiced ritual and schedule to maintain control.
 - 5 People in my home town witnessed what happened to me and consider me a monster. Everyone in the area has likely heard the story.
 - 6 I know killing the person I love wasn't my fault, but I will never forgive myself.

- d6 Flaw**
- 1 In combat I give in to the beast within me, letting its fury flow out.
 - 2 I often argue with myself as if there were two people arguing.
 - 3 I am disgusted by good actions or celestial beings.
 - 4 I survive by drinking tiny amounts of blood from people I know, when they are asleep or not looking.
 - 5 If I ever came into direct contact with the creature that seeks to control me, I would give in to them.
 - 6 I can't resist raw meat. If I see it, I have to eat it.

EXPERIMENTAL DOCTOR

"Science, my boy, is made up of mistakes, but they are mistakes which it is useful to make, because they lead little by little to the truth" -Jules Verne, Journey to the Center of the Earth

Among the shadowed alleyways and battlefields of the world the cutthroats, pickpockets, and thugs have ever held dominion. Now though, as the world changes, a new faction pulls on its gloves, rolls up its sleeves, and dives elbow deep into the bowels the cities, the Experimental Doctors. Men and women of science, a blasphemous practice of anti-magic, seeking to heal the bodies of the living by spending hours digging through the guts of the dead quest for knowledge and power in a world that finds their very existence an affront to civilization.

Are you a plague doctor, lurking about the streets of a disease ridden city, paying paltry coppers to gangs of the dock to bring in fresh kills? Perhaps you stalk the cemetery at night, shovel and lantern in hand in search of resources for you latest endeavor. Or are your foul pursuits legitimized by a noble patron, keeping you locked away and secret from the world whilst you conduct your work for their gain?

Whatever reality dominates your present, the future of all Experimental Doctors is almost certainly the gallows. Yours is a life of secrecy, a life that hangs by a thread that dances on the executioner's axe. Tread lightly, doctor. The world is watching you.

- **Skill Proficiencies:** Nature and Medicine

- **Languages:** Any standard language
- **Tools:** Alchemist's Tools
- **Equipment:** Soiled noble clothes, a leather apron, a set of specialized knives, a pouch containing 15 gold

FEATURE: GRIM CONNECTIONS

Your discreet pursuit has given you experience in finding the "materials" necessary for your experiments. You know where to find hassle-free access to fresh corpses in any city, and how to move them around without drawing too much attention.

SUGGESTED CHARACTERISTICS

An Experimental Doctor is driven often by the search for knowledge. Some doctors seek this knowledge for good, some for evil, many more just for the sake of progress. In the world of Faerun, these doctors are seen as heretics, practicing a form of anti-magic that defies all tradition. For this reason, Experimental Doctors are usually secretive individuals, who value discretion in their colleagues.

- d6 Personality Traits**
- 1 Odds and ends from "experiments" are a good thing to keep around. They are small reminders of my work.
 - 2 Humor is something fools use to hide their lack of knowledge.
 - 3 I'm the kind of person who removes a man's stomach with my bare hands and says, "I guess he couldn't stomach it."
 - 4 I tend to document important events, interactions, and creatures I encounter.
 - 5 People find my homey bedside manner and natural smile disarming.
 - 6 Most doctors practice in the rear camps. Me? I honed my blade in the front line.
 - 7 My research takes precedence over nearly everything in life, including my own health.
 - 8 I am a devout follower of several gods. Best to hedge one's bets.

d6	Ideal
Knowledge	Knowledge is power. Guard it jealously. (Evil)
Progress	To survive we must always grow. (Neutral)
Power	I do not trust the less intelligent than I to wield power, especially when I could wield it much more effectively. (Evil)
Science	The world has a set of laws far more powerful than those of magic. I serve to discover and master those. (Chaotic)
Selflessness	Through my work I can truly help the suffering. (Good)
Teamwork	A group is always more than the sum of its parts. (Lawful)

d6 Bond

- 1 I was taught my profession by a close friend and confidant, to whom I still look for guidance.
- 2 My work is wondrous, but not exactly profitable. I am lucky to have a benevolent patron.
- 3 The implements and tools of my trade hold immeasurable value to me and in their own right.
- 4 I still seek the cure to the disease that threatens to consume my village.
- 5 The love of my life was taken from me and all I do is in an attempt to find them.
- 6 I have a small religious trinket passed down for many generations that means more to me than anything.

d6 Flaw

- 1 There's no reason NOT to cut deeper! Perhaps just one more incision will bring to light something new!
- 2 I find the details haunt me day and night. Once I have begun a task, I cannot rest until I have finished it.
- 3 Working with the dead and dying has taken its toll on my body. I am often sick or weak.
- 4 I long since abandoned the practice of washing off the seemingly endless blood that now coats my skin and hair.
- 5 Deep within me I know that the experiments are just an excuse. The truth is that I enjoy seeing the insides.
- 6 A life of hiding my profession from friends and family has built up a wall of lies between the world and my true self.

d6 "Specialization"

- 1 My work seeks to find a path to immortality more reliable than that of necromancers.
- 2 I am dedicated to finding a preventative measure for a specific disease.
- 3 I know that the secret to creating the perfect life form is in understanding and altering the imperfect ones around me.
- 4 The brain holds the keys to knowledge far beyond what we currently understand.
- 5 My sect believes the physical key to the soul lies within the body.
- 6 My specialty involves combining mechanical artifacts of a pseudo-magical nature with the biology of sentient races.

PART IV

Feats

ALCHEMIST IN BLACK

At the beginning of every day you may expend 200 gp to create a random uncommon potion. The potion is unstable and becomes inert if not consumed within 24 hours. There is no gp cost, if you have access to a fresh corpse.

ASSASSIN

You gain proficiency with the Poisoner's Kit and learn the Thieves' Cant language. In addition, when using a dagger or knife your critical hit range is increased to 19-20.

BESTIAL COMBAT

Either through intentional study or uncontrolled animalistic instinct you fight more like a beast than any sentient creature. You gain the following benefits

- Your unarmed strike uses a d4
- As a Bonus Action you may make a special Bite attack. You are proficient with this attack and it uses your STR modifier. This attack may only be used against a grappled target.

BLOOD LUST

1 / day you may enter a state of mindless blood lust. While in this state you gain advantage on all melee attack rolls but melee attack rolls made against you also have advantage.

CREATURE OF THE NIGHT

You gain advantage on all Wisdom (Perception) checks and a +2 bonus to AC in places without sunlight (caves, underground, night), but disadvantage on Wisdom (Perception) checks and a -1 to AC when in direct sunlight.

DARK RITUAL

You have learned to speak with the Dark Powers. You gain +1 Intelligence and the Augury spell. If you cannot normally cast spells, you learn this spell only as a ritual. If you do have access to casting you always have this spell prepared and may cast it using a spell slot or as a ritual.

DREAD KNOWLEDGE

Prerequisite: The ability to cast a level-one spell

You have read from the Black Book and survived. You gain +1 to Intelligence or Charisma and may add a spell of a level you are able to currently cast from the Black Book spell list to your known spells list.

DREAD MASTER'S HERALD

You have pledged your service to a widely known and dreaded powerful being. You gain +1 to your Charisma attribute score and proficiency in one charisma skill. If you are already proficient in the skill you select, you gain expertise in that skill.

FLESH EATER

You have learned the profane rituals which draw power from the vitality of others. During a short or long rest you may choose to prepare and eat the flesh of an intelligent humanoid creature. The meat must have either been properly preserved or fresh to prevent spoiling. Consuming this meat grants you a boon based on the creature. The boon dissipates at the end of a short rest and you can have only one active boon. Preserving meat for this trait requires 1 hour and 5 silver of supplies. 1 creature yields 3 servings of meat.

- Aarakocra: +1 Dexterity, +1 Wisdom
- Aasimar: +2 Charisma
- Bugbear: +1 Strength, can dual wield non-light weapons
- Centaur: +20 walking speed
- Changeling: Ability to cast *Disguise Self* at will
- Dragonborn: Breath weapon (*phb* page 84)
- Dwarf: +2 Constitution
- Elf: Dark Vision, +1 Dexterity
- Feral Tiefling: Cast *Burning Hands* once per day as a second level spell.
- Firbolg: +1 Wisdom, Speech of Beast and Leaf
- Genasi: +2 Constitution
- Gith: *Mage Hand* cantrip and 2 languages
- Gnome: +2 Intelligence
- Goblin: Take the Disengage or Hide action as a bonus action
- Goliath: Once per day when taking damage, as a reaction roll a d12 and add your Constitution modifier. Subtract the result from incoming damage.
- Half-Elf: +2 Charisma
- Halfling: Reroll a 1 on an attack, ability check, or saving throw and use the new roll.
- Half-Orc: +2 Strength
- Hobgoblin: +1 Constitution, +1 Intelligence
- Human: Your DM chooses a Feat at random. You gain that Feat for the duration.
- Kalashtar: Resistance to psychic damage, +1 Wisdom, ability to cast *telepathic bond* at will
- Kenku: +1 Charisma, you can mimic sounds or voices. Creatures hearing you may make a Wisdom (Insight) check opposed by your Charisma (Deception)
- Kobold: Darkvision, +1 Dexterity

- Lizardfolk: +1 Constitution, +1 Wisdom
- Minotaur: +1 Constitution, +1 Strength
- Orc: +1 Strength, As a bonus action you can move up to your speed towards an enemy that you can see or hear. You must end this move closer to the enemy than you started.
- Shifter: You gain 1d6 + your Constitution modifier maximum hit points. You may make a bite attack as a bonus action. You are proficient in this attack and its modifier is Dexterity. It deals 2d4 piercing damage.
- Tabaxi: You gain proficiency in Perception and Stealth. Additionally, when you move on a turn you may double your speed until the end of the turn. You cannot use this trait again until you move 0 feet on one of your turns.
- Tiefling: You can cast *hellish rebuke* as a 2nd-level spell once per day.
- Turtle: +1 AC and you can breathe under water for 10 minutes.
- Triton: +1 Constitution, water breathing, 30 ft swim speed
- Yuan-ti: Advantage on saving throws against spells

FOOL'S RAGE

You may now use the Rage ability as described in the *Player's Handbook*. You may not use this ability again until finishing a long rest. Additionally, you suffer -1 to your Wisdom attribute score. (Note: if you are already capable of using the Rage ability, you gain one additional Rage charge.)

GRAVEROBBER

Your reputation as a midnight treasure hunter precedes you. You gain proficiency in the Dexterity (Stealth) and receive 10% more treasure when looting bodies. Of course, people don't think very highly of you.

IMMORTAL EVIL

If you are slain in battle, dark powers will return you to the material plane as an undead. Once resurrected you become Vulnerable to all Radiant Damage and have Disadvantage on Charisma based skill checks. Each time you die and are resurrected your physical appearance will deteriorate further.

POISONER

You have perfected the carefully guarded art of poisoning. At the end of a long rest you may add poison to a single weapon. Critical hits caused by this weapon inflict the Poisoned condition to the target. In addition you may craft food and drink with undetectable poisons. Crafting poisons takes 1 hour and requires 10 gp of supplies per dose / target.

Targets ingesting the poison must pass a Constitution saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency. On a failed save they suffer one of the following effects:

- Rotgut: target is Poisoned
- Nightshade: target sleeps for 2 hours
- Hemlock: target is paralyzed for 1 hour
- Quicksilver: target is under the effect of the *crown of madness* spell for 1 minute

PREDATOR'S INSTINCTS

You gain a single favored enemy as described in the Ranger player class on page 91 of the *Players' Handbook*. You can detect the presence of that enemy type within 100 feet (but not location). In addition, you can never be surprised by that enemy type.

RAVAGER

When you reduce an enemy to zero hit points with your action, you may take one additional standard action.

SELFISH HEALER

When targeting yourself with any ability that heals you gain additional hit points equal to your character level.

SELFISH TACTICIAN

Once per turn as a Reaction, when you are hit with a melee or ranged weapon attack, you may choose to redirect that attack to any non-hostile creature within 5 feet (10 feet for ranged attacks). Make a DC 15 Dexterity saving throw. On a successful save the new target takes only half of the original damage. On a failed save the new target takes the full amount.

SHADOWED MIND

You cannot be magically tracked or have your thoughts read against your will. Additionally, you gain advantage on saving throws versus magical charm effects.

SOUL OF BLACK MAGIC

Prerequisite: The ability to cast a level-one spell

When you gain this ability choose one of the following damage types: acid, cold, fire, lightning, or thunder.

When casting a spell with the chosen damage type you may choose to substitute the damage with necrotic damage. In addition your necrotic spell damage cannot be resisted and you may replace an 1 with a 2 for necrotic damage rolls.

UNDEAD FORTITUDE

You have advantage on death saves. Additionally, when you roll a natural 1 on your death save or take damage while unconscious, you take only 1 failure instead of 2.

UNDEAD SLAYER

Your weapon attacks against undead are considered magical for the purposes of determining resistance. Additionally, when you damage an undead creature, it cannot receive healing from any source until the end of your next turn.

PART V

Trinkets

TRINKET TABLE

d100	trinket		
1	A raven feather	34	A monocle made of bone
2	A stone that vibrates softly	35	A dagger with a dragon claw handle
3	A vial of blood	36	A token for a free fortune reading
4	A necklace of teeth	37	An issue of The Blood Hunters comic book
5	A deck of gory playing cards	38	A holy symbol that has been broken in half
6	Small toy werewolves	39	A wine cup with missing jewels
7	A burnt doll	40	A candle that emits a black glow
8	A list of names with several crossed off	41	A wax stamp with a demon's head handle
9	A lute string that plays a single perfect note, even when unattached to a lute	42	A small portrait of a robust elderly man
10	A blunted scalpel	43	A flask from which you hear the sloshing of liquid even when empty
11	A quill that always writes the same word	44	A mummified human heart
12	A bootleg healing potion	45	A nutcracker made from an illithid skull
13	A necklace with a strange pendant	46	A vial of perfume that rekindles a distant memory
14	A stone that heats up when you touch it	47	A child's drawing of a man with a wicked grin
15	A jar of mud from a far off place	48	A coin purse with a hole in the bottom
16	A blood stained coin	49	An eyepatch with a strange symbol on it
17	A box of tiny black magic dolls	50	A piece of black metal with a demonic mouth etched into it that is also a mask
18	A preserved finger in a jar	51	A small brass star that is also a coat pin
19	A chess piece that whispers strategies to you at night	52	A piece of parchment with a large black circle in the center
20	A rusted arrowhead	53	A bit of jerky from unknown meat
21	A horseshoe that seems to put horses ill at ease	54	A block of onyx that becomes cold near fresh blood
22	A canteen that taints the taste of any liquid put in it	55	A wooden stake with the name "Emily" carved into it
23	A cape that seems to catch the shadows around it	56	A compass that always spins wildly
24	An unfinished letter	57	Wolfskin gloves
25	A shovel with the word "gravedigger" written on it	58	A bloody sewing kit
26	A bat shaped broach	59	A bag of dead spiders
27	A knife that seems to always come unsheathed in your bag	60	A bag of live spiders
28	A small black ring	61	A silver spoon with scorch marks
29	A mirror that shows the viewer as much older	62	A bent steel mirror
30	A block of cheese of unknown origin	63	A clock powered by a dismembered heart
31	A fossilized bite mark	64	A glass hairpin
32	An onyx snake figurine	65	A wooden toy that smells of sulfur
33	A decidedly evil shoe		

d100**trinket**

- 66 A brass locket with 2 portraits in it, both scratched out
- 67 A pouch full of garlic
- 68 A dog whistle that dogs don't seem to hear
- 69 A jar of Meine the Magnificent's Underdark Style Pickles
- 70 A map of a town no one has ever heard of
- 71 A page from a vampire's journal
- 72 A weapon sheathe with a built in flint
- 73 An oil lantern that, when lit, produces faint, distant whispers
- 74 A bit of cloth with a stain that looks something like a face
- 75 A book of matches with a mysterious seven digit numerical code on the back
- 76 A rat's skull
- 77 A recipe book for cooking sentient species
- 78 A puzzle of iron rings that resets each morning if not solved
- 79 An eyepatch that appears identical to an actual eye
- 80 A headband of vines with dead leaves
- 81 A jar of sand labeled "pixie dust"
- 82 An unbreakable ceramic pig that sounds as if it is full of coins
- 83 A necklace of polished pebbles that always drips water
- 84 A broken sword with unknown runes across its hilt
- 85 A large, spiked collar
- 86 A bag of black marbles
- 87 A chicken foot tied to a bracelet
- 88 A coin with a goat head on it that always reappears in your purse
- 89 A glass cat eye
- 90 A looking glass that can only see a parallel reality
- 91 A vial full of liquid labeled "last resort"
- 92 A marionette puppet that you dream of every night
- 93 A parchment on which everything you write disappears after a few seconds
- 94 A copy of the book "The Plague"
- 95 A paintbrush with which you can't help but paint nightmarish creatures
- 96 A silver arrowhead
- 97 A set of manacles with blades facing towards the wrist
- 98 A single shard of iron embedded in your chest from an old wound
- 99 A pocket knife handed down through generations

100

A timepiece that only moves when you aren't watching it

THE BLACK BOOK

Within these profane pages lay a litany of character options meant to inspire truly evil characters.

The Black Book provides the player and DM with subclasses, backgrounds, trinkets, and feats all intended for use with evil characters. Some of these options are clearly for the foulest of souls, while others are intended to blur the lines of ethics or "alignment".

The Black Book is intended to provide options for characters that are "evil" by nature without being the bloody thirsty monsters that many evil characters become.

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LEAD DESIGN GOBLIN

Clayton Whittle

ADDITIONAL DESIGN GOBLINS

Richard Prager, Tom Lando

PLAYTEST MONKEYS

Jodi Whittle, Aimee Niles, Jami Carpenter, David Berg, Lexi Micoff, Kyle McCallum

ADDITIONAL ART

Arcana Games, DMs Guild Creator Resource Packages, The Dungeon Masters Guild

JERKS I HATE

- People who check their phone while crossing through the parking lot
- People who start honking the moment the light turns green