

P.B. PUBLISHING

the big book of HORRORS

**Horrific player options for the world's
greatest roleplaying game**



Cody Faulk



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INTRODUCTION

Welcome to *The Big Book of Horrors*!

Before we get started, a word about balance. If you have picked up this book and are reading this, there's a fair chance that you may already be acquainted with the "Big Book" series of supplements. If that is indeed the case, then you should be somewhat familiar with how this series approaches character options in terms of balance, style, and intent. If you are new to the series, though, you might want to consider picking up a copy of [*The Big Book of Backgrounds*](#), or at the very least, reading the introduction to that book for free by using the Full Preview function on its product page. The discussion there is pretty thorough and lends a bit of context, but rehashing it here probably isn't an effective use of page space. If you are interested in learning more about why we consider balance and variety so critical when creating our character options, we encourage you to check it out, but it certainly isn't required reading. You can absolutely use this book as a standalone product by itself without owning any others in the series.

But let's face it: most of you aren't really here for an essay about why game balance makes roleplaying games more fun, are you? Put simply, we want you to enjoy what we are offering, so we do our very best to produce innovative, creative, balanced character options that should fit in seamlessly with existing 5E sourcebooks and campaigns.

So, that said...

What is *The Big Book of Horrors* and how should you use it? Keeping in line with the overall mission of our "Big Book" series of supplements, our goal here was, as ever, to offer players and GMs expanded options for making interesting characters in 5E. Specifically, the character options you will find in this book are all horror-themed and will suit character concepts and campaigns that deal with themes of darkness, terror, and fright.

Are you running a Halloween-themed campaign that needs someone to combat hordes of the undead? Maybe you need a Grave Warden in your party. Need a tragic hero to fight the good fight against the endless night? You could try building a sworn paladin of the Lantern who lost her family to nameless, implacable darkness. Or perhaps you just feel like rolling up a good old-fashioned, half-vampire priest of a god of terror? *The Big Book of Horrors* has you covered on all fronts, no matter your macabre needs.

This book contains eight new character backgrounds, one new playable race, and twelve new subclasses (one for each core class). All of these options are steeped in horror and built entirely with the intent of delivering frightful flavor to your characters. You will also find included a plethora of pre-

generated characters that were built using these options, so if you like the spine-tingling options presented in this book but simply don't have time to make something spooky from scratch, we've already done the work for you.

So without further ado, feel free to delve into the rest of this book and brave the lurking horrors within. We truly hope you enjoy them. As always, good luck out there!



TERRIFYING RACES

DHAMPIR

While it is true that vampires, due to their undead nature, cannot bear children in the conventional sense, there are certain circumstances in which their vampiric essence can influence developing human lives in surprising ways. Though rare, these children are born alive and healthy but with some vampiric characteristics. These children are called dhampir, and though they are often regarded as the stuff of legends, they are not mere fiction.

VAMPIRIC ORIGINS

Dhampir can be the result of one of a few different situations, none of which are entirely predictable or understood; a dhampir's birth is almost never expected. If a vampire feeds on a mortal woman while she is with child and she survives the ordeal, it is possible for a fragment of the vampire's essence to pass through the victim's body and into the child, altering it in the womb. Likewise, if a vampire mentally dominates or entrances a mortal while pregnant, the vampire's supernatural influence may work its way into the unborn child. There are also just as often stories in which a male or female victim is fed upon or entranced, and upon conceiving a child at some point afterward, the vampire's lingering influence is potent enough to affect their child. In cases of particularly powerful vampires, it is even possible that its undead essence may lie dormant as it passes down through multiple generations before finally manifesting within a child, possibly decades or centuries after the vampire left its mark on the family's lineage. For reasons that are far from well-understood, it seems that the dhampir condition only occurs in human children. For better or worse, it does not seem possible for other races to produce dhampir offspring.

TOUCH OF THE UNDEAD

Dhampir appear mostly human, but their skin and eyes are unusually pale compared to their human kin. Many dhampir manifest vampire-like fangs, but they are usually retractable, making them relatively easy to conceal. Though they do have some similarities to true vampires, it is important to note that dhampir are not truly undead—they are still living, breathing humanoids who need air, food, water, and sleep to survive. In general, it is not terribly difficult for a dhampir to pass as a normal human, though they might stand out somewhat under scrutiny.

FOLKLORE AND ILL OMENS

Because of their relationship to vampires, most stories and legends cast dhampir in an unfavorable light. Though not all dhampir are evil monsters who prey on mortals, more than a few are. This has led many cultures to regard the birth of a dhampir as a sign of ill omen and misfortune in their communities. Even if a dhampir avoids or actively hunts true vampires, they are unlikely to ever fully earn the trust of other mortals, so many dhampir live out a solitary existence on the fringes of civilization. In many cases, the best a dhampir can hope for is to be tolerated. At worst, a throng of villagers who discover a dhampir in their midst might take up pitchforks and torches in an effort to drive off or kill the misfit. It is rare that a dhampir whose true nature is revealed is met with trust and acceptance.

DHAMPIR NAMES

When dhampir are raised as part of a family, they are likely given a name that befits their cultural heritage. For those who lack such an upbringing, however, names may vary widely. Some might adopt names typical to other races or nations, while others may choose the name of an object or creature which they relate to or revere.

"Object" Names: Creek, Edge, Lance, Ash, Church, Brand, Temple, Quill, Castle, Silver, Powder, Ice, Fang, Dust

"Creature" Names: Badger, Ghost, Wolf, Fox, Banshee, Hawk, Bull, Leech, Weasel, Hound, Spider, Dragon, Imp

DHAMPIR TRAITS

As all dhampir are of human birth, they all share certain common traits, but some of their features vary, considering their diverse parentage.

Ability Score Increase. Your Charisma score increases by 1, and two other ability scores of your choice increase by 1.

Age. As a general rule, dhampir live approximately three times as long as they would if they had been born a human, though they still reach adulthood at the normal human rate. Despite physically maturing as they grow up, dhampir cannot sire or give birth to live children, nor can they create vampires or other dhampir in the way a vampire can.

Alignment. Dhampir can be of any alignment, though most feel drawn toward evil as the taint of undeath dwells within their hearts and minds. Many dhampir embrace that call, but

others fight hard to deny it. Still others end up somewhere in the middle, the struggle between good and evil stalemating in neutrality. They have no particular leaning toward law or chaos.

Size. Your build is consistent with that of a normal human, though you are slightly gaunter than one would expect. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see into areas of dim light within 60 feet of you as though they were bright light instead, and you can see in darkness within 60 feet of you as though it were dim light. You cannot see colors in darkness, instead seeing only shades of gray.

Sunlight Sensitivity. Due to your pseudo-vampiric nature, while you or something you are trying to perceive is in sunlight, you have disadvantage on Wisdom (Perception) checks that rely on sight. Likewise, you have disadvantage on attack rolls if you or the target of your attack is in sunlight.

Vampiric Physiology. Because of how the touch of undeath changed your physiology, you have resistance to necrotic damage.

Fangs. Your upper canines are elongated and exceptionally sharp like those of a vampire, and you can retract or extend them at will. While they are extended, you can use them to make an unarmed attack. On a successful hit, this attack inflicts piercing damage equal to 1d4 + your Strength modifier.

Vampirism. When you succeed on a bite attack against a living creature and inflict at least 1 point of damage or otherwise ingest its blood, you may gain temporary hit points equal to the target's hit dice. You cannot use this trait again until you finish a short or long rest.

Captivating. You can use this feature to cast the *charm person* spell once, requiring no material components. You regain the ability to do so when you finish a long or short rest. Your spellcasting ability for this spell is Charisma.

Levitation. You can use this feature to cast the *levitate* spell (with a range of self) once, requiring no material components. You regain the ability to do so when you finish a long or short rest. Your spellcasting ability for this spell is Charisma.

Languages. You can speak, read, and write Common and one language of your choice.

DHAMPIR VARIANTS

While some dhampir manifest the taint of undeath in similar ways, some variation does exist. You may select any of the following variant traits.

Fangless. While most dhampir have retractable fangs and can feed on blood to some degree, your gifts did not manifest in that way. To compensate for this shortcoming, you lean more heavily on your human heritage and have learned to adapt. You gain proficiency in one set of tools and one skill of your choice.

- This trait replaces the Fangs and Vampirism traits.

Walk in the Light. While dhampir are not as vulnerable to the sun as a true vampire, they are still quite uncomfortable with it. In your case, however, you tend more toward your human nature in that regard, so you react no differently to the sun than a normal human would. Since your body handles light like a human, this also means that you are unable to see in the dark.

- This trait replaces the Sunlight Sensitivity and Darkvision traits.

Wall Crawler. You can use this feature to cast the *spider climb* spell (with a range of self) once, requiring no material components. You regain the ability to do so when you finish a long or short rest. Your spellcasting ability for this spell is Charisma.

- This trait replaces either the Captivating or Levitation trait.



HORRIFIC SUBCLASSES

BARBARIAN

PATH OF THE ELDRITCH ABOMINATION

There are places that exist well beyond the ken of mortal minds, and in those places reside inscrutable creatures of eldritch power. Those horrors are more ancient than time and so completely alien that reality simply cannot support their existence outside their domains. Their power is so vast and pervasive that it erodes the barriers between planes and encroaches upon new realities, causing locations infected by this eldritch madness to twist into bizarre, mind-bending horrorscapes as a result of their lurking, insidious influence. Living creatures exposed to this force invariably undergo horrifying mutations and are often driven insane by the inhuman experience.

All barbarians are mighty warriors and stalwart survivors who brave the untamed wilderness and its myriad dangers with physical prowess and ferocious rage. By fate or circumstance, some of these barbarians encounter the mutable reality of an eldritch incursion in the course of their travels and are fundamentally altered by the experience, whether immediately or over time. Bodies twist and mutate in bizarre, alien ways, minds warp and strain under the weight of unfathomable knowledge, and primal fury takes on an aspect of madness as the barbarian's spirit rages against the insane metamorphosis. Once transformed, these barbarians walk the Path of the Eldritch Abomination and must choose how to live with what they have become. Some simply do what they can with what they now have, moving toward whatever end suits them. Others cling to their sanity in an effort to hold onto their identities, struggling to direct their changes toward constructive goals. Many, however, break beneath the strain and revel malevolently in their newfound derangement. In all cases, however, the unearthly nature of an Eldritch Abomination is revealed in all of its terrible, violent glory when they unleash their mad fury.

ELDRITCH MUTATION

When you begin to walk the Path of the Eldritch Abomination at 3rd level, your body experiences the first of many strange transformations. Your most significant mutations manifest while you unleash your madness-touched fury. Choose one of the following mutations to manifest while you rage.

Acidic Blood. Whenever you are raging and a creature within 5 feet of you hits you with an attack that deals bludgeoning, piercing, slashing, or force damage, that creature must succeed

on a Dexterity saving throw or suffer acid damage equal to half the amount of damage it dealt to you (after applying any resistance). The DC for this saving throw equals 8 + your proficiency bonus + your Constitution modifier.

Alien Anatomy. Your rage alters your internal biology, shifting your vital organs to new locations in order to better protect your vulnerable spots. While you are raging, any critical hit against you becomes a normal hit. Additionally, damage dice rolled to determine how much piercing damage you suffer while raging cannot roll higher than a 3 on each die.

Armored Hide. Your skin thickens and develops hardened plates across your body. You gain +1 to your Armor Class while raging as long as you are not wearing heavy armor.

Grasping Tentacles. A pair of ropy, semi-articulated tentacles emerge from your body. While you are raging, you can use a bonus action to attempt to grapple a creature within 5 feet of you with your tentacles.

Toughened Physiology. Your body becomes more durable and resilient, able to absorb punishment more effectively. You gain a number of temporary hit points equal to double your barbarian level when you rage. Any remaining temporary hit points are lost when your rage ends.

Toxic Skin. Your skin secretes debilitating toxins. While you are raging, any creature that ends its turn grappling you or grappled by you must make a Constitution saving throw or become poisoned until the end of its next turn. The DC for this saving throw equals 8 + your proficiency bonus + your Constitution modifier.

Vicious Maw. Your jaw extends and widens as you grow several rows of razor-sharp teeth. While raging, whenever you take the Attack action, you can use a bonus action to use your teeth to make an unarmed attack against a creature within 5 feet of you, dealing piercing damage equal to 1d4 plus your Strength modifier on a successful attack. The damage die increases to 1d6 when you reach 11th level in this class.

SENSORY MUTATION

At 6th level, you develop a permanent mutation that alters your senses. Choose one of the following mutations.

Extra Eyes. Strange, alien eyes sprout across your body. You gain advantage on Wisdom (Perception) checks that rely on sight, you cannot be blinded, and you gain darkvision out to a range of 60 feet. If you already have darkvision from another feature, your darkvision's range increases by 30 feet.

Sensory Filaments. Your skin bristles with fine, transparent hairs that expand your short-range sensory capabilities. You gain advantage on Wisdom (Perception) checks that rely

on hearing or touch, you cannot be deafened, and you gain blindsight out to a range of 5 feet.

Serpent Tongue. Your tongue becomes long and forked like a snake's. You gain advantage on Wisdom (Perception) checks that rely on smell or taste. Additionally, you are able to track creatures by smell alone, and you have advantage on Wisdom (Survival) checks when tracking creatures.

UNFATHOMABLE HORROR

At 10th level, the sheer horror of being corrupted by otherworldly power has strained your mind so profoundly that your psyche develops protective calluses. You gain resistance to psychic damage and you have advantage on saving throws against being frightened.

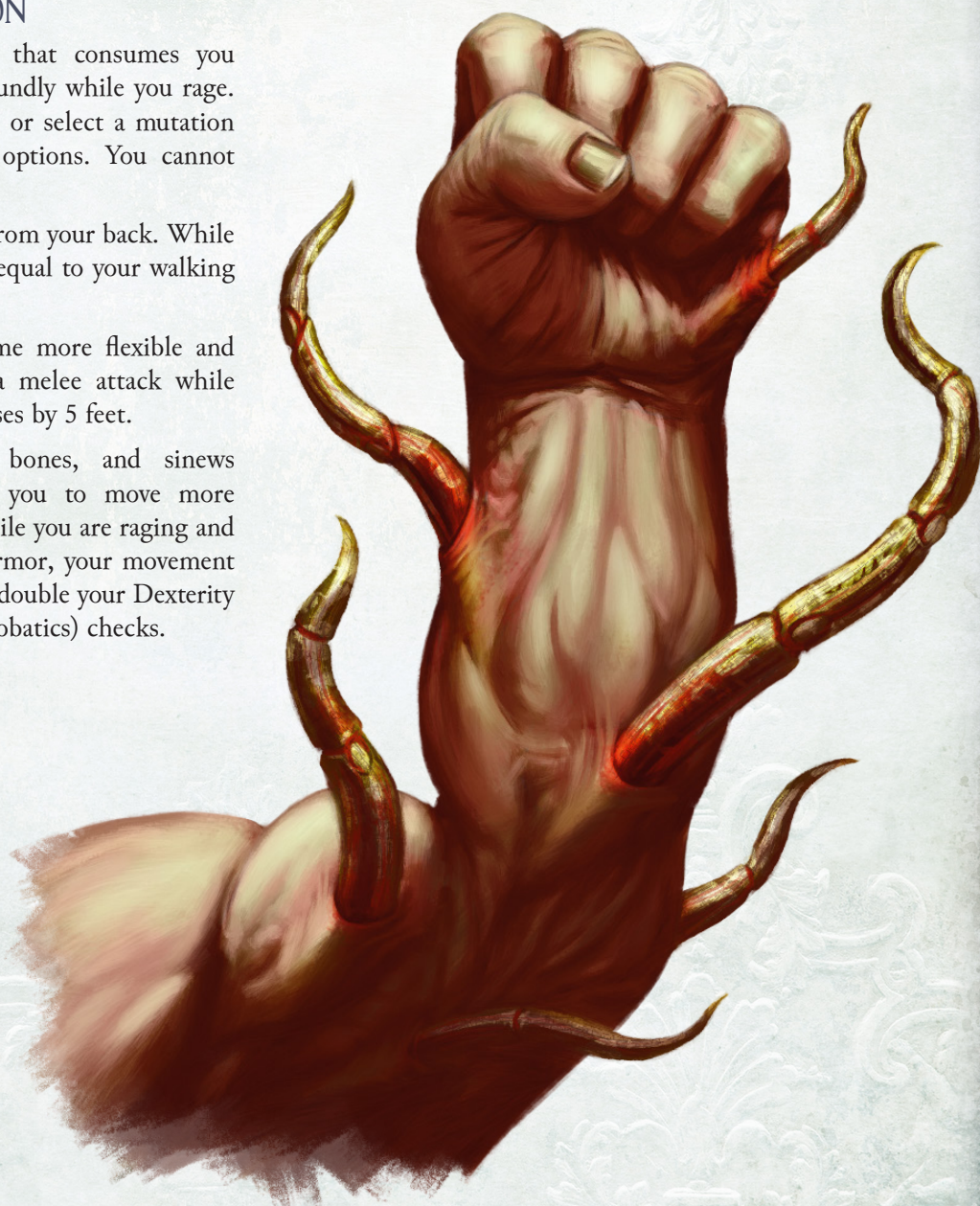
ELDRITCH TRANSFORMATION

At 14th level, the eldritch influence that consumes you transforms you further and more profoundly while you rage. Choose one of the following mutations or select a mutation from the Eldritch Mutation feature's options. You cannot select a mutation you already have.

Dorsal Wings. Large wings emerge from your back. While you are raging, you gain a flying speed equal to your walking speed.

Elongated Limbs. Your limbs become more flexible and increase in length. When you make a melee attack while raging, your reach for that attack increases by 5 feet.

Unearthly Grace. Your muscles, bones, and sinews strengthen and reconfigure, allowing you to move more swiftly and with great coordination. While you are raging and as long as you are not wearing heavy armor, your movement speed increases by 10 feet, and you may double your Dexterity modifier when you make Dexterity (Acrobatics) checks.



BARD

COLLEGE OF DREAD

The College of Dread welcomes those who embrace the darker sides of art, specializing in performances that evoke feelings of horror, fear, and dread in those who bear witness. Some bards of this college perform such works for their own sake, caring only for the craft of the art form itself. Other bards exploit their talents for the purpose of fear-mongering, sowing discord and panic, or to coerce their audiences. Still others perform ominous music and tell chilling stories to thrill and entertain, bringing excitement and mirthful terror to their audiences. There are as many motivations for joining the College of Dread as there are individual members, and as such, some of these bards are more welcome than others in certain communities. In all cases, however, bards of the College of Dread command attention and respect because of their ability to incite feelings of dread and disquiet: a powerful, dangerous tool.

GHOST STORIES

When you join the College of Dread at 3rd level, you can empower your performances with threads of magic that instill dread and horror deep within the hearts of your audience. The exact nature of your performance can vary, but it must feature unsettling or frightening elements, be they ominous musical notes, horrifying spoken descriptions, or luridly disturbing movements. If you continue the performance for at least 1 minute, choose a number of humanoid up to your Charisma modifier (minimum 1) within 60 feet of you that witnessed the entire performance. Each creature you select must make a Wisdom saving throw against your bard spell save DC. On a failure, the target is stricken with profound horror and becomes frightened of you for 1 minute. As an action, the creature may try to regain its composure and repeat the saving throw, ending the effect on itself on a success.

You may use this feature once and may not do so again until you finish a short or long rest.

DREADFUL DOUBT

Also at 3rd level, you can shout, gesture, or play a discordant note to demoralize a creature and cause it to feel severe apprehension that its next action could be a grave mistake. You can use a bonus action and spend 1 use of your Bardic Inspiration to plant painful doubt in a creature that you can see within 60 feet of you. Until the end of the target's next turn, if the creature uses its action to do anything other than Dash, Dodge, or Hide, the creature suffers psychic damage equal to half your Bard level plus the result of a roll of your Bardic Inspiration die.

The creature must be able to see or hear you to be affected by this feature, and creatures immune to being frightened are unaffected.

HORROR CASTS A LONG SHADOW

At 6th level, your mastery of trepidation allows you to perform ominously and call forth an incarnation of horror in your own image. As an action, you can summon a shadowy figure in any unoccupied space that you can see within 30 feet of you. You can use a bonus action to move the figure up to 30 feet. When a creature begins its turn within 5 feet of the figure, it must succeed on a Charisma saving throw against your bard spell save DC or be frightened of the figure until the beginning of its next turn.

As an action, you can instantly teleport to the figure's space, causing the figure to disappear. Otherwise, the figure exists for 1 minute or until you lose concentration (as if concentrating on a spell), and it disappears immediately if it is ever more than 90 feet from you.

You can use this feature once and may not do so again until you finish a short or long rest.

HOST OF SHADOWS

At 14th level, when you use your Horror Casts a Long Shadow feature, you can now summon up to 3 shadowy figures. You can use a bonus action to move any number of the figures up to 30 feet each. If you teleport to a figure and cause it to disappear, the other figures remain.

Additionally, if a creature within 5 feet of one of the figures makes an ability check or attack roll, you can use your reaction and spend 1 use of your Bardic Inspiration to roll a Bardic Inspiration die and subtract the result from the creature's roll as the shadowy figure harasses and threatens them. You can use this part of the feature after the creature rolls, but must do so before the GM determines if the roll is a success or failure.



CLERIC

FEAR DOMAIN

Fear comes in many forms, and so, too, do the gods who claim the Fear Domain as part of their portfolio. Some good-aligned deities encourage their followers to look upon fear as a constructive, natural emotion that can help educate and motivate people to act in moral, upright ways. Others regard it as a righteous threat meant to strike overwhelming terror into the hearts of the wicked. On the other hand, some evil deities look upon fear as a weapon that should be used to subjugate those too weak to resist it, while others thrive on spreading terror simply to feast upon the chaos and suffering it causes. Neutral gods that embody fear are often ambivalent about moral implications, instead preferring to exemplify horror as an indifferent, primal force that must be acknowledged, accepted, and embraced as a natural part of life. In all cases, gods of this domain teach their followers that fear is a powerful force that can shape the world so profoundly that it is worthy of veneration.

DOMAIN SPELLS

Your Divine Domain class feature grants you additional spells that become available to you as shown in the table below. Refer to the Divine Domain class feature for how domain spells function.

Cleric Level	Spell
1st	<i>cause fear, wrathful smite</i>
3rd	<i>darkness, invisibility</i>
5th	<i>enemies abound, fear</i>
7th	<i>phantasmal killer, staggering smite</i>
9th	<i>antilife shell, dream</i>

ASPECT OF MENACE

When you choose this domain at 1st level, you become proficient in the Intimidation skill. Additionally, you double your proficiency bonus for any ability check using this skill. This feature cannot be combined with any other effect or feature that doubles your proficiency bonus (such as Expertise) for this skill.

CONSUMING PANIC

Also at 1st level, the fear your spells and abilities induce in others is so profound that it does actual harm to them. Any creature that begins its turn frightened as a result of your spells or features suffers 1d4 psychic damage. This effect continues until the creature is no longer frightened. The damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level in this class.

CHANNEL DIVINITY: REIGN OF TERROR

Beginning at 2nd level, you can use your Channel Divinity to cause the area around you to erupt in a flood of raw terror and anguish. As an action, you present your holy symbol, and any creatures of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed saving throw, a creature takes psychic damage equal to your cleric level and becomes frightened of you for 1 minute or until you stop concentrating on the effect (as if concentrating on a spell). On a success, the creature takes only half damage and is not frightened. A creature that fails its saving throw may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success, but it has disadvantage on the saving throw if you are within 30 feet of it and it can see you.

MASTERY OVER FEAR

Starting at 6th level, your understanding of fear becomes so deep that you have learned to experience it without succumbing to its debilitating effects, and you can inspire others with your example. You gain immunity to being frightened. Additionally, as long as you are conscious, your allies within 30 feet of you that can see or hear you gain a bonus equal to your Wisdom modifier (minimum 1) to saving throws they make against being frightened.

POTENT CANTRIPS

Beginning at 8th level, when determining how much damage is dealt by any cleric cantrip you cast, you add your Wisdom modifier to the damage total.

LIVING NIGHTMARE

At 17th level, the essence of absolute terror dwells within you. The fear of others invigorates you, and you become so fearsome that creatures who raise a hand against you in close quarters are struck with dread at the very thought of harming you. Whenever a creature you can see within 60 feet of you fails a saving throw against being frightened, you gain temporary hit points equal to the creature's Wisdom modifier (minimum of 1) as long as you are conscious.

Additionally, whenever a creature within 5 feet of you targets you with a melee attack while you are conscious, it must make a Wisdom saving throw against your cleric spell save DC. On a failure, the creature is frightened of you until the end of its next turn. The attack roll occurs after the result of the saving throw is determined.



DRUID

CIRCLE OF MIDNIGHT

All druids revere the power of nature and draw their magic from their connection with it, but druids of the Circle of Midnight believe that nature's balance can best be maintained if there are some who embrace nature's grim, savage, and frightening aspects. Rather than deny that nature can be cruel, heartless, and unnerving, these druids simply see such dark realities as part of the natural order, and as such, these qualities must be respected. The Circle of Midnight understands why tigers and bears eat their young. They see how a parasite serves the whole of nature as it feeds off its host. They respect that cave spiders eat their own legs out of grim necessity to avoid starvation. To commune with nature, druids of this circle perform secret rituals in the hidden places of the world where nature and darkness symbolically—or literally—merge: far beneath the ground in gloomy caverns, under the boughs of thick forest canopy, or at the summit of a mountain in the darkest hour of a moonless night.

BONUS CANTRIPS

When you choose this circle at 2nd level, you learn the *infestation* and *primal savagery* cantrips.



SAVAGE HARVEST

Also at 2nd level, you become so attuned to sacrifice and the cycle of predation that you can harness the power of lives concluding violently. Whenever a creature is reduced to 0 hit points within 30 feet of you while you are conscious, you gain a number of temporary hit points equal to its Hit Dice. If you (instead of another creature or effect) reduce the creature to 0 hit points, you also regain a number of hit points equal to half the creature's Hit Dice.

PARASITIC SIPHON

At 6th level, you can channel the nature of parasites to siphon the life from creatures. When a creature you can see within 30 feet of you is hit by an attack, you can use your reaction to make the attack deal an additional 1d6 necrotic damage to the target. If you do so, you also regain hit points equal to half the total damage inflicted by the attack.

You may use this feature a number of times equal to your Wisdom modifier (minimum 1). You regain all expended uses when you finish a long rest.

RUTHLESS ALACRITY

At 10th level, you learn to confer upon your allies the merciless swiftness possessed by nature's fiercest predators. You may use an action to choose a number of creatures up to your Wisdom modifier (minimum 1) that you can see within 60 feet of you. Until the beginning of your next turn, their movement speed increases by 10 feet and they can use a bonus action to take the Dash action.

You may use this feature once and may not do so again until you finish a short or long rest.

GRIM FEAST

At 14th level, you can sacrifice your own vitality to ensure the survival of your allies. As a bonus action, you can choose up to 5 creatures (excluding yourself) within 60 feet of you that you can see. Spend a number of your druid Hit Dice equal to or less than your Wisdom modifier (minimum 1) and roll them. Hit Dice spent in this way do not replenish your hit points. The creatures you selected all regain a number of hit points equal to the roll's result and also gain a number of temporary hit points equal to half your druid level plus your Constitution modifier.

You, however, suffer necrotic damage equal to the result of the roll. This damage cannot be mitigated, prevented, redirected, or reduced in any way. If you are in a form that grants you a pool of hit points other than that of your natural form (such as Wild Shape or *polymorph*), you also gain a level of exhaustion when you use this feature.

You may use this feature once and may not do so again until you finish a long rest.

FIGHTER

MARTIAL ARCHETYPE: SILHOUETTE

Silhouettes are fighters that have the mysterious power to command the shadows themselves, able to wield them alongside conventional weapons and armor to deadly effect. These fighters understand the nature of cast-darkness and know that wherever light is impeded, there is power waiting to be harnessed. Through this umbral ken, Silhouettes can array themselves in animated, coherent darkness and direct it toward a myriad of martial applications. When paired with the Silhouette's skill at arms, their lethality spells silent doom for whomever the silhouette's shadowy wrath falls upon.

SHADESIGHT

When you choose the Silhouette fighter archetype at 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from another feature, your darkvision's range increases by 30 feet.

QUIET AS A SHADOW

At 3rd level, you gain proficiency in the Stealth skill.

SHADOW MANTLE

Also at 3rd level, you are able to surround yourself with a cloak of writhing shadows. As a bonus action, you can summon your Shadow Mantle, which lasts for 1 minute, until you lose consciousness, or until you use a bonus action to end its duration early. You can activate your Shadow Mantle twice, and you regain all expended uses when you finish a short or long rest.

While active, your Shadow Mantle grants the following effects:

- You roll Dexterity (Stealth) checks with advantage.
- Your movements are obscured by the shifting shadows. Opportunity attacks against you have disadvantage.
- When a creature you can see targets you with an attack, you can use your reaction to force the creature to make the attack roll with disadvantage. If the attack misses, you can immediately move to an unoccupied space you can see within 5 feet of you. This movement does not provoke opportunity attacks.

TENEBOUS WAKE

Starting at 7th level, you can choose to leave a trail of inky

blackness behind you as you move while your Shadow Mantle is active. While moving during your turn, a 10-foot-tall wall of magical darkness fills each 5-foot-square space as you move out of it. A creature with darkvision cannot see through this darkness, but your darkvision is not impeded by it. The darkness dissipates at the beginning of your next turn or when your Shadow Mantle ends. You can choose at which points during your movement the trail begins and ends, but you can only activate it once on your turn (meaning you can only form a single, contiguous wall of darkness with no gaps).

UMBRAL ASSAULT

At 10th level, you learn how to turn the shadows themselves into weapons to strike at your foes. While your Shadow Mantle is active, you can use a bonus action to select a creature you can see within 60 feet of you that is also within 5 feet of an area of dim light or darkness. The target must succeed on a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier) or suffer force damage equal to 1d8 plus your Strength or Dexterity modifier (your choice). The target has disadvantage on this saving throw if it is within an area of darkness.

At 18th level, you can target two creatures when you use your Umbral Assault feature, and the damage die increases to 1d10.

INCORPOREAL ASPECT

At 15th level, you come to understand shadows so deeply that you can temporarily let slip some of your corporeal form. While your Shadow Mantle is active, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.





DEAN SPENCER

MONK

WAY OF THIRSTING WINGS

Some monastic traditions teach their followers that life is a difficult, unjust experience where luxury and comfort are fleeting at best and illusory at worst. Monks who follow these traditions sometimes deal with this bleak outlook by turning toward nature to find inspiration as to how individuals might make their way in such a harsh world. Through contemplation and observation, the monks of the Way of Thirsting Wings model their lives and their unique martial art after the vampire bat, as they believe it is the exemplar of a creature that has adapted in extreme ways to endure the hardships of existence.

Though this tradition teaches that change is necessary for survival, it also teaches that there is strength in community. As vampire bats help feed each other within the colony when food is scarce, these monks believe that they too must work together toward common goals if they hope to thrive in a dire world. As they see it, this flying creature that navigates by its own echoes and feeds on the blood of the living did not simply die off when life became difficult; it became what it needed to be in order to survive. And though most people find these creatures horrible and revolting, the Way of Thirsting Wings sees that prejudice as simply one more adversity to overcome.

ASPECT OF AWARENESS

When you choose this monastic tradition at 3rd level, you gain the keen hearing of a bat. You have advantage on Wisdom (Perception) checks that rely on hearing.

ASPECT OF THIRST

Also at 3rd level, you learn to feed off the wounds you inflict. Once on your turn when you hit a creature with a melee attack using a monk weapon or an unarmed strike, you may spend 1 ki point to regain a number of hit points equal to half your monk level plus your Wisdom modifier.

ASPECT OF WINGS

At 6th level, the power of your ki can propel you through the air like the wings of a bat. You can use a bonus action and spend 2 ki points to gain a flying speed equal to your walking speed until the beginning of your next turn.

While flying, the first melee attack roll you make on each of your turns has advantage.

ASPECT OF ECHOES

At 11th level, you learn to mystically emulate the echolocation abilities of the bat. You gain blindsight out to a range of 30

feet, but your blindsight does not work if you are deafened.

ASPECT OF THE COLONY

At 17th level, your understanding of the vampire bat allows you to share vitality with your allies by channeling your ki into them. When you use your Aspect of Thirst feature to regain hit points, you can choose a number of creatures that you can see (excluding yourself) within 60 feet of you and spend 2 ki points for each. The number of creatures you choose cannot exceed your Wisdom modifier (minimum 1). Each of those creatures regains a number of hit points equal to half your monk level.



PALADIN

OATH OF THE LANTERN

The Oath of the Lantern charges its paladins to acknowledge that darkness and evil are not just real, but recurrent and inevitable. This oath is never sworn lightly, as to truly embrace it, one must understand that the fight against wickedness and suffering is ultimately a lost cause that can never be totally won. Just as the sun can never banish the dark of night forever, evil will always return to the world no matter how thoroughly it may be stamped out. Paladins who swear this oath accept that there is no such thing as a world devoid of evil and darkness, but rather than succumbing to despair, they choose to dedicate their lives to bringing what protection they can to those whom the dark threatens to destroy. Like a single lantern on a moonless night, paladins of the Oath of the Lantern strive to show the way to those who are lost and without hope, driving back the darkness wherever and however they can.

TENETS OF THE LANTERN

The Oath of the Lantern focuses on protecting others from malicious forces, especially those that thrive in darkness. Its tenets emphasize that it is an ultimately hopeless battle, but it is still worth fighting to save whomever one can from despair and the terrors of the night.

The Night Always Comes. Just as the night always overtakes the day, evil can never be completely destroyed. To strive for that end is pointless.

Be a Light in Dark Places. Though evil will always exist, it is not invincible. Do what can be done to thwart it wherever you find it.

Illuminate the Path. When others are lost and without hope, show them the way to safety.

Seek the Darkest Night. Even the smallest light shines brightly when the night is at its darkest, and it is then that the light is most needed.

Endure Without Hope. Accept that evil and suffering are facts of life, but remain stalwart even if the fight seems futile. There are those you can save from darkness, and they are worth fighting for. Though you may be without hope, you can bring hope to others.

OATH SPELLS

Your Sacred Oath class feature grants you additional spells that become available to you as shown in the table below. Refer to the Sacred Oath class feature for how oath spells function.

Paladin Level	Spell
3rd	<i>guiding bolt, protection from evil and good</i>
5th	<i>branding smite, darkvision</i>
9th	<i>beacon of hope, daylight</i>
13th	<i>guardian of faith, sickening radiance</i>
17th	<i>dawn, hallow</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Shelter from the Dark. As an action, you can present your holy symbol and use your Channel Divinity to create a static area of luminous protection. The area is a 15-foot-radius sphere centered on the space you occupy when you summon it. The sphere does not move with you; it remains stationary where it was originally created. If you exit the sphere, it immediately dissipates. Otherwise, it lasts for 1 minute or until you lose concentration (as if concentrating on a spell).

The interior of the sphere is lit by bright light, and any magical darkness within the sphere is dispelled. The sphere also casts bright light out to 30 feet (measured from the center) in all directions and dim light an additional 30 feet beyond that.

Fiends, fey, and undead cannot willingly enter the sphere except by magical means. If such a creature tries to teleport or use similar supernatural methods to enter the sphere, it must succeed on a Charisma saving throw or the spell or other trait fails.

Additionally, if an affected creature begins its turn within the sphere's radius, it must succeed on a Charisma saving throw. On a failure, the creature must use its movement each turn to move away from the center of the area until it exits the sphere. Fiends, fey, and undead have disadvantage on attack rolls against targets within the sphere, and creatures within the sphere cannot be frightened, charmed, or possessed by fiends, fey, and undead.

Effulgent Gaze. By spending an action, you can use your Channel Divinity to ignite your eyes with blazing radiant power for 1 minute or until you use a bonus action to dismiss the effect. During this time, your eyes cast bright light in a 30-foot-radius and dim light for 30 feet beyond that. While your eyes are alight, you can use a bonus action to make a ranged spell attack against a creature you can see within 60 feet of you. Charisma is your attack modifier for this attack. If the attack hits, the target suffers radiant damage equal to 1d4 plus your Charisma modifier, and it must succeed on a Constitution saving throw or be blinded until the end of its next turn. The damage die increases to 1d6 when you reach 11th level in this class.

LAMBENT AURA

Beginning at 7th level, you exude an aura of protective magic as long as you are conscious. You and friendly creatures within 10 feet of you gain resistance to necrotic and radiant damage. Additionally, any creatures hostile to you cannot benefit from being invisible while they are within the aura's range. The aura normally has no visible presence, but you may use a bonus action to cause dim light to fill the aura's area until you use a bonus action to extinguish it. Magical darkness is suppressed wherever it comes into contact with the lit aura.

At 18th level, this aura's range increases to 30 feet.

RADIANT FURY

At 15th level, when you deal radiant damage, you can choose to reroll a number of the damage dice up to your Charisma modifier (minimum of 1). You must use the new roll.

SAINT OF THE LOST CAUSE

At 20th level, you have come to fully accept that the battle against darkness is ultimately without end, but still worth pursuing. With that knowledge seared into your soul, you can become a personification of righteous defiance: the lone lantern refusing to be extinguished by the night. You can spend an action to gain the following benefits for 1 minute:

- Your current hit points and hit point maximum increase by a number equal to 20 plus your Charisma modifier.
- Your hit point maximum cannot be reduced.
- You cannot be blinded.
- You have advantage on all saving throws.

This effect ends early if you die before the duration ends. You can use this feature once and cannot use it again until you finish a long rest.



RANGER

GRAVE WARDEN

Grave Wardens are rangers that are dedicated to the protection of burial grounds from the manifold nefarious forces that plague them, such as undead, necromancers, scavengers, and grave robbers. Graveyards, mausoleums, and catacombs are all likely settings to find a Grave Warden, but as they are rangers first and foremost, they are also frequently found patrolling wilderness areas containing mass graves, charnel pits, and other burial sites, especially those colored by dark pasts. By defending such places, they can protect both civilized areas and the frontier by preventing dark threats from rising and gaining strength. If they are too late to stop these sinister creatures before they begin their malevolent work, Grave Wardens do not hesitate to hunt down and destroy them with superior tactics and cunning.

GRAVE WARDEN MAGIC

At 3rd level and at certain subsequent levels, you learn additional spells as shown in the table below. These spells count as ranger spells for you, but they do not count toward the number of ranger spells you know.

Ranger Level	Spell
3rd	<i>protection from evil and good</i>
5th	<i>gentle repose</i>
9th	<i>remove curse</i>
13th	<i>death ward</i>
17th	<i>dispel evil and good</i>

RESOURCEFUL

When you select this archetype at 3rd level, you pick up the knack for using what tools you have at hand to get the job done. You gain proficiency with improvised weapons (such as torches, wooden stakes, and flasks of holy water) if you don't already have it.

SPECIALIZED TACTICS

Also at 3rd level, you learn methods to mitigate the threat posed by your enemies as you attack them with specialized techniques and tactics. When you hit a creature with a weapon attack, you can use a bonus action to change all of the damage dealt by the attack to radiant or fire damage and add 1d4 to the damage total. Additionally, if you change the damage type in this way, the target's speed is halved until the end of its next turn.

DEFENSIVE MEASURES

At 7th level, you become more adept at weathering the attacks of the undead and other magical assaults. You gain resistance to necrotic damage, and your hit point maximum cannot be reduced.

Additionally, whenever you make a saving throw against a spell from the necromancy school of magic, you may use your reaction to add 1d6 to the result of the roll, but you must do so before the GM determines the outcome of the roll.

HIDDEN RESERVES

At 11th level, you learn how to push yourself to keep fighting even when your magical reserves are flagging. As an action, you can recover expended spell slots. The spell slots can have a combined level that is equal to or less than your Wisdom modifier (minimum 1).

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

VETERAN WARDEN

At 15th level, your experience combating horrifying foes has taught you to remain stalwart in the face of terror and defeat. You gain advantage on saving throws against being frightened. Additionally, at the end of a long rest, you may immediately cast *death ward* on yourself without expending a spell slot, and its duration increases to 24 hours. You may do so once, and you may not do so again until you finish a long rest.



ROGUE

ROGUISH ARCHETYPE: CRYPT DELVER

Many individuals aspire to be treasure hunters or explorers, but few master the required skills, and fewer still are willing to risk their lives in dark, dangerous places filled with deadly traps and monsters to pursue those goals. As a Crypt Delver, your training focuses on infiltrating perilous, well-defended locations like forgotten vaults and deadly tombs, and surviving to tell the tale. You accomplish this not only by overcoming the devices used to secure such sites, but also by exploiting every advantage to avoid or defeat the lurking horrors waiting to devour those who dare tread upon forbidden ground.

LOCK CRACKER

When you select this archetype at 3rd level, you learn that the most valuable treasures are kept behind the strongest locks, and so you have trained to defeat such obstacles. Immediately before you use an action to make an ability check using Dexterity or Intelligence to open a lock, you can use a bonus action to gain advantage on the check. You can use this feature a number of times equal to 1 plus your Intelligence modifier (minimum 1). You regain any expended uses when you finish a long rest.

TRAP BREAKER

At 3rd level, you become exceptionally effective at neutralizing traps. Immediately before you use an action to make an ability check using Dexterity or Intelligence to disarm a trap, you can use a bonus action to gain advantage on the check. You can use this feature a number of times equal to 1 plus your Intelligence modifier (minimum 1). You regain any expended uses when you finish a long rest.

WARY

Also at 3rd level, your situational awareness improves. Your passive Perception score increases by 2.

VEXING STRIKE

At 9th level, you learn how to use precise strikes, unexpected tactics, and dirty tricks in concert to distract your opponents so that you and your allies can outmaneuver them. Whenever you successfully damage a creature with your Sneak Attack, that creature cannot take reactions until the start of its next turn.

STAY ON YOUR TOES

At 13th level, you can use your reaction to reroll a Dexterity saving throw that you fail. If you do so, you must use the new roll.

OPPORTUNISTIC

When you reach 17th level, you are accustomed to reacting quickly to avoid unexpected mishaps, mitigate dangerous situations, seize fleeting opportunities, and save your own skin from terrible things trying to end you. After you use your reaction during a round, you may choose to take 1 additional reaction later that round, but both reactions cannot be triggered by the same event.

Example: You cannot use a reaction to use Uncanny Dodge in response to an attack, then immediately use another reaction to use Uncanny Dodge again in response to the same attack. Likewise, you cannot use a reaction to make an opportunity attack against an enemy when it leaves your reach, then immediately use another reaction to make a second opportunity attack in response to the same movement. You could, however, use your first reaction to use Uncanny Dodge in response to one attack, then use a second reaction to use Uncanny Dodge in response to a different attack later during that round. Similarly, you could use a reaction to use your Stay on Your Toes feature to reroll a failed Dexterity saving throw, then use a second reaction to make an opportunity attack against a creature when it leaves your reach during that round.

You may use this feature a number of times equal to your Dexterity modifier. You regain any expended uses when you finish a short or long rest.



SORCERER

SORCEROUS ORIGIN: LYCANTHROPE

The sorcerous power that flows through your veins can be attributed to the influence of the insidious curse of lycanthropy. Perhaps you bear the curse yourself, and that savage force within you is so powerful that it grants you access to magic. It is considerably more likely, however, that one or more of your ancestors was a were-creature that passed their cursed blood down through the generations, and the curse ultimately manifested within you not as lycanthropy, but as a source of primal, arcane might. Regardless of the exact circumstances, the fierce, transformative essence of the lycanthrope surges through your blood.

BEAST KIN

Starting at 1st level, you learn the *Speak with animals* spell. It counts as a sorcerer spell for you, but it does not count toward your number of known sorcerer spells.

PREDATORY SENSES

At 1st level, you can add your Charisma modifier to Wisdom (Perception) checks that rely on hearing, sight, or smell.

MUTABLE RESONANCE

Also at 1st level, the mutable nature of your power's origin resonates with transmutation magic. When you cast a transmutation spell of 1st level or higher or whenever a creature casts a transmutation spell of 1st level or higher that targets you or includes you in its area of effect, you gain temporary hit points equal to the spell's level. If the spell requires you to make a saving throw, you can use your reaction and spend 1 sorcery point to make the saving throw with advantage.

LYCANTHROPIC RESISTANCE

At 6th level, you can spend 1 sorcery point to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that are not silvered for 1 minute.

BESTIAL SWIFTNESS

At 14th level, your lycanthropic power manifests within you as feral swiftness. Your movement speed increases by 10 feet.

LYCANTHROPIC TRANSFORMATION

At 18th level, you can use your action and spend 7 sorcery points to transform yourself into a fearsome beast-humanoid hybrid. This transformation lasts for 1 minute or until you use an action to return to your natural form. While in the hybrid form, you gain the following benefits:

- Your current hit points and hit point maximum increase by 10 plus your Charisma modifier.
- You have advantage to all Wisdom (Perception) checks that rely on hearing, sight, or smell.
- Your Strength score becomes 16 if it is not already higher.
- Your Dexterity score becomes 14 if it is not already higher.
- You become immune to bludgeoning, piercing, and slashing damage from nonmagical attacks that are not silvered.
- You grow claws and sharp teeth. You can use your action to make a claw attack and your bonus action to make a bite attack. These attacks count as melee weapon attacks with a reach of 5 feet. The claw attack inflicts slashing damage equal to 2d4 plus your Strength modifier. The bite attack inflicts piercing damage equal to 1d10 plus your Strength modifier. Your claws and teeth count as magical weapons for the purpose of overcoming immunity and resistance to nonmagical damage and attacks.

Armor, clothing, and equipment do not transform with you, so at the GM's discretion, clothes and armor you are wearing may be damaged during the transition, but you can still use most equipment normally.

WARLOCK

OTHERWORLDLY PATRON: THE COVEN

Regardless of the exact circumstances that guided you to walk the path of the warlock, you chose to form your pact with the manipulative, sinister creatures known as hags. An individual hag is not typically potent enough to bind a warlock to a pact, but in your case, three ancient and powerful grandmothers banded together to form a coven, and their collective might proved formidable enough to grant you arcane powers. The hags' motivations are likely complex and diabolical far beyond mortal comprehension, so the services they demand of you may not make apparent sense or seem to further a readily identifiable goal at all. Furthermore, with three entities laying claim to you, there may be times that they are at odds with each other, and you could become caught in the middle. Regardless of how conflicting or inscrutable their whims may be, one can be certain that their intent, collectively and separately, is ultimately malign, and they seek nothing but ruin for everyone but themselves. Unfortunately, given the nature of a hag's bargain, that ruinous fate almost certainly includes you, as well.

EXPANDED SPELL LIST

The Coven gives you an expanded list of spells to choose from when you learn a warlock spell. The spells in the table below become part of the warlock spell list for you.

Spell Level	Spell
1st	<i>bane, inflict wounds</i>
2nd	<i>blindness/deafness, phantasmal force</i>
3rd	<i>animate dead, bestow curse</i>
4th	<i>phantasmal killer, locate creature</i>
5th	<i>dominate person, geas</i>

JINX

Beginning at 1st level, you learn how to steal the voices of creatures. As an action, choose a creature that you can see within 60 feet of you. That creature must succeed on a Constitution saving throw against your warlock spell save DC or lose the ability to speak or make any other vocal noises for 1 minute or until you lose concentration (as if concentrating on a spell). The target may repeat the saving throw whenever it takes damage greater than its Constitution modifier (minimum 0) and also at the end of each of its turns, ending the effect early on a success. The effect also ends if a *remove curse* spell or similar magic is cast on the target.

You may use this feature once and may not do so again until you finish a long rest.

IMPOSTOR'S PLUNDER

Also at 1st level, you are able to imitate the voice of any creature whose voice you have stolen. As a bonus action, you can choose the voice of any creature that has failed a saving throw against your Jinx feature. This effect lasts for 10 minutes or until you change your voice to another (including your own) by using a bonus action. This feature does not grant you knowledge of the creature's speech patterns or languages—only the sound of its voice.

You may use this feature a number of times equal to your Charisma modifier (minimum 1) and may not do so again until you finish a long rest.

INFECTIOUS MALADIES

When you reach 6th level, your mastery over magical malignancy increases, and you are able to make the debilitating effects of magic contagious. Whenever a creature that you can see within 60 feet of you or a creature you are touching becomes blinded, deafened, exhausted, frightened, paralyzed, poisoned, or stunned as a result of failing a saving throw that a spell or magical effect forced it to make, you can spend your reaction to choose a number of creatures up to your Charisma modifier (minimum 1) that you can see within 30 feet of the target. A selected creature must make a Charisma saving throw against your warlock spell save DC. On a failure, each new target gains the same conditions (blinded, deafened, exhausted, frightened, paralyzed, poisoned, or stunned) the first creature gained when it failed the initial saving throw. The conditions remain on each of the new targets until the end of that creature's next turn. Removing the condition(s) from the original creature does not affect the duration of this effect on the new targets.

You may use this feature once and may not do so again until you finish a short or long rest.

CRONES' AEGIS

At 10th level, the deceitful power of the Coven makes you difficult to strike. When a creature hits you with an attack roll, roll 1d6. On a roll of 1, the attack instead misses you, and you can use your reaction to teleport to an unoccupied space you can see within 5 feet of you.

HAG'S BARGAIN

At 14th level, you learn from your patrons' example and are now able to facilitate the theft of life from one creature to benefit another, but because you understand the power of the Rule of Three, you benefit from the transaction, as well. As an action, choose a target that you can see within 60 feet of you. That creature must make a Charisma saving throw against your warlock spell save DC. On a failure, the target suffers

necrotic damage equal to 5d12 plus your warlock level, or half as much on a successful save. Whether the creature succeeds or fails its saving throw, you must then choose another creature that you can see within 60 feet of you (not including yourself). This second target regains hit points equal to half the necrotic damage dealt. You also regain the same number of hit points, but in your case, if that number would bring your hit point total above your hit point maximum, you regain hit points up to your maximum, and gain any remainder as temporary hit points.

This feature only works if it includes three creatures (including yourself). You may use this feature once and may not do so again until you finish a long rest.

HORROR-THEMED ELDRITCH INVOCATIONS

Starting at 2nd level, all warlocks gain access to the Eldritch Invocations feature. The following are new horror-themed options for that feature.

BALEFIRE

Prerequisite: eldritch blast cantrip, 5th level

Once on your turn, when one of your *eldritch blast* beams hits a creature, you can change the damage type from force to fire. If you do so, you may force any number of creatures that you can see within 5 feet of the target to make a Dexterity saving throw. On a failure, a creature suffers 1d6 fire damage as the supernatural flames flare to life and leap between creatures.

PHANTOM'S PASSAGE

While traveling on foot, you do not leave footprints, nor do your footsteps make any noise. Also, your passage leaves no lasting minor disturbances in the environment such as breaking twigs, upending small rocks, or crunching leaves. You have advantage on all Dexterity (Stealth) checks, and Survival (Wisdom) checks to track you have disadvantage.



WIZARD

ARCANE TRADITION: BLOOD MAGIC

While many wizards choose to specialize in one of the schools of magic, the arcane tradition of Blood Magic instead focuses on the macabre practice of drawing power from the spilled blood of living creatures. Blood mages, as the followers of this tradition are called, learn to siphon the sanguinary essence of other creatures as well as their own when necessary. By harnessing this grisly fuel, they can use it to protect themselves and others, refuel their arcane reserves, or empower and transform their spells. The gruesome practice of blood magic is widely considered dangerous, nefarious, and taboo among other wizards and laymen alike, but the methods and motivations of those who subscribe to the Blood Magic tradition vary widely. Regardless of any moral debates, blood mages know that power can be theirs so long as they have the knowledge, the will, and the stomach to make use of it.

BLOOD MAGIC

Starting at 2nd level, you learn how to draw arcane power from the blood of living creatures. As blood is spilled, the energy you harvest, store, and spend is referred to as blood points. The maximum number of blood points you can store is equal to your Intelligence modifier (minimum 1). Upon finishing a short or long rest, your number of blood points resets to 1. Whenever a living creature that you can see within 60 feet of you takes force, bludgeoning, piercing, or slashing damage, you can use your reaction to gain 1 blood point.

Additionally, you can use a bonus action to spend a number of your Hit Dice equal to or less than your Constitution modifier (minimum 1). For each Hit Die you spend in this way, you suffer 1d4 necrotic damage and gain 1 blood point. This damage cannot be mitigated, prevented, redirected, or reduced in any way. This damage cannot break your concentration, and Hit Dice spent in this way do not replenish your hit points.

Stored blood points can be spent in the following ways:

- You can use a bonus action and spend 1 blood point to gain resistance to one type of damage until the end of your next turn.
- When a creature that you can see within 30 feet of you takes damage, you can use your reaction and spend 1 or more blood points. For each blood point you spend, the damage is reduced or increased by a number equal to your Intelligence modifier (minimum 1).
- When you make a spell attack, you can spend 1 blood point to gain advantage on the attack roll.

ARCANE CONSUMPTION

At 6th level, you learn how to exchange your own vitality in new ways to replenish your arcane reserves. When you use your Arcane Recovery feature, you may spend a number of your Hit Dice equal to or less than your Constitution modifier (minimum 1) to recover additional spell slots. Hit Dice spent in this way do not replenish your hit points. Each Hit Die you spend in this way increases the combined level of spell slots you can recover through Arcane Recovery by 1, though you still cannot recover spell slots of 6th level or higher.

WARD OF CRIMSON

At 10th level, when you fail a saving throw against a spell, you can spend 1 blood point to reroll the saving throw. You must take the new result, even if it is lower. You cannot use this feature again until you finish a short or long rest.

WARD OF SCARLET

Also at 10th level, when you cast a spell of 1st level or higher, you can spend 1 blood point to choose a creature that you can see within 60 feet of you. The target gains a number of temporary hit points equal to the spell's level.

SANGUINE ARCANA

At 14th level, you learn how to use the power of blood to transform your magic. Add the following options to your Blood Magic feature:

- You can use a bonus action and spend 1 or more blood points to make the next spell you cast before the end of your turn more difficult to counteract. For each blood point you spend in this way, treat the spell as if it were 1 level higher for the purposes of determining whether a spell or effect can counter or dispel it. The maximum total effective spell level is 9.
- You can use a bonus action and spend 1 or more blood points to make the next spell you cast before the end of your turn more difficult to resist. When you cast that spell, choose 1 creature forced to make a saving throw by that spell. Each blood point you spend in this way increases the DC of the first saving throw that creature makes against this spell by 1.
- When you roll damage for a spell, you can spend 1 blood point and 1 of your Hit Dice to change one type of damage dealt by the spell to any other type of damage. Spending a hit die in this way does not replenish your hit points.

FRIGHTFUL BACKGROUNDS

ABDUCTEE

The fey are strange, mercurial creatures, often possessing inscrutable agendas and baffling, even dangerous senses of humor. Legends and folklore are replete with stories of fey creatures slipping into other planes and absconding with various things they find while there. To the chagrin of many, these stories are not always fictional, and in some of those cases, the items taken are actually young children. Lured, beguiled, coerced, or simply kidnapped, these children are taken to the Feywild for all manner of reasons wicked or jocular. In many cases, however, such victims are never seen nor heard from in their homes again.

You were one of these abducted children, as it happens, but you are one of the few who actually made it back. Though the method of your abduction and the nature of your return may vary from the stories of others like you, your time spent among the strange environs and creatures of the Feywild undoubtedly and significantly shaped you.

Skill Proficiencies: Arcana, Deception

Tool Proficiencies: One type of musical instrument

Languages: One of your choice

Equipment: An interesting bauble or keepsake from the Feywild, a musical instrument, a set of common clothes, and a pouch containing 10 gp.

FEATURE: UNIQUE EXPERIENCE

Having spent most or all of your childhood in the Feywild, you quickly became acclimated to the strange nature of that plane, its denizens, and the myriad dangers which inhabit it. Given your familiarity with the Feywild, you have a wealth of firsthand information about the day-to-day realities of the Feywild and the creatures who call it home. This knowledge may come in handy when traveling through or visiting that plane, but it also might prove useful when dealing with fey creatures you recognize.

The extent of the information you have concerning any given subject related to the Feywild is determined at the GM's discretion, but the GM is encouraged to provide information on such subjects somewhat readily and thoroughly, even if ability checks are deemed necessary. Depending on the nature of your experience on that plane, the GM may decide that there are certain facets of the Feywild and fey creatures with which you are more (or less) familiar.

Additionally, students of the planes and other folk who are

interested in the Feywild may give you special treatment or consideration (positive or negative) if they discover that you have unique experience and firsthand knowledge, which they might be interested in learning from you.

FLESHING THINGS OUT

Some questions to consider when determining how this background applies to your character: How old were you when you were abducted? How long were you in the Feywild? What did you do while you were there? Did you enjoy your time there? Do you want to return? How and why did you leave the Feywild? What was the relationship with your abductor like? Did you forge any other relationships there? How might they affect your life now?

You should also consider what caused you to take up the role of an adventurer. Did your experience in the Feywild give you a reason to return there? Or did it perhaps give you a reason to avoid going back? Did it set you on a quest leading away from there? Or are you compelled to return for some reason? Were you always destined to be an adventurer, or did your experience push your life into one of adventure?

d8 Personality Trait

- 1 I've learned not to take anything at face value.
- 2 I have no stomach for politics and schemes.
- 3 If I believe enough, anything is possible.
- 4 A good song or story is priceless.
- 5 I can't stand to stay in one place for long.
- 6 I want everyone to know the wonders I have seen.
- 7 Money and possessions are fleeting things.
- 8 Nature has a music all its own.

d6 Ideal

- 1 **Word.** My word is all I have. (Lawful)
- 2 **Survival.** One does what they must to survive. There is no shame in that. (Neutral)
- 3 **Exploitation.** I was a victim once. Now it's someone else's turn. (Evil)
- 4 **Protection.** I do my best to prevent what happened to me from befalling anyone else. (Good)
- 5 **Freedom.** If I learned anything in that place, it's that freedom is the natural state of life. (Chaotic)
- 6 **Wonder.** Beauty and wonder are everywhere if you look for it. (Any)

d6 Bond

- 1 I still serve one of the fey courts while I am here.
- 2 I am searching for what is left of my family.
- 3 I left friends behind in the Feywild; I would like to see them again.
- 4 I will find and punish the one who kidnapped me.
- 5 I know of a specific portal leading to the Feywild somewhere far away, and it is always calling to me.
- 6 My siblings were abducted with me, and I must find them and bring them home.

d6 Flaw

- 1 I hate sleeping outside now; the stars in the night sky are so different here. It all feels so wrong.
- 2 I am afraid of bodies of water when I can't see the bottom. Such things are deadly in the Feywild.
- 3 I never give up, even when it's stupid not to.
- 4 I can't pass up an interesting wager.
- 5 I easily get lost in music and revelry.
- 6 My understanding of manners and customs is very different from that of most people here.



CURED LYCANTHROPE

For most of those afflicted with the curse of lycanthropy, their lives are wholly consumed by it, and it taints them until the end of their days. Most find that it is simply a fact of life for them, and try as they might, there is no hope for an existence separate from the influence of the beast. There are legends, however, of those who have been able to break the curse, to cure the disease, thus ending the nightmare. In your case, those legends are reality.

You were once a lycanthrope, a werewolf or other similar creature, and though the circumstances may be extraordinary, you were nevertheless cured of that condition and are at least mostly free of the bestial call that once consumed you. Without a doubt, however, that monstrous experience has left its mark on you.

Skill Proficiencies: Animal Handling, Survival

Languages: Two of your choice

Equipment: A bundle of dried herbs or plants related to your cure (like wolfsbane), a memento or trophy from your first kill as a lycanthrope, a small knife, a set of common clothes, and a pouch containing 5 gp.

FEATURE: THE MOON'S LINGERING CALL

Though you are no longer a lycanthrope, the moon which previously governed your changes still tugs on your thoughts and feelings, whether you want it to or not. You always know the location of the moon in the night sky, as well as its current phase, even if you cannot see it. This information is typically enough to allow you to navigate at night, even if indoors, under a dense forest canopy, or within thick fog. This also allows you to approximate the time of night, how long until the moon sets, and when the next full moon will occur.

FLESHING THINGS OUT

Some questions to consider when determining how this background applies to your character: How did you become a lycanthrope in the first place? How long were you cursed? How were you cured, and who was responsible for it? How do you feel about your lycanthropy and its removal? How much of your time as a were-creature do you recall?

You should also consider what caused you to take up the role of an adventurer. At what point did you become one? Were you already an adventurer when you contracted lycanthropy, or was it after you were infected? Alternatively, perhaps you did not become an adventurer until after you were cured. Was there

something about the circumstances of your second chance that set you on a quest of some sort? Or are you perhaps simply picking up where you left off while you were still part beast?

d8 Personality Trait

- 1 I trust animals more than people.
- 2 I still prefer to be active late at night.
- 3 I enjoy nothing more than the thrill of the hunt.
- 4 I talk to everyone I can so maybe I will remember how normal people interact.
- 5 I look forward to the future so I don't have to dwell on my past.
- 6 People should laugh more; things could be so much worse.
- 7 I love to learn, especially about what I used to be.
- 8 I never worry about getting lost; things have a way of working out.

d6 Ideal

- 1 **Natural Order.** The apex predator is a natural and sensible part of how nature operates. (Lawful)
- 2 **Banality.** My lycanthropy was simply a thing that happened, just like everything else. (Neutral)
- 3 **Menace.** It may not have been worth the cost, but it was intoxicating to be so menacing. (Evil)
- 4 **Cure.** I'm one of the few who broke the curse. I should help others do the same if I can. (Good)
- 5 **Freedom.** Say what you will about the beast I was, but it knew the meaning of freedom. (Chaotic)
- 6 **Opportunity.** I'm lucky the curse is behind me. I am grateful for the opportunity to start anew. (Any)

d6 Bond

- 1 All of my family members are still lycanthropes.
- 2 I did terrible things to the people in my hometown.
- 3 The person who helped cure me is now my mentor.
- 4 My betrothed shunned me because of what I was.
- 5 I still keep in touch with a lycanthrope I knew well.
- 6 I owe a debt to the people who cured me.

d6 Flaw

- 1 Stressful situations bring back some of the old bloodlust.
- 2 My table manners are still those of the beast.
- 3 I am easily distracted by interesting scents.
- 4 I have trouble sleeping indoors these days.
- 5 I still love a good scratch — anytime, anywhere.
- 6 I have a hard time sitting still or waiting.



GRAVE ROBBER

People die. That's certainly no secret. In some cultures, people die and are buried or otherwise interred alongside some of the possessions they had in life. In those places, there are sometimes individuals who decide that such possessions are better off in the hands of the living and are not afraid to do what must be done to locate and take ownership of such items. Many would call these individuals grave robbers, though some would simply call them opportunists. Your intent and reasons are your own, but no matter how you look at things, you used to (and may still) make your way in the world by finding and taking objects buried with the dead.

Skill Proficiencies: Investigation, Stealth

Tool Proficiencies: Thieves' tools

Languages: One of your choice

Equipment: A shovel, 50 feet of rope, an oil lantern, a set of common clothes, and a pouch containing 5 gp.

FEATURE: GHASTLY BUSINESS

Anyone who attempts to make a living as a grave robber invariably finds out that the whole process is a bit more complicated than it may seem at first glance. There are a myriad of considerations to consider beyond the simple exhumation of wealth-laden bodies. One must find them first, which may not be terribly difficult, but then one must also perform the work without being detected, which usually means digging and pilfering while no one is around to see. Once the deed is done and the spoils collected, a grave robber must find a willing buyer, as they might well be recognized as burial tokens by their details or even the lingering reek of rot.

To that end, this feature allows you to easily find any burial grounds within 1 mile of your location. You are also familiar with the general routines of such graveyards, mausoleums, and other places of final rest, as well as their typical methods of security, so you have at least some working knowledge of what to look for when casing such a place. You may not know the exact schedule of the visitors, guards, and groundskeepers, but you know such things are important to know before you set to work, so you know what to look for and how to find out more about them.

Additionally, you are able to locate with relative ease (if they exist) fences in cities and other types of settlements who are likely unscrupulous, not picky, or otherwise willing to purchase items which you purloined from the dead.

FLESHING THINGS OUT

Some questions to consider when determining how this background applies to your character: What caused you to start robbing graves? How do you feel about what you do? What would it take for you to stop? Is it simple necessity that drives you, morbid fascination, greed, or do you enjoy the taboo around the activity? Do you plunder a specific kind of grave or are you fairly indiscriminate? Does anyone know what you get up to? If so, what do they think of it?

You should also consider what caused you to take up the role of an adventurer. Did you find something in a grave that led you into an adventure? Or did the quest you were already on cause you to have need to start poking around in graves? Do you need to continue digging up the departed to complete the task ahead of you? Or do you need to complete some complicated task so that you can get back to relieving the dead of their material burdens?

d8 Personality Trait

- 1 I rely on gallows humor to defuse tense moments.
- 2 I make it a point to never be the first one in line.
- 3 The fewer people that notice me, the better.
- 4 Dealing with the dead makes you realize how precious every moment really is.
- 5 I've seen so many grisly sights; nothing fazes me anymore.
- 6 Greed is more of a way of life for me.
- 7 Enjoy life as best you can while you still have time.
- 8 I'll do quite a bit to distract myself from grim reality.

d6 Ideal

- 1 **Rationalizing.** It's not technically stealing if they can't prove they own it anymore. (Lawful)
- 2 **Practicality.** The dead have no further use for their possessions, but I certainly do. (Neutral)
- 3 **Ease.** Them being dead makes robbing them that much easier. (Evil)
- 4 **Altruism.** I will make sure these items are used to help those in need. (Good)
- 5 **Transience.** Ownership, like all things, is impermanent. (Chaotic)
- 6 **Reality.** Everyone's got to make a living somehow. (Any)

d6 Bond

- 1 I lost something very important to me and I will do anything to get it back.
- 2 I'm trying to complete a collection that means a great deal to me.
- 3 My sibling used to help me with my work before a tragic accident occurred.
- 4 I had to flee my home because my trade was severely frowned upon.
- 5 My parents never received a proper burial, and I believe their spirits are restless.
- 6 If I can make enough money, I can finally buy my own place to call home.

d6 Flaw

- 1 I tend to giggle at things others find offensive.
- 2 I can't ever seem to get the smell of the grave off my hands.
- 3 Others never seem quite comfortable around me.
- 4 I feel a compulsive need to steal.
- 5 I drink heavily to soften the rough edges.
- 6 I hate asking for help, especially when I need it most.

HORROR SURVIVOR

While it is true that there are things that go bump in the night, there are also things which do far worse. You know this well because you once experienced a truly terrible, dark horror that befell you and those around you. Regardless of the exact nature of this horrific event and who (or what) was responsible for it, you were one of the only survivors to come out of that harrowing experience. The scars it caused (physical, mental, or otherwise) are now an important part of who you are, though you may have also learned something profound about yourself and the will to survive in the process.

Skill Proficiencies: Survival and either Athletics or Stealth

Languages: Two of your choice

Equipment: A trinket worth 1 gp, a blanket, a hooded lantern, a set of traveler's clothes, and a pouch containing 10 gp.

FEATURE: THEY'LL HAVE TO CATCH ME FIRST

Because of your experience with surviving those horrible events in your past, you are resolved to never allow yourself to be caught in such a situation again. To that end, you are always prepared to leave at a moment's notice. You have spent time gathering and hiding basic supplies in various locations that you can access if need be. These caches of supplies may include clothes, food, water, simple tools, and other basic resources that are already packed and ready to go in the event that you need to grab them in a hurry as you get yourself out of a bad situation. You likely have several such stashes in multiple locations that you keep secreted away and secure in case of an emergency. One such stash of supplies is probably on your person at all times. Work with the GM to determine specifics as necessary.

FLESHING THINGS OUT

Some questions to consider when determining how this background applies to your character: When and where did your personal horror show take place? What caused it, and what exactly happened? Were you the only survivor, or were there others? If there were others, what became of them? Is the cause of the horror still a threat, or has it been dealt with? What lasting marks has the trauma left on you?

You should also consider what caused you to take up the role of an adventurer. Did the harrowing events take place once you were already an adventurer? If so, what about your adventuring life caused you to cross paths with such misfortune? Or were you driven to a life of adventure by the fact that you survived

such horrors? Are you now on a quest for revenge? Are you trying to find out the truth of how or why you survived? Maybe you are trying to prevent such calamity from happening again. If so, how do you hope to achieve that?

d8 Personality Trait

- 1 I am fascinated by mortality.
- 2 Never trust a stranger.
- 3 Everyone's story is important.
- 4 If there is a way to make something about me, I'll usually find it.
- 5 You only live once, so get everything out of it while you can.
- 6 I feel safer surrounded by other people.
- 7 Every time I tell my story, it gets slightly more embellished.
- 8 The sound of music makes my hackles rise.

d6 Ideal

- 1 **Justice.** Justice will come to those monsters, just like everyone else. (Lawful)
- 2 **Practicality.** Do the best you can with what you have. (Neutral)
- 3 **Will.** The horrors I witnessed taught me how possible it is to grasp true power if you simply have the will for it. (Evil)
- 4 **Heroism.** If I can help save others from the work of evil hands, I will. (Good)
- 5 **Challenge.** That which did not kill me made me stronger. Hardship begets growth. (Chaotic)
- 6 **Realism.** Bad things happen to people all the time. Don't count on the world to be kind. (Any)

d6 Bond

- 1 I seek revenge against the perpetrators of the horror I lived through.
- 2 I lost my whole family that terrible night.
- 3 A local wise woman helped me survive what happened, and now she is like a mother to me.
- 4 My family doesn't know what I survived, and if I can help it, they never will.
- 5 An oracle told me that I survived for a reason.
- 6 The people who knew me think I died that night. I let them believe that so I could leave my sordid past behind.

d6 Flaw

- 1 If there is a bed, I would rather sleep under it than on it. I need to feel as secure as possible.
- 2 I avoid physical contact with people.
- 3 I abuse substances to try to forget the past.
- 4 Sometimes I have horrific flashbacks.
- 5 I blame myself even for things that aren't my fault.
- 6 I try to control as much about my life as I can, perhaps excessively so.

LIBERATED THRALL

Vampires possess many supernatural powers, and one of their most iconic is the ability to exert their will over mortals, enslaving them through sheer mental domination. Once bound to serve their undead masters, these thralls often become cannon fodder and disposable minions, though some occasionally gain some degree of rank—or at least “preferred pet” status. In any case, you were once such a servant to a vampire, but you were eventually liberated from the vampire’s domination, perhaps by your master’s destruction. Whatever you once were, your time as the vampire’s thrall changed and shaped you into who you are now.

Skill Proficiencies: Insight, Performance

Tool Proficiencies: Your choice of one type of artisan’s tools

Languages: One of your choice

Equipment: One set of artisan’s tools (the same you are proficient with), a symbol or signet related to your master, a set of common clothes, and a pouch containing 10 gp.

FEATURE: RECOGNIZE THEM ANYWHERE

Though you are no longer chained to the will of a vampire, its dominion over you left some disturbing, lingering effects. Your time spent enthralled to the undead causes your skin to crawl in a familiar way whenever a vampire observes you visually, even if you cannot see the vampire watching you. This feeling alone is not enough to reveal the vampire’s location or identity, but the feeling is unique and unmistakable, so it might prove helpful toward such ends.

Additionally, you are able to recognize someone as a vampire or one of their thralls if you observe or interact with them for at least 5 minutes. This does not grant you a supernatural ability to sense such creatures, but you remember enough about your time in service to your vampiric master that you can easily recognize them for what they truly are by observing how they behave.

FLESHING THINGS OUT

Some questions to consider when determining how this background applies to your character: How long were you enthralled by the vampire? Did you like being the vampire’s thrall? How do you feel about your previous master now? How do you feel about vampires in general? How were you liberated from your domination? What sort of things were you made to



do during your servitude? How do you feel about those things?

You should also consider what caused you to take up the role of an adventurer. Were you an adventurer that somehow became bound to a vampiric master along the course of your travels? Or were you a thrall first and only became an adventurer later after you gained your freedom? In either case, does your experience with the vampire give you cause to seek out adventure somehow? Or was your enslavement something that merely delayed your already adventurous lifestyle?

d8 Personality Trait

- 1 I still find joy in being helpful.
- 2 I tend to be somewhat morose.
- 3 Secrets and forbidden lore are fascinating to me.
- 4 I am shy and reserved around strangers.
- 5 Sarcasm is my mother tongue.
- 6 I never pass up a warm meal if I can help it.
- 7 Nothing stands between me and my goals for long.
- 8 Everything is negotiable.

d6 Ideal

- 1 **Hierarchy.** Say what you will about my previous situation, but it was nice to know unequivocally where I stood. (Lawful)
- 2 **Uncertainty.** I'm not sure what I believe at this point. (Neutral)
- 3 **Experience.** I paid very close attention to my erstwhile master's example. (Evil)
- 4 **Righteousness.** I was liberated through the power of grace and virtue. (Good)
- 5 **Autonomy.** Never again shall I have my free will taken from me. (Chaotic)
- 6 **Peace.** I'm just glad to have all that behind me. I can finally decide my own path. (Any)

d6 Bond

- 1 I wasn't my master's only thrall, and I would like to see at least one of the others again.
- 2 I had a family waiting for me while I was ensorcelled. Are they still there?
- 3 I owe my liberation to the followers of a deity.
- 4 I must find my master's hidden lair to see what I can learn from its contents.
- 5 I am not safe. My master had many enemies, and some may likely recognize me.
- 6 I secretly miss being enthralled by such power and seek to return to it.

d6 Flaw

- 1 I often find it difficult to make decisions for myself.
- 2 I always feel like someone is following me.
- 3 Mirrors and anything that shows my reflection make me uncomfortable.
- 4 I still imagine I hear my master's voice sometimes.
- 5 The sight of blood still makes me anxious.
- 6 I avoid direct sunlight if I can help it.



PARANORMAL INVESTIGATOR

When the barriers between the natural and supernatural become thin or altogether nonexistent, the unusual can quickly become commonplace. Even in those situations, however, the paranormal is often poorly understood and requires research and investigation before people can truly understand the nature of what they are dealing with. You are one of the few who choose to investigate such enigmatic subjects.

Skill Proficiencies: Arcana, Investigation

Languages: Two of your choice

Equipment: A notebook detailing your investigations, 2 pencils, a small hand mirror, a set of traveler's clothes, and a pouch containing 10 gp.

FEATURE: PROFESSIONAL COURTESY

While there are not necessarily many people who choose to investigate the paranormal due to its dangerous, often chilling nature, the topic is also extremely intriguing and mysterious. While most may be afraid to delve into the dark corners of the world, people like you are willing to risk a great deal to learn what they can about the supernatural. Because of the common risks inherent to this work, there is usually a sense of camaraderie when such investigators encounter each other.

You know of other paranormal investigators through personal familiarity or simply by reputation, and you may even have the means to contact some of them from time to time when you need their aid or information they might have. Work with the GM to determine who these contacts might be and how it is appropriate for you to contact them. When encountering other paranormal investigators (ones you intended to contact or not), you may or may not be on good terms with them, but they are usually at least somewhat inclined to share some of their information and experiences with you out of professional courtesy, though they will likely expect the same in return.

GMs are also encouraged to use this feature to help deliver plot hooks for adventures. After all, other investigators are just as likely to call on you for help and information, especially if they are collecting on a favor owed.

FLESHING THINGS OUT

Some questions to consider when determining how this background applies to your character: How and why did you become a paranormal investigator? How long have you



investigated the supernatural? Is there a particular type of supernatural creature or phenomenon you focus on? What motivates you to do this work? Is there an ultimate goal you are working toward? How do you feel about the paranormal in general?

You should also consider what caused you to take up the role of an adventurer. Were you investigating the paranormal before you started adventuring? If so, did something about your investigations lead you into a life of adventure? Or did your adventurous life take you down a path where it simply made sense for you to start looking into supernatural occurrences and creatures for a living?

d8 Personality Trait

- 1 I speak lowly and slowly.
- 2 I like answering questions about the paranormal.
- 3 Even my backup plans have backup plans.
- 4 I keep still and quiet as much as I can.
- 5 I tend not to read too much into things.
- 6 I enjoy a good joke more than most things.
- 7 I am very concerned about my appearance.
- 8 The unknown is fascinating and exciting to me.



d6 Ideal

- 1 **Analysis.** Even the paranormal can be understood through study and observation. (Lawful)
- 2 **Curiosity.** I just want to know more about the paranormal to satisfy my curiosity. (Any)
- 3 **Predation.** If I can learn how supernatural creatures prey on people, perhaps I can prey on them more effectively myself. (Evil)
- 4 **Protection.** By learning more about the supernatural, people can better protect themselves from paranormal threats. (Good)
- 5 **Mystery.** The mysterious nature of the paranormal gives it a measure of protection and freedom that I admire and hope to emulate. (Chaotic)
- 6 **Understanding.** It is important to understand everything we can. (Neutral)

d6 Bond

- 1 My family tells stories about our ancestors cavorting with the supernatural.
- 2 I belong to a secretive society dedicated to studying the paranormal.
- 3 Some of my family disappeared in a paranormal incident, and I need to try to find them.
- 4 I was so consumed by my investigations that I lost my family and friends along the way.
- 5 I seek nothing less than the secret of immortality.
- 6 I hope to find faith or meaning through my studies.

d6 Flaw

- 1 I am more comfortable among the strange and alien than I am around normal people and places.
- 2 Trying to better understand the perspective of the paranormal, I use mind-altering substances. Too often, honestly.
- 3 Something is always watching me. I'm not just being paranoid! Stop saying that!
- 4 I obsessively pursue my investigations, even if it puts me or others at risk.
- 5 Why do now what I can put off until later?
- 6 My sleep is usually plagued by vivid nightmares.

RESURRECTED

What happens after a person dies? Many believe that there are multiple possible fates for the souls of the deceased, but it is rare that someone who has actually passed beyond the doors of death returns to the world of the living. Rare though it may be, you are one such individual. Put simply, you died at some point in your past, and after some length of time, you were brought back to life, presumably through some supernatural means. What you experienced after your death may be a vivid memory, or it may be difficult to explain, but in any case, you occupy a living body again. For whatever purpose and to whatever end, you walk among the quick once more.

Skill Proficiencies: History, Religion

Languages: Two of your choice

Equipment: A simple memento of your previous life, a leftover component from your resurrection worth no more than 5 gp, a set of common clothes, and a pouch containing 10 gp.

FEATURE: WHAT LIES BEYOND?

While resurrection rituals and divine intervention are not completely unheard of, they are typically very rare occurrences, so you are something of an oddity in the eyes of most people. When others discover that you were previously dead but have since been brought back to life, they may have a variety of reactions toward you, ranging from curiosity to revulsion and from violence to adoration.

In any case, when encountering someone who comes to acknowledge your unique condition, it is usually not difficult for you to gain their attention and interest. Such interest may not always be positive in nature, but many people are likely to have questions for you about what happens after death, and

they may be willing to deal and converse with you in exchange for sharing your story. It is up to the GM how an individual might react to your background, but GMs are encouraged to make this an interesting interaction between the characters as often as is reasonable for the campaign.

FLESHING THINGS OUT

Some questions to consider when determining how this background applies to your character: How long ago did you die? How long has it been since your resurrection? How were you resurrected, and who was responsible? Do you remember what it was like on the other side of life? If so, where were you? How do you feel about leaving that afterlife and living once more? How did your time away from life change who you are now?

You should also consider what caused you to take up the role of an adventurer. Did your resurrection give you a reason to begin adventuring? Or were you an adventurer before, and your untimely death put that life on hold? Is there an aspect of your death or resurrection that drives you currently, or are you now making up for lost time?

d8 Personality Trait

- 1 I listen intently whenever someone speaks to me.
- 2 I am hard to impress now, given what I've seen.
- 3 I value every minute of life now because I know just how finite it truly is.
- 4 I prefer the hustle and bustle of a busy place to quiet solitude.
- 5 The afterlife was not what I expected, so now I am skeptical of everything.
- 6 I felt like no one noticed me before. Now I want to stand out as much as I can.
- 7 I try to think carefully before I speak.
- 8 Discussing the circumstances of my resurrection makes my skin crawl.

d6 Ideal

- 1 **Order.** The planes are governed by laws, which is how your destination after death is determined. All things are part of a grand system. (Lawful)
- 2 **Facts.** Right or wrong, here I am. (Neutral)
- 3 **Impunity.** Now that I know damnation need not be permanent, the possibilities are endless. (Evil)
- 4 **Redemption.** Everyone deserves a second chance to do better. (Good)
- 5 **Randomness.** I never could have predicted living a second life. Existence is truly random. (Chaotic)
- 6 **Improvement.** I won't make the same mistakes twice. (Any)

d6 Bond

- 1 I will do everything I can to avoid returning to my previous fate.
- 2 I hope I can find some way to repay the person who brought me back.
- 3 I hadn't completed my work before I died. I am grateful that I get a chance to finish it.
- 4 My spouse is gone, but my children are grown. I want to get to know them as adults.
- 5 The one who brought me back has charged me with finding an important artifact.
- 6 I will find those who killed me and make them pay.

d6 Flaw

- 1 The laws and customs I am familiar with are somewhat antiquated.
- 2 I tend to stare at people without realizing it.
- 3 I have had a nervous twitch ever since I came back.
- 4 I have flashbacks of my death in times of stress.
- 5 I often doubt that I was worthy of resurrection.
- 6 Daydreaming is a difficult habit for me to avoid.

SEXTON

Churches and temples sometimes employ a sexton to keep the structures in good repair, but more specifically, a sexton is charged with maintaining the surrounding graveyard. The duties of a sexton include keeping the structures clean and standing, repairing damage to markers and stones, digging graves, and even protecting the grounds from dangerous elements like thieves and vandals or even supernatural threats like necromancers and the restless dead.

Skill Proficiencies: Religion and your choice of either Nature or Perception

Tool Proficiencies: Your choice of carpenter's tools, mason's tools, or smith's tools

Languages: One of your choice

Equipment: One set of artisan's tools (the same you are proficient with), a shovel, a set of common clothes, and a pouch containing 10 gp.

FEATURE: WORKING THE GRAVEYARD SHIFT

You are experienced with most aspects of graveyards, which means that you have little trouble knowing where to find such

places and others like you who look after them. Should you have need to secure work at such a place, your experience makes you a ready candidate.

Additionally, you are familiar with the typical issues that plague graveyards. You can easily identify the signs of normal aging, such as simple weathering and erosion, but you also recognize the work of more concerning threats, such as grave robbers, scavenging creatures, dangerous undead, and maleficent necromancy. You also have some degree of familiarity with the most effective ways to counter those forces (both mundane and supernatural) which imperil graveyards. The degree of information you have concerning such topics is at the GM's discretion.

FLESHING THINGS OUT

Some questions to consider when determining how this background applies to your character: How and why did you become a sexton? Do you still look after a graveyard? If so, what kind? Where is it located? How do you feel about being a sexton? What sort of things have you seen in your time doing that work? How do you feel about leaving the graveyard for various lengths of time? How long do you want to do such work if you are still doing it?

You should also consider what caused you to take up the role of an adventurer. Did you start off as a sexton and then later become an adventurer? If so, did something about your time as a sexton inspire you to take up a quest? Or were you an adventurer first that later became a sexton for some reason along the way? If that is the case, what happened to cause that?

d8 Personality Trait

- 1 I love hearing news from faraway places.
- 2 The best defense is lots and lots of defense.
- 3 I am very good at entertaining myself.
- 4 I try not to let anyone ever see me afraid.
- 5 The dead can't dance, but I think music and dancing are so much more than entertainment.
- 6 Being remembered is extremely important to me.
- 7 Empty pockets make for light burdens.
- 8 I don't have much patience with children.

d6 Ideal

- 1 **Duty.** Looking after the graveyard is my solemn duty. (Lawful)
- 2 **Survival.** Do what you need to do if you want to stay above ground. (Neutral)
- 3 **Secrecy.** You can hide a lot of skeletons in your closet when you are in charge of a graveyard. (Evil)
- 4 **Trust.** I am pleased that people trust me to look after their honored dead. (Good)
- 5 **Free Will.** The dead may not have a say in it, but it is entirely my choice that puts me here. (Chaotic)
- 6 **Necessity.** It can be difficult and unpleasant, but it is important work. (Any)

d6 Bond

- 1 Being a sexton is a family tradition.
- 2 I work as a sexton as an act of devotion to my god.
- 3 I intend to hunt down the monster who desecrated the graveyard I was charged with maintaining.
- 4 My work is the only family I have left, and I am very proud of it.
- 5 I became a sexton just to find peace and quiet.
- 6 I owe my loyalty to the land I grew up in: the place my ancestors are buried.

d6 Flaw

- 1 I get defensive over even mild criticism.
- 2 Even when people assure me otherwise, I feel like they don't want me around.
- 3 I am extremely anxious about public speaking.
- 4 Remembering names and faces is very challenging for me.
- 5 I get overly excited when achieving even small goals.
- 6 I give my trust to people far too easily sometimes.



HORRIFY EXISTING BACKGROUNDS

Though this book provides entirely new backgrounds to help customize your characters with horror-themed tones, you can also add macabre flavor to existing backgrounds with minimal effort. Below are some ideas to help you accomplish this task.

COLLECTOR

The Collector background works as is, but when choosing your collection's contents, select a subject matter that evokes creepy, unsettling feelings. Examples include (but are certainly not limited to): humanoid bones or teeth, vials of blood from various creatures, gravestone rubbings, burial shrouds, sacrificial daggers, shrunken heads, broken children's toys, porcelain dolls, used nooses, records of final words, and other unnerving objects.

- Source: *The Big Book of Backgrounds*

CULTIST

Start with the Acolyte background, but flavor the religious group your character belongs to as a sinister one that poses a significant threat to outsiders and potentially even to its own members.

- Source: *System Reference Document*

EXECUTIONER

The Executioner background is one of the easiest to make horror-themed. Simply play up the ominous nature of the job and emphasize its unsettling characteristics as part of your character. Focus on the specific traits that give people reasons to fear those who carry out death sentences.

- Source: *The Big Book of Backgrounds*

FORTUNE TELLER

Start with the Soothsayer variant of the Hierophant background, but choose elements of your character's story, history, and mannerisms that emphasize an occult flavor, the for-hire nature of your work, and the showmanship or spectacle of your readings.

- Source: *The Big Book of Backgrounds*

HUNTED

You can easily use either the standard Hunted background or its Prey variant to work within a horror theme. Choose story elements and character traits that highlight the dread and panic one would feel while being hunted, and ensure that those who hunt you are either dark-hearted, sadistic pursuers or bizarre, dread creatures.

- Source: *The Big Book of Backgrounds*

NECROMANCER'S MINION

Start with the Wizard's Assistant background, but describe your arcane employer as a frightening necromancer. Decide on at least a few details to at least hint at the strange, terrifying experiments the wizard performed. Think about what horrific things you were made to endure as witness, accomplice, or victim.

- Source: *The Big Book of Backgrounds*

UNDERTAKER

Given the nature of the work it involves, the Undertaker background already fits readily into horror-themed adventures and character concepts, but it helps underscore the macabre flavor if you add story elements involving haunted locations, undead creatures, necromancers, or unexplainable supernatural phenomena that you encountered while performing your work.

- Source: *The Big Book of Backgrounds*

APPENDIX A

PRE-GENERATED CHARACTERS

PRE-GEN BACKSTORIES

KRUSHG GRIMMOR

Krushg Grimmor was born into a tribe of nomads where orcs and humans lived side by side, so it was not terribly unusual that he had a human father and an orc mother. He grew up quickly and gained notoriety as a strong warrior, his prowess and ferocity knowing no equal among the nomads. Winning his place by merit, hard work, and bravery, he became well known among other tribes, as well, and thereby attracted many rivals who wanted to take his reputation as their own by besting him in combat. Thirty warriors tried to best him, but unfortunately only twenty-nine failed. The last challenger slew Krushg in a savage duel to the death, and after that, Krushg knew nothing but oblivion until he was miraculously brought back to life sometime later.

Krushg only remembers the killing blow, then nothing at all until breath once again filled his lungs. He awoke in a dimly lit tent, his parents leaning over his prone body worriedly. The tribe's shaman, they explained, had worked great magic to snatch Krushg's soul away from the afterlife, to give him a second chance at living. It wasn't long before the tribe curiously began to ask Krushg what he had seen on the other side of death, but he avoided the questions; he hadn't the heart to tell them that nothing was waiting for him when death closed his eyes.

The warrior had an increasingly difficult time reintegrating with his people in the wake of his ordeal, so much so that he eventually left them to seek his own answers alone in the wild. He struggled to understand the purpose of his existence, his current place in the world, and he agonized over what he should do with his life now that he was disgraced and full of questions.

During one of his treks through a dark valley full of melting snow, he came across a strange obelisk standing by itself. The unearthly stone seemed to thrum with power, and as he drew closer, he realized that it was not snow melting in this valley, but rather reality itself. The world around him twisted into impossible shapes and colors, and before he could react, he felt a maddening, alien presence touch his mind through the stone, as though it were a piece of another place: a gateway to a

realm of madness and impossible horror. The terrible eldritch presence flooded his mind and body, and though he fled, he could feel the changes taking root within him, warping him into something different.

Krushg now wanders the land, still full of questions, fatalistically accepting that he has become something wholly different than he understands. He is wont to daydream of fantastical, impossible worlds, but he seeks to maintain hold of his identity by falling back on his old ways, seeking out the strongest challenges and conquering them with his primal fury and his bizarre new powers.

HAZEKEAL SCHNEID

Hazekeal Schneid was born a tiefling due to a dalliance one of his ancestors had with a seductive devil, or so his granny always said, but as far as he is concerned, his tail and horns are merely accessories to complement his impeccable wardrobe. He hails from a bustling city full of excitement, danger, and unexplainable phenomena where most residents don't have the time or curiosity to investigate strange occurrences when they encounter them, instead dismissing them as the effects of errant spellcasting or other such side effects of living in a cosmopolitan community. Hazekeal is far too curious to let such happenings go unexamined though, so he keeps an ear out for rumors and strange tales that might lead to paranormal circumstances for him to study. To him, such things are a great way to learn more about the world, and accumulating knowledge from such creepy, esoteric sources is a thrill for him.

Always well-dressed with a flair for the dramatic, Hazekeal is a natural showman who will stop at nothing to get to the bottom of a bizarre story, even if it puts himself or others in danger. So enamored is he with spooky tales and chilling secrets, Hazekeal sought out the local bards and convinced them to instruct him in the traditions of the College of Dread. Under their tutelage, he learned the art of using his performances to inspire fear deep in the hearts of his audiences, but the unique magical dread he imparts into his words can even conjure shadowy embodiments of fear in his own image. Combining his magical talents with the many stranger-than-fiction events he has witnessed, Hazekeal has no shortage of ghost stories to tell. His own biggest fan, none are happier to keep the art of dread alive and well.

REGOR DARKVEIN

Regor Darkvein was born Hans Smithbarrow, though he is unaware of that fact. Biologically a hill dwarf, his family was massacred during a raid by the servants of a demon when he was an infant. On a whim, the cult leader, a wicked gray dwarf, spared the boy's life, kidnapped him, and raised him among the cult as his own son. Reared under a new name within an unforgiving, brutal culture, Regor was taught that their demonic master was the beginning and end of all things, a belief he still clings to without question.

Knowing the revered demon to be a creature that thrives on terror and fear, Regor willingly gave himself over to his demonic master as a cleric, vowing to cultivate fear as a weapon to spread his dark lord's diabolical influence. Pleased with Regor's devotion, the demon grants him the power to enact fiendish miracles and displays of terrifying power. Regor believes that others in the cult are jealous of the demon's favor, so he constantly obsesses over real and imagined plots to usurp his position, but none have dared moved against him yet. His mastery over terror is so masterful that the very thought of challenging him frightens them into cowardice and inaction.

Stubborn as any dwarf, and the most fanatical of cultists, Regor tolerates no other religions in his presence, though he can be persuaded to stay his wrath if doing so will ultimately benefit his dark lord through the spread of fear and discord. So long as his demonic master is pleased, so, too is Regor.

KALIDIA

Kalidia is technically a human druid, but she is regarded by many to be something more akin to a force of nature. She was raised among other druids her entire life, and even from an early age, her serious demeanor and logical nature led her toward the Circle of Midnight, just like many of her ancestors. She was not an unhappy child, but she seemed to have an inherent understanding that the world is a harsh, unforgiving place, and she adopted a somewhat stoic outlook. Kalidia always knew that struggle and death were merely parts of nature, and as she grew, she learned to embody that aspect of nature ever more fully, channeling those upsetting truths to help her people survive.

Hard tasks call for hard hands as far as Kalidia was concerned. None in her enclave understood that better than her, and so it was as natural as the tides for her people to select her to be the designated executioner when severe justice was required. Though it did not occur often, sometimes crimes against nature were considered so great that the druids deemed delivering a swift death to be the only way to truly protect the natural spirit of the world. Believing that ending a life was no more fearsome or unsettling than creating one, Kalidia always set to her work with steadfast dedication. She never enjoyed her role as executioner, though neither did she abhor it. It was

simply work to be done—a necessary task.

Kalidia takes her role in the cycle of life very seriously and believes that it is a sacred duty she fulfills. She takes one life and in turn nourishes another. Such is simply the way of things. The years of dispassionate killing have worn on her, however, and she often considers if she would be better served teaching another in her stead. Her stoicism has so detached her from strong emotions and interpersonal connections with those around her that she sometimes physically vexes herself just to experience a powerful sensation. Regardless of how she feels, Kalidia will always do what is necessary to serve nature's cause, no matter the cost.

AARA THE GOLDEN SHADOW

Aara was born into a comfortable life among other dragonborn in a small town. Naturally strong, but also a clever and quick-witted student, she was a conscientious daughter and sister who grew up with no major hardships, living a relatively happy childhood. Given her natural strength and toughness, she learned to fight from the local militia members, eventually leaving home to try her hand at adventuring, her heart full of excitement and hope.

During her adventures, she and her party encountered a cadre of vampires who ultimately set an ambush, killing all but her and a few of her friends. The survivors were kept alive and scattered over the coming weeks, but Aara's exotic, metallic scales caught the eye of the master vampire, who claimed her as his own personal thrall, ensorcelling her with the vampiric power to enslave mortal minds. A keen sword should never be left to dull in a drafty old castle, the master mused, and over the course of several years, Aara's vampiric master used her to great effect as a weapon against his enemies. She was trapped in her own mind as she was compelled to fight and slay for the vampire, a fate worse than death for the good-hearted dragonborn woman.

To make her more effective in battle, the ancient vampire taught her long forgotten secrets that would allow her to manipulate shadows as weapons of war. She became known as Aara the Golden Shadow as she did her master's dark bidding in flashes of golden scales wreathed inside shifting darkness, her reputation as a fearsome warrior growing with each bloody step.

Years passed and eventually the vampire lord was struck down in battle with other adventurers while Aara was away on one of her violent errands. With the vampire's hold over her broken, her will became her own again, and she then had to decide how to get on with life. While she is no longer the clever young girl, her mind and body are still sharp. She remembers the joy that a warm hearth and an acid tongue had brought her in her youth, so she tries very hard to value those things once again now that those years of torment and slavery are behind her. She worries, though, because her unique

abilities and appearance make her easily noticed, and she can't help but wonder if her master's enemies will come for her one of these days. The vampire had many rivals and she was one of his favorite weapons against them. Will they come after her looking for vengeance? The echoing memory of her master's voice ringing in her ears certainly seems to think so. Aara frets over all of these thoughts, but she believes she will be ready, bringing sword and shadow to bear against whatever foes she must.

CALDUS GREGOR

Caldus Gregor was abandoned at birth, left on the doorstep of a monastery when he was just days old. The monks, followers of the Way of Thirsting Wings, took him in because of their strong belief that a sense of community makes survival possible. The life Caldus led in the monastery over the coming years was an arduous one, however, as the monks believed that lessons in deprivation and suffering were necessary to truly understand hardship and how to overcome it. Caldus took all of these lessons to heart for he knew nothing else, but he always secretly wondered if everyone else's life was so difficult.

Caldus was a model student, learning his lessons without complaint. He took particular interest in the strange martial art practiced at the monastery. Truth be told, he enjoyed inflicting pain and injury more than the enlightenment it was supposed to bring. He craved the thrill of absorbing an opponent's lifeforce, the rush of making them bleed. As the monks saw his blood thirst grow, they tried to calm the young man with further harsh lessons, but that simply pushed him further from quiet contemplation and more toward violence. Unwilling to put up with further brutal lessons taught by his adoptive family, regardless of their intentions, Caldus snuck into the temple, stole all of the precious artifacts stored therein, and stole off into the night. Realizing that he must do as the vampire bat would do, he sold the artifacts for food, supplies, and money, then ran as far and fast as he could.

Caldus has been on the run ever since because he knows that the monks will not forgive his crimes. He knows they will come to deliver swift justice if they ever catch him, so he stays on the move, never telling anyone his true identity, always changing his story, never able to keep up with the constant lies he tells. He will do anything, hurt anyone, if it means he will survive one more day. He has found that the world has much pleasure to offer, very much unlike the monastery, and he will do whatever he has to in order to avoid being dragged back to the monastery of Thirsting Wings. He would sooner die than betray his newfound freedom.

STORMCROW (LEVI BERENTON)

Stormcrow was born Levi Berenton in a small village that didn't take kindly to his parents bringing a dhampir child into their midst. The nature of his origins was never discussed openly, but it was common knowledge that the local lord was a vampire who fed on the populace at his leisure, including Stormcrow's mother. Regarded as an ill omen, Stormcrow (the harsh nickname given to him by the townsfolk) and his family were shunned.

Making his way as best he could despite his ostracism, Stormcrow was away from home exploring the woods at night when a cadre of vampires swept through the town and slew all of its inhabitants. He returned home near the end of the carnage and managed to hide without being seen. His mother died in his arms next to his brutalized, murdered father.

He set fire to the village and the bodies and then swore to the glow of the flames against the night sky that he would not let this happen elsewhere. He had to control his fate enough to end the carnage here. He would seek out those in danger and hear their stories. He would be wary of the deceptions of his enemies. He would bring light to dark places. Come what may, he will stem the tide of evil or die trying.

EZRA CRANE

Ezra Crane was born in a sleepy halfling village. His father was the sexton at the local temple and its attached graveyard, just as his father had been before him. As expected, the duty was passed down to Ezra when his father retired, and Ezra took to it very seriously. He had spent years helping his father attend to the grounds, and on more than one occasion, he had witnessed his father confront grave robbers and even the occasional restless undead creature. Several of those encounters had been close calls for Ezra's father, so Ezra knew that he would do well to learn an additional set of skills beyond those of a sexton so that he might better perform his duties and remain among the living.

To that end, Ezra sought out the retired ranger who lived just outside of town. Alongside his training to be a groundskeeper, Ezra studied under the wizened old woman and learned the ways of the rangers known as Grave Wardens. She taught him to use his wits and training to not just look after the graves of the departed, but also to seek out the dangers lurking just out of sight, putting an end to them before they corrupt any creature's hallowed resting place.

Ezra tries his best to stay close to the temple grounds that he was charged with maintaining, but he is unafraid of ranging into the wilderness to pursue threats as he learns about them. Ezra treats both of his charges with equal solemnity, and he is quick to take offense at even the slightest suggestion that he can't handle both with aplomb.

LYRIEN FALLATHANDARAS

Lyrien Fallathandaras is a free-spirited woman who is willing to do whatever she needs to do to find her fortune. Growing up in a stuffy elven conclave did little to slake her thirst for adventure and luxury, so well before her hundredth birthday she decided to strike out on her own to try to find everything she felt she was missing. She ran away from her home and family and never looked back.

Drifting from place to place, she made her way however she could. Lying, cheating, and stealing were simply tools she learned to use, and she felt no more guilty about resorting to them than she did about eating an apple when her stomach growled. Her life of exploiting others frequently landed her in difficult situations, many of which put her behind bars with other criminals. In that way, she learned a great deal about nefarious dealings, and though she hated learning from books and tutors back home, she was an apt pupil for these unsavory characters and their lessons.

At some point after she regained her freedom (by bribing several guards, of course), she realized she had been going about things all wrong. Stealing was certainly a good way to get rich, but robbing the living often led to getting caught. Naturally, she concluded that stealing from the dead was the superior approach, as they certainly wouldn't be using their treasures anymore, nor would they be able to deny her. Thrilled with her realization, she set to work immediately, tracking down and digging up potentially lucrative graves wherever she saw an opportunity.

After several months of operating in this way with marginal success, she became frustrated with how slow her new racket generated wealth. A bit more thought and investigation led her to conclude that she would have to expose herself to more risk if she wanted to find better hauls, and as such, she then turned her larcenous skills toward the more heavily-guarded crypts of the wealthy, famous, and powerful.

A consummate opportunist, Lyrien intends to become wealthy enough to eventually buy her own estate and fill it with an endless stream of plunder, and if most of it comes from the graves of the dead? She couldn't care less.

JAKOB SPATZIRI

Jakob Spatziri was an unremarkable man for much of his life. He grew up poor in several different countryside villages over the years, but he never did anything terribly worthy of note as he managed to eke out a living, alone, as best he could. While deep in his cups one night, Jakob got lost in the woods surrounding his village, thinking that the light of the full moon would be enough to show him the way home. He was mistaken, however, and rather than finding his home, he encountered a hungry werewolf prowling the woods looking for prey. As the wolf closed its jaws on Jakob's leg, he screamed

desperately, certain that he would die. As luck or fate would have it, a small cadre of young, itinerant adventurers were moving through the area that night, and upon hearing his cry for help, they rushed to his aid, converged on the creature, and drove it off.

Though they were skilled enough to save his life, their healer was inexperienced and unfamiliar with lycanthropy, and she neglected to treat him for the disease. It wasn't long before the disease took hold, and Jakob began to suspect that his lupine dreams were more than mere fantasies about hunting and killing. Jakob spent months struggling to understand what had befallen him, endlessly drifting from place to place, never able to outrun his curse. The maddened wolf within him invariably killed those around him, forcing him to move on, always trying to hide in plain sight.

This continued for a year until he encountered a new set of adventurers that had been hired to track and destroy the creature he had become. In the course of the investigation and chase, Jakob's identity was revealed, and as they prepared to slay him, their cleric bade them to stay their hands. The young woman was the same who had saved him on the night he had first been bitten, and she recognized him. Taking pity on the man, the holy woman, now much more skilled and powerful, used her divine power to free Jakob from the curse.

Jakob now considers the young, powerful cleric to be his mentor, and he has been seeking her guidance for quite some time now, as his mortal life has finally taken a turn toward the remarkable. The lingering influence of his supernatural disease has awakened a spark of magic within him, and he relies on his savior to help guide him toward the path of noble adventure as he struggles to control the ever hungry sorcery within himself. Though he no longer transforms into a murderous beast, the moon still calls to him, and the roiling power in his blood always yearns to answer.

GALLADAN SEHIR

Galladan Sehir lived with his mother, father, brother, and sister in a large, commercially active city. Strangers were commonplace, coming and going constantly, so unfamiliar faces were not considered much cause for concern, though perhaps they should have been. When Galladan was seven years old, he and his siblings discovered a newly opened sweet shop on the edge of their neighborhood run by a lovely young woman named Esmeralda. She was kind to the children when they came into her shop, letting them sample the candy despite mischievously claiming to have no money. This continued over the course of the next couple weeks, Esmeralda never seeming to mind the company of the children, always greeting them with a smile and freshly made sweets. Things changed drastically during one particular visit, though. The taste of candy and Esmeralda's saccharine smile were the last things Galladan remembered before waking up inside of a cage next

to his brother and sister.

They found themselves in a strange, verdant forest under a shifting, purple-orange sky with no knowledge of how they had arrived. Shortly after awakening, they met Esmeralda again, but she had dropped the façade of the young woman, instead wearing her true face, that of a horrific, cackling hag. She cheerfully explained to the children that she had brought them to live with her in the Feywild because they were such tricky children, always pretending to have no money for sweets back home. Esmeralda introduced them to her two sisters who also lived with her, the trio forming a coven.

The coven never harmed the children in any outright ways, but their time captive in the Feywild was filled with equal portions of fear and wonder as they experienced the strange plane under the tutelage of their captors. To what end? None but the hags know. Time passed rapidly in that strange place, years turning to decades, and over time the siblings were each taken as favorites by one of the three ancient, powerful hags. Through the power of the coven, each child was offered and bound in a warlock's pact, offering arcane power in exchange for continued, willing servitude. Now that the children were grown adults, they had come to believe the coven was their family, having nearly forgotten about their previous lives, so they jumped at the chance to experience one more wonder.

Galladan, the chosen of Esmeralda, once again walks the mortal realm, wandering from place to place, living by his wits and his powers, carrying out the strange directives given to him by the coven. He has not seen his siblings in years, but he would like to see them again and catch up on what they have seen. As he searches for them, he is not at all shy about telling everyone about the strange, mysterious Feywild and his time there, though the details about the hags are always left somewhat vague.

VARADIA CONSTANCE...

Varadia Constance Felurin Shadagan Lorell Camsotz Beredop's story is one that deals directly with life and death, though it did not begin that way. She demonstrated a knack for wizardry during her early years, and she quickly became the apprentice to an experienced wizard in one of the neighboring cities. As a clever, young gnome, she was taught to work hard and demonstrate a strong work ethic no matter what task she worked at, and so that continued through her tutelage under her master. She served faithfully, always eager to assist and learn, and she proved to be a superlative student.

As years passed, Varadia began to realize that her master was drifting further and further into strange, dark studies that involved the manipulation of life and death. She was asked to participate in frightening, painful experiments, and though she did not grasp their purpose at first, she was able to piece together their ominous intent over time: her master sought to achieve lichdom.

Rather than feeling repulsed by the notion, Varadia's eyes were opened to the possibilities of immortality and what she might gain herself if her master achieved his grand design. Patiently, she continued to serve, even after becoming a proper wizard herself. She remains in her master's service, always careful to learn what she can during her errands out and about in the wide world, still eager to serve. In return, he has rewarded her impeccable service by teaching her a rare magical technique to draw arcane energy from the spilled blood of living creatures, one which she has worked hard to master.

As he slowly approaches undeath, Varadia keeps a careful eye on him, always working on her own schemes, curious as to how best she can siphon her master's power for herself. The blood magic she now wields gives her no end of ideas as to how she might perfect it, and in doing so, abandon the role of student to seize the mantle of master for herself. Patiently, Varadia plots and studies, trusting her brilliance and unique arcane mastery to manufacture the pathway to power.

THE BIG BOOK OF HORRORS

CHARACTER NAME: KRUSHG GRIMMOR

BARBARIAN 6

(PATH OF THE ELDRITCH ABOMINATION)

CLASS & LEVEL

RESURRECTED

BACKGROUND

PLAYER NAME

HALF-ORC

RACE

NEUTRAL

ALIGNMENT

EXP POINTS

MAX HP

65

STR

18

+4

TEMP HP

DEX

13

+1

INT

10

+0

CON

16

+3

WIS

12

+1

CHA

8

-1

- +7 STRENGTH
- +1 DEXTERITY
- +6 CONSTITUTION
- +0 INTELLIGENCE
- +1 WISDOM
- -1 CHARISMA

SAVING THROWS

- +1 ACROBATICS (DEX)
- +4 ANIMAL HANDLING (WIS)
- +0 ARCANA (INT)
- +7 ATHLETICS (STR)
- -1 DECEPTION (CHA)
- +0 HISTORY (INT)
- +1 INSIGHT (WIS)
- +2 INTIMIDATION (CHA)
- +0 INVESTIGATION (INT)
- +1 MEDICINE (WIS)
- +0 NATURE (INT)
- +4 PERCEPTION (WIS)
- -1 PERFORMANCE (CHA)
- -1 PERSUASION (CHA)
- +0 RELIGION (INT)
- +1 SLEIGHT OF HAND (DEX)
- +1 STEALTH (DEX)
- +4 SURVIVAL (WIS)

SKILLS

14

AC

+1

INITIATIVE

40

SPEED

+3

PROFICIENCY BONUS

INSPIRATION

14

PASSIVE PERCEPTION

ARMOR: LIGHT ARMOR, MEDIUM ARMOR, SHIELDS

WEAPONS: MARTIAL WEAPONS, SIMPLE WEAPONS

TOOLS: TINKER'S TOOLS, VEHICLES (LAND)

LANGUAGES: COMMON, ORC, ELVISH, GIANT

OTHER PROFICIENCIES & LANGUAGES



THE AFTERLIFE WAS NOT WHAT I EXPECTED, SO NOW I AM SKEPTICAL OF EVERYTHING.

DISCUSSING THE CIRCUMSTANCES OF MY RESURRECTION MAKES MY SKIN CRAWL.

PERSONALITY TRAITS

FACTS. RIGHT OR WRONG, HERE I AM.

IDEALS

I HADN'T COMPLETED MY WORK BEFORE I DIED. I AM GRATEFUL THAT I GET A CHANCE TO FINISH IT.

BONDS

DAYDREAMING IS A DIFFICULT HABIT FOR ME TO AVOID.

FLAWS

TOTAL 6d12

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

RACE FEATURES

- DARKVISION (EXTRA EYES 90 FT.)
- MENACING (PROFICIENCY IN INTIMIDATION SKILL)
- RELENTLESS ENDURANCE (ONCE PER LONG REST)
- SAVAGE ATTACKS (+1 DAMAGE DICE ON CRITICAL HIT)

LEVEL 1 ABILITIES

- RAGE (BONUS ACTION, 4 USES PER LONG REST)
- UNARMORED DEFENSE (AC = 10+DEX+CON+SHIELD)

LEVEL 2 ABILITIES

- RECKLESS ATTACK (ADVANTAGE TO ATTACKS, ADVANTAGE TO ATTACKS AGAINST YOU)
- DANGER SENSE (ADVANTAGE TO DEX SAVES)

LEVEL 3 ABILITIES

- PRIMAL PATH - ELDRITCH ABOMINATION
- ELDRITCH MUTATION (TOXIC SKIN DC 14)

LEVEL 4 ABILITIES

- ABILITY SCORE INCREASE (STR + 2)

LEVEL 5 ABILITIES

- EXTRA ATTACK
- FAST MOVEMENT (ADDITIONAL 10 FT. SPEED)

LEVEL 6 ABILITIES

- SENSORY MUTATION (EXTRA EYES)
- ADVANTAGE PERCEPTION CHECKS FOR SIGHT
- CAN'T BE BLINDED
- ADDITIONAL 30 FT. DARKVISION

FEATURES & TRAITS

EQUIPMENT

10 GP

THE BIG BOOK OF HORRORS



CHARACTER NAME: KRUSHG GRIMMOR

AGE _____ HEIGHT _____ WEIGHT _____

EYES _____ SKIN _____ HAIR _____

SPELLCASTING ABILITY _____ SPELL SAVE DC _____ SPELL ATTACK BONUS _____

CHARACTER APPEARANCE

SEE BEGINNING OF APPENDIX A FOR KRUSHG'S BACKSTORY.

CHARACTER BACKSTORY

CANTRIPS

1 2 3 4 5 6 7 8 9

SPELLBOOK

TREASURE

BACKPACK A LOCKET ONCE WORN BY A DUEL OPPONENT

BEDROLL A SMALL SHARD OF DIAMOND (5 GP) LEFT OVER

GREATAXE FROM MY RESURRECTION

HANDAXE SET OF COMMON CLOTHES

JAVELIN (4)

MESS KIT

RATIONS (10 DAYS)

ROPE, HEMPEN (50 FEET)

TINDERBOX

TORCH (10)

WATERSKIN

THE BIG BOOK OF HORRORS

CHARACTER NAME: HAZEKEAL SCHNEID

BARD 7 (COLLEGE OF DREAD)
CLASS & LEVEL

PARANORMAL INVESTIGATOR
BACKGROUND

PLAYER NAME

TIFFLING
RACE

NEUTRAL
ALIGNMENT

EXP POINTS

MAX HP

45

STR

10

+0

TEMP HP

DEX

14

+2

INT

15

+2

CON

12

+1

WIS

9

-1

CHA

17

+3

- ☐ +0 STRENGTH
- ☒ +5 DEXTERITY
- ☐ +1 CONSTITUTION
- ☐ +2 INTELLIGENCE
- ☐ -1 WISDOM
- ☒ +6 CHARISMA

SAVING THROWS

- ☒ +8 ACROBATICS (DEX)
- ☐ +0 ANIMAL HANDLING (WIS)
- ☐ +3 ARCANA (INT)
- ☒ +3 ATHLETICS (STR)
- ☐ +4 DECEPTION (CHA)
- ☐ +3 HISTORY (INT)
- ☐ +0 INSIGHT (WIS)
- ☐ +4 INTIMIDATION (CHA)
- ☐ +3 INVESTIGATION (INT)
- ☐ +0 MEDICINE (WIS)
- ☒ +5 NATURE (INT)
- ☐ +0 PERCEPTION (WIS)
- ☒ +6 PERFORMANCE (CHA)
- ☒ +9 PERSUASION (CHA)
- ☐ +3 RELIGION (INT)
- ☐ +3 SLEIGHT OF HAND (DEX)
- ☐ +3 STEALTH (DEX)
- ☐ +0 SURVIVAL (WIS)

SKILLS

13

AC

+3

INITIATIVE

30

SPEED

+3

PROFICIENCY BONUS

INSPIRATION

10

PASSIVE PERCEPTION

ARMOR: LIGHT ARMOR

WEAPONS: CROSSBOW, HAND, LONGSWORD,
RAPIER, SHORTSWORD, SIMPLE WEAPONS

TOOLS: BAGPIPES, DISGUISE KIT, DULCIMER,
HORN, VIOLIN

LANGUAGES: COMMON, INFERNAL, ELVISH,
ABYSSAL

OTHER PROFICIENCIES & LANGUAGES



I AM VERY CONCERNED ABOUT MY
APPEARANCE.
THE UNKNOWN IS FASCINATING AND
EXCITING TO ME.

PERSONALITY TRAITS

UNDERSTANDING. IT IS IMPORTANT TO
UNDERSTAND EVERYTHING WE CAN.

IDEALS

MY FAMILY TELLS STORIES ABOUT OUR
ANCESTORS CAVORTING WITH THE
SUPERNATURAL.

BONDS

I OBSESSIVELY PURSUE MY INVESTIGATIONS,
EVEN IF IT PUTS ME OR OTHERS AT RISK.

FLAWS

TOTAL 7d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

RACE FEATURES

- DARKVISION (60 FT.)
- HELLISH RESISTANCE (RESISTANCE TO FIRE DAMAGE)
- INFERNAL LEGACY (SPELLS: THAUMATURGY, HELLISH REBUKE, DARKNESS)

LEVEL 1 ABILITIES

- SPELLCASTING (CHARISMA, DC 14, SPELL ATTACK +6)
- BARDIC INSPIRATION (1d8, 3 USES PER SHORT OR LONG REST)

LEVEL 2 ABILITIES

- JACK OF ALL TRADES (+1)
- SONG OF REST (EXTRA 1d6 HP)

LEVEL 3 ABILITIES

- BARD COLLEGE - COLLEGE OF DREAD
- GHOST STORIES (SHORT REST, 6 CREATURES, WIS SAVE DC 14 FROM FRIGHTENED FOR 1 MINUTE)
- DREADFUL DOUBT (BONUS ACTION + 1 BARDIC INSPIRATION, 1d8+3 PSYCHIC DAMAGE)
- EXPERTISE (PERSUASION, ACROBATICS)

LEVEL 4 ABILITIES

- ABILITY SCORE IMPROVEMNT (+1 INT, +1 WIS)

LEVEL 5 ABILITIES

- FONT OF INSPIRATION (REGAIN ALL EXPENDED BARDIC INSPIRATIONS ON A SHORT OR LONG REST)

LEVEL 6 ABILITIES

- HORROR CASTS A LONG SHADOW (SUMMON SHADOWY FIGURE, CREATURE STARTING TURN WITHIN 5 FT. OF IT MAKES CHA SAVE DC 14, FAILURE IS FRIGHTENED)
- COUNTERCHARM (ACTION, DURATION: UNTIL END OF YOUR NEXT TURN, ALLIES WITHIN 30 FT. HAVE ADVANTAGE ON SAVING THROWS AGAINST FRIGHTENED OR CHARMED)

FEATURES & TRAITS

ATTACKS & SPELLCASTING

EQUIPMENT

10 GP

THE BIG BOOK OF HORRORS



CHARACTER NAME: HAZEKEAL SCHNEID

AGE _____ HEIGHT _____ WEIGHT _____

EYES _____ SKIN _____ HAIR _____

SPELLCASTING ABILITY [CHA] SPELL SAVE DC [14] SPELL ATTACK BONUS [+6]

CHARACTER APPEARANCE

SEE BEGINNING OF APPENDIX A FOR HAZEKEAL'S BACKSTORY.

CHARACTER BACKSTORY

CANTRIPS

0 3 6

DANCING LIGHTS
THAUMATURGY (RACE)
VICIOUS MOCKERY
FRIENDS

SLOTS TOTAL SLOTS EXPENDED

1 4

SPELL NAME

CHARM PERSON
DETECT MAGIC
HEALING WORD
THUNDERWAVE

4 1

DIMENSION DOOR

2 3

DARKNESS (RACE)
HELLISH REBUKE (RACE)
CROWN OF MADNESS
HEAT METAL
INVISIBILITY

5

7

8

9

SPELLBOOK

TREASURE

INVESTIGATION NOTE BOOK
PENCIL (2)
SMALL HAND MIRROR
TRAVELER'S CLOTHES
BACKPACK
BEDROLL
CANDLE (5)
CLOTHES, COSTUME
DAGGER
RAPIER
LEATHER ARMOR

DISGUISE KIT
LUTE
RATIONS (5)
WATERSKIN

THE BIG BOOK OF HORRORS

CHARACTER NAME: REGOR DARKVEIN

CLERIC 8 (FEAR DOMAIN)
CLASS & LEVEL

CULTIST
BACKGROUND

PLAYER NAME

HILL DWARF
RACE

LAWFUL EVIL
ALIGNMENT

EXP POINTS

MAX HP

82

STR

15

+2

TEMP HP

INT

10

+0

DEX

8

-1

CON

18

+4

WIS

17

+3

CHA

12

+1

- ☐ +2 STRENGTH
- ☐ -1 DEXTERITY
- ☐ +4 CONSTITUTION
- ☐ +0 INTELLIGENCE
- ☒ +6 WISDOM
- ☒ +4 CHARISMA

SAVING THROWS

- ☐ -1 ACROBATICS (DEX)
- ☐ +3 ANIMAL HANDLING (WIS)
- ☐ +0 ARCANA (INT)
- ☐ +2 ATHLETICS (STR)
- ☐ +1 DECEPTION (CHA)
- ☐ +0 HISTORY (INT)
- ☒ +6 INSIGHT (WIS)
- ☐ +1 INTIMIDATION (CHA)
- ☐ +0 INVESTIGATION (INT)
- ☒ +6 MEDICINE (WIS)
- ☐ +0 NATURE (INT)
- ☐ +3 PERCEPTION (WIS)
- ☐ +1 PERFORMANCE (CHA)
- ☒ +4 PERSUASION (CHA)
- ☒ +3 RELIGION (INT)
- ☐ -1 SLEIGHT OF HAND (DEX)
- ☐ -1 STEALTH (DEX)
- ☐ +3 SURVIVAL (WIS)

SKILLS

18

AC

-1

INITIATIVE

25

SPEED

+3

PROFICIENCY BONUS

INSPIRATION

13

PASSIVE PERCEPTION

ARMOR: LIGHT ARMOR, MEDIUM ARMOR, SHIELDS

WEAPONS: BATTLEAXE, SIMPLE WEAPONS, WARHAMMER

TOOLS: BREWER'S SUPPLIES

LANGUAGES: ABYSSAL, COMMON, DWARVISH, INFERNAL

OTHER PROFICIENCIES & LANGUAGES

I QUOTE SACRED TEXTS AND BELIEFS IN ALMOST EVERY SITUATION.
I AM INTOLERANT OF OTHER FAITHS AND CONDEMN THE WORSHIP OF OTHER GODS.

PERSONALITY TRAITS

ASPIRATION. I SEEK TO PROVE MYSELF WORTHY OF MY WORSHIPPED DEMON BY MATCHING MY ACTIONS AGAINST ITS CRUEL VILENESS.

IDEALS

I OWE MY LIFE TO THE CULT LEADER WHO TOOK ME IN AFTER MURDERING MY PARENTS.

BONDS

I AM SUSPICIOUS OF EVERYONE AND AM PARANOID EVERYONE HAS AN AGENDA TO THWART ME.

FLAWS

TOTAL 8d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

RACE FEATURES

- DARKVISION (60 FT.)
- DWARVEN RESILIENCE
- DWARVEN COMBAT TRAINING
- TOOL PROFICIENCY (BREWER'S SUPPLIES)
- STONECUNNING
- DWARVEN TOUGHNESS

LEVEL 1 ABILITIES

- SPELLCASTING (WISDOM, SPELL DC 14, SPELL ATTACK +6)
- DIVINE DOMAIN (FEAR DOMAIN)
 - ASPECT OF MENACE
 - (DOUBLE PROFICIENCY INTIMIDATION)
 - CONSUMING PANIC (1d6 PSYCHIC DAMAGE)

LEVEL 2 ABILITIES

- CHANNEL DIVINITY (1 USE PER SHORT REST)
- REIGN OF TERROR (WIS SAVING THROW DC 14, FAILED SAVE: 8 PSYCHIC DAMAGE)

LEVEL 4 ABILITIES

- ABILITY SCORE INCREASE (+2 CON)

LEVEL 5 ABILITIES

- DESTROY UNDEAD (CR 1/2)

LEVEL 6 ABILITIES

- CHANNEL DIVINITY (2 USES PER SHORT REST)
 - REIGN OF TERROR (WIS SAVING THROW DC 14, FAILED SAVE: 8 PSYCHIC DAMAGE)
- MASTERY OVER FEAR (IMMUNE TO FRIGHTENED, ALLIES WITHIN 30 FT. +3 TO SAVING THROWS AGAINST BEING FRIGHTENED)

LEVEL 8 ABILITIES

- ABILITY SCORE IMPROVEMENT (+2 WIS)
- DESTROY UNDEAD (CR 1)
- POTENT CANTRIPS (+3 TO CANTRIP DAMAGE)

FEATURES & TRAITS

EQUIPMENT

THE BIG BOOK OF HORRORS

CHARACTER NAME: REGOR DARKVEIN

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

SPELLCASTING ABILITY

WIS

SPELL SAVE DC

14

SPELL ATTACK BONUS

+6

0

CANTRIPS

3

3

6

SACRED FLAME

THAUMATURGY

GUIDANCE

SPARE THE DYING

ENEMIES ABOUND (DOMAIN)

FEAR (DOMAIN)

ANIMATE DEAD

BESTOW CURSE

SPIRIT GUARDIANS

1

4

SPELL NAME

CAUSE FEAR (DOMAIN)

WRATHFUL SMITE (DOMAIN)

BANE

CURE WOUNDS

INFLECT WOUNDS

4

2

PHANTASMAL KILLER (DOMAIN)

STAGGERING SMITE (DOMAIN)

DIVINATION

GUARDIAN OF FAITH

2

3

DARKNESS (DOMAIN)

INVISIBILITY (DOMAIN)

BLINDNESS/DEAFNESS

SPIRITUAL WEAPON

HOLD PERSON

5

9

SPELLBOOK

A DEMONIC SYMBOL (GIFTED TO ME BY THE CULT LEADER)

A RITUAL PRAYER BOOK

STICK OF INCENSE (5)

VESTMENTS

SET OF COMMON CLOTHES

ALMS BOX

BACKPACK

BLANKET

BLOCK OF INCENSE (2)

CANDLE (10)

CENSER

CHAIN MAIL

CROSSBOW BOLTS (20)

LIGHT CROSSBOW

MACE

RATIONS (2)

RELIQUARY

SHIELD

TINDERBOX

VESTMENTS

WATERSKIN

CHARACTER BACKSTORY

TREASURE

THE BIG BOOK OF HORRORS

CHARACTER NAME: **KALIDIA**

DRUID 6 (CIRCLE OF MIDNIGHT)
CLASS & LEVEL

EXECUTIONER
BACKGROUND

PLAYER NAME

HUMAN
RACE

LAWFUL NEUTRAL
ALIGNMENT

EXP POINTS

MAX HP

51

STR
14
+2

TEMP HP

INT
9
-1

DEX
12
+1

CON
16
+3

WIS
18
+4

CHA
10
+0

- ☐ +2 STRENGTH
- ☐ +1 DEXTERITY
- ☐ +3 CONSTITUTION
- ☒ +2 INTELLIGENCE
- ☒ +7 WISDOM
- ☐ +0 CHARISMA

SAVING THROWS

- ☐ +1 ACROBATICS (DEX)
- ☐ +4 ANIMAL HANDLING (WIS)
- ☐ -1 ARCANA (INT)
- ☐ +2 ATHLETICS (STR)
- ☐ +0 DECEPTION (CHA)
- ☐ -1 HISTORY (INT)
- ☐ +4 INSIGHT (WIS)
- ☒ +3 INTIMIDATION (CHA)
- ☐ -1 INVESTIGATION (INT)
- ☒ +7 MEDICINE (WIS)
- ☒ +2 NATURE (INT)
- ☒ +7 PERCEPTION (WIS)
- ☐ +0 PERFORMANCE (CHA)
- ☐ +0 PERSUASION (CHA)
- ☐ -1 RELIGION (INT)
- ☐ +1 SLEIGHT OF HAND (DEX)
- ☐ +1 STEALTH (DEX)
- ☐ +4 SURVIVAL (WIS)

SKILLS

14

AC

+1

INITIATIVE

30

SPEED

+3

PROFICIENCY BONUS

INSPIRATION

17

PASSIVE PERCEPTION

ARMOR: LIGHT ARMOR, MEDIUM ARMOR, SHIELDS

WEAPONS: CLUB, DAGGER, DART, JAVELIN, MACE, QUARTERSTAFF, SCIMITAR, SICKLE, SLING, SPEAR

TOOLS: HERBALISM KIT, POISONER'S KIT

LANGUAGES: COMMON, DRUIDIC, PRIMORDIAL, SYLVAN

OTHER PROFICIENCIES & LANGUAGES

WORLD-WEARY? YOU COULD SAY THAT.

MY JOB IS A SACRED DUTY.

PERSONALITY TRAITS

INEVITABILITY. EVERYONE HAS TO DIE SOMETIME.

IDEALS

I COME FROM A LONG LINE OF EXECUTIONERS.

BONDS

I HURT MYSELF TO REMEMBER THAT I'M STILL ALIVE.

FLAWS

TOTAL 6d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

RACE FEATURES

- ABILITY SCORE INCREASE (EACH ABILITY SCORE INCREASES BY 1)
- LANGUAGES (1 ADDITIONAL LANGUAGE: SYLVAN)

LEVEL 1 ABILITIES

- SPELLCASTING (WISDOM, SPELL DC 15, SPELL ATTACK +7)

LEVEL 2 ABILITIES

- WILD SHAPE (2 PER SHORT OR LONG REST)
- DRUID CIRCLE - CIRCLE OF MIDNIGHT
- BONUS CANTRIPS - INFESTATION AND PRIMAL SAVAGERY
- SAVAGE HARVEST (GAIN TEMP HP = CREATURE'S HD ON DEATH; REGAIN 1/2 HD AS HP IF YOU KILL)

LEVEL 4 ABILITIES

- ABILITY SCORE IMPROVEMENT (+1 WIS, +1 CON)
- WILD SHAPE IMPROVEMENT

LEVEL 6 ABILITIES

- PARASITIC SIPHON (30' REACTION TO CREATURE DAMAGED, ADD 1d6 DAMAGE, REGAIN HALF TOTAL DAMAGE AS HP, 4 PER LONG REST)

FEATURES & TRAITS

EQUIPMENT

10 GP

THE BIG BOOK OF HORRORS



CHARACTER NAME: **KALIDIA**

AGE _____ HEIGHT _____ WEIGHT _____

EYES _____ SKIN _____ HAIR _____

SPELLCASTING ABILITY **[WIS]** SPELL SAVE DC **[15]** SPELL ATTACK BONUS **[+7]**

CHARACTER APPEARANCE

SEE BEGINNING OF APPENDIX A FOR KALIDIA'S BACKSTORY.

CHARACTER BACKSTORY

0 **CANTRIPS** **3** **3** **6**

INFESTATION
PRIMAL SAVAGERY
DRUIDCRAFT
THORN WHIP
GUIDANCE

SLOTS TOTAL **1** SLOTS EXPENDED **4**

SPELL NAME

☐ BEAST SENSE
☐ HEALING WORD
☐ LONGSTRIDER
☐ SNARE

2 **3**

☐ DARKVISION
☐ HOLD PERSON
☐ HEAT METAL
☐ SPIKE GROWTH
☐ PROTECTION FROM POISON

4 **5**

7 **8** **9**

SPELLBOOK

WOODEN SHIELD
SCIMITAR
LEATHER ARMOR
SKULL OF A VULTURE (DRUIDIC FOCUS)
BACKPACK
BEDROLL
MESS KIT
TINDERBOX
TORCHES (10)
RATIONS (10)
WATERSKIN

HEMP ROPE (100 FEET)
COMMON CLOTHES
APRON
HOOD
LARGE KNIFE

TREASURE

THE BIG BOOK OF HORRORS

CHARACTER NAME: AARA THE GOLDEN SHADOW

FIGHTER 7 (SILHOUETTE)
CLASS & LEVEL

LIBERATED THRALL
BACKGROUND

PLAYER NAME

DRAGONBORN (GOLD)
RACE

LAWFUL GOOD
ALIGNMENT

EXP POINTS

MAX HP

60

STR

20
+5

TEMP HP

DEX

10

+0

CON

15
+2

INT

12

+1

WIS

12

+1

CHA

10

+0

- +8 STRENGTH
- +0 DEXTERITY
- +5 CONSTITUTION
- +1 INTELLIGENCE
- +1 WISDOM
- +0 CHARISMA

SAVING THROWS

- +0 ACROBATICS (DEX)
- +1 ANIMAL HANDLING (WIS)
- +1 ARCANA (INT)
- +5 ATHLETICS (STR)
- +0 DECEPTION (CHA)
- +1 HISTORY (INT)
- +4 INSIGHT (WIS)
- +0 INTIMIDATION (CHA)
- +1 INVESTIGATION (INT)
- +1 MEDICINE (WIS)
- +1 NATURE (INT)
- +4 PERCEPTION (WIS)
- +3 PERFORMANCE (CHA)
- +0 PERSUASION (CHA)
- +1 RELIGION (INT)
- +0 SLEIGHT OF HAND (DEX)
- +3 STEALTH (DEX)
- +4 SURVIVAL (WIS)

SKILLS

18

AC

+0

INITIATIVE

30

SPEED

+3

PROFICIENCY BONUS

INSPIRATION

14

PASSIVE PERCEPTION

ARMOR: HEAVY ARMOR, LIGHT ARMOR,
MEDIUM ARMOR, SHIELDS

WEAPONS: MARTIAL WEAPONS, SIMPLE
WEAPONS

TOOLS: LEATHERWORKER'S TOOLS

LANGUAGES: COMMON, DRACONIC, GOBLIN

OTHER PROFICIENCIES & LANGUAGES

SARCASM IS MY MOTHER TONGUE.

I NEVER PASS UP A WARM MEAL IF I CAN
HELP IT.

PERSONALITY TRAITS

PEACE. I'M JUST GLAD TO HAVE ALL THAT
BEHIND ME. I CAN FINALLY DECIDE MY
OWN PATH.

IDEALS

I AM NOT SAFE. MY MASTER HAD
MANY ENEMIES, AND SOME MAY LIKELY
RECOGNIZE ME.

BONDS

I STILL IMAGINE I HEAR MY MASTER'S
VOICE SOMETIMES.

FLAWS

TOTAL 7d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

RACE FEATURES

- DRACONIC ANCESTRY (GOLD - FIRE)
- BREATH WEAPON (3d6 FIRE DAMAGE, 15' CONE, DC 13 DEX SAVE, ONCE PER SHORT/LONG REST)
- DAMAGE RESISTANCE (FIRE DAMAGE)

LEVEL 1 ABILITIES

- FIGHTING STYLE - DUELING (+2 DAMAGE WITH 1 HANDED WEAPONS)
- SECOND WIND (BA = REGAIN 1d10 + 7 HP, ONCE PER SHORT OR LONG REST)

LEVEL 2 ABILITIES

- ACTION SURGE (EXTRA ACTION, ONCE PER SHORT OR LONG REST)

LEVEL 3 ABILITIES

- MARTIAL ARCHETYPE - SILHOUETTE
- SHADESIGHT - DARKVISION 60'
- QUIET AS A SHADOW - STEALTH PROFICIENCY
- SHADOW MANTLE (BA TO (DE)ACTIVATE, 1 MINUTE, ADVANTAGE TO STEALTH, OPPORTUNITY ATTACKS DISADVANTAGE, REACTION = ATTACK DISADVANTAGE, TELEPORT 5' ON MISS, TWICE PER SHORT OR LONG REST)

LEVEL 4 ABILITIES

- ABILITY SCORE IMPROVEMENT (STR + 2)

LEVEL 5 ABILITIES

- EXTRA ATTACK

LEVEL 6 ABILITIES

- ABILITY SCORE IMPROVEMENT (STR + 1, CON + 1)

LEVEL 7 ABILITIES

- TENEBROUS WAKE (LEAVE DARKNESS TRAIL BEHIND DURING MOVEMENT AT WILL)

FEATURES & TRAITS

EQUIPMENT

THE BIG BOOK OF HORRORS



CHARACTER NAME: AARA THE GOLDEN SHADOW

AGE _____ HEIGHT _____ WEIGHT _____

EYES _____ SKIN _____ HAIR _____

SPELLCASTING ABILITY SPELL SAVE DC SPELL ATTACK BONUS

CHARACTER APPEARANCE

CANTRIPS

1 2 3 4 5 6 7 8 9

SPELLBOOK

SEE BEGINNING OF APPENDIX A FOR AARA'S BACKSTORY.

CHARACTER BACKSTORY

TREASURE

CHAIN MAIL
LONGSWORD
SHIELD
HANDAXE (2)
BACKPACK
BEDROLL
MESS KIT
TINDERBOX
TORCH (10)
RATIONS (10 DAYS)
WATERSKIN

HEMPEN ROPE (50 FEET)
COMMON CLOTHES
SIGNET RING
LEATHERWORKING TOOLS

THE BIG BOOK OF HORRORS

CHARACTER NAME: CALDUS GREGOR

MONK 8 (Way of Thirsting Wings)
CLASS & LEVEL

HUNTED
BACKGROUND

PLAYER NAME

HUMAN
RACE

NEUTRAL EVIL
ALIGNMENT

EXP POINTS

MAX HP

59

STR

14

+2

TEMP HP

DEX

18

+4

CON

14

+2

INT

11

+0

WIS

16

+3

CHA

9

-1

- +5 STRENGTH
- +7 DEXTERITY
- +2 CONSTITUTION
- +0 INTELLIGENCE
- +3 WISDOM
- -1 CHARISMA

SAVING THROWS

- +7 ACROBATICS (DEX)
- +3 ANIMAL HANDLING (WIS)
- +0 ARCANA (INT)
- +5 ATHLETICS (STR)
- -1 DECEPTION (CHA)
- +3 HISTORY (INT)
- +3 INSIGHT (WIS)
- -1 INTIMIDATION (CHA)
- +0 INVESTIGATION (INT)
- +3 MEDICINE (WIS)
- +0 NATURE (INT)
- +3 PERCEPTION (WIS)
- -1 PERFORMANCE (CHA)
- -1 PERSUASION (CHA)
- +0 RELIGION (INT)
- +4 SLEIGHT OF HAND (DEX)
- +7 STEALTH (DEX)
- +3 SURVIVAL (WIS)

SKILLS

17

AC

+4

INITIATIVE

45

SPEED

+3

PROFICIENCY BONUS

INSPIRATION

13

PASSIVE PERCEPTION

WEAPONS: SHORTSWORD, SIMPLE WEAPONS

TOOLS: CARTOGRAPHER'S TOOLS, DISGUISE KIT

LANGUAGES: COMMON, GIANT, PRIMORDIAL

OTHER PROFICIENCIES & LANGUAGES

I'M GETTING REALLY SICK OF THIS LIFE ON THE RUN.

JUST BECAUSE I'M HUNTED IS NO EXCUSE TO MISS OUT ON LIFE'S PLEASURES.

PERSONALITY TRAITS

I WILL NOT LET MY HUNTERS DISSUADE ME FROM FULFILLING THE PROMISE I MADE.

IDEALS

IF I CAN FIND A CERTAIN ITEM, IT WILL MAKE THEM STOP HUNTING ME. I HOPE.

BONDS

I LIE COMPULSIVELY.

FLAWS

TOTAL 8d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

RACE FEATURES

- ABILITY SCORE INCREASE (EACH ABILITY SCORE INCREASES BY 1)
- LANGUAGES (1 ADDITIONAL LANGUAGE: GIANT)

LEVEL 1 ABILITIES

- UNARMED DEFENSE
- MARTIAL ARTS (1d6)

LEVEL 2 ABILITIES

- KI (8 POINTS PER SHORT REST. SAVE DC = 14)
- UNARMED MOVEMENT (15')

LEVEL 3 ABILITIES

- MONASTIC TRADITION -Way of Thirsting Wings
- ASPECT OF AWARENESS (ADV HEARING PERCEPTION)
- ASPECT OF THIRST (1 KI ON HIT = REGAIN HP = 1/2 MONK LEVEL + WIS)
- DEFLECT MISSILES (REACTION REDUCE DAMAGE 1d10 + 7, SPEND 1 KI AT 0 TO THROW)

LEVEL 4 ABILITIES

- ABILITY SCORE IMPROVEMENT (DEX +1, WIS +1)
- SLOW FALL (REDUCE DAMAGE BY 30)

LEVEL 5 ABILITIES

- EXTRA ATTACK
- STUNNING STRIKE (1 KI, CON SAVE OR STUN)

LEVEL 6 ABILITIES

- KI-EMPOWERED STRIKES (UNARMED COUNTS AS MAGIC)
- ASPECT OF WINGS (2 KI = FLY 45' FOR 1 ROUND, ADVANTAGE TO FIRST MELEE ATTACK EACH ROUND WHILE FLYING)

LEVEL 7 ABILITIES

- EVASION (HALF DAMAGE ON FAILED DEX SAVE, NO DAMAGE ON SUCCESS)

LEVEL 8 ABILITIES

- ABILITY SCORE IMPROVEMENT (DEX +2)

FEATURES & TRAITS

NAME ATK BONUS DAMAGE BONUS

UNARMED STRIKE

+7

1d6+4 BLUDGE

DART

+7

1d6+4 PIERCING

SHORTSWORD

+7

1d6+4 PIERCING

ATTACKS & SPELLCASTING

EQUIPMENT

THE BIG BOOK OF HORRORS

CHARACTER NAME: CALDUS GREGOR

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

3

6

1

SLOTS TOTAL SLOTS EXPENDED

SPELL NAME

4

7

2

5

8

9

SPELLBOOK

SEE BEGINNING OF APPENDIX A FOR
CALDUS' BACKSTORY.

CHARACTER BACKSTORY

TRAVELER'S CLOTHES

HEMPEN ROPE (100 FEET)

DISGUISE KIT

SMALL KNIFE

SHORTSWORD

DARTS (10)

BACKPACK

BEDROLL

MESS KIT

TINDERBOX

TORCH (10)

RATIONS (10 DAYS)

WATERSKIN

TREASURE

THE BIG BOOK OF HORRORS

CHARACTER NAME: STORMCROW (LEVI BERENTON)

PALADIN 6 (OATH OF THE LANTERN)
CLASS & LEVEL

HORROR SURVIVOR
BACKGROUND

PLAYER NAME

DHAMPIR
RACE

NEUTRAL GOOD
ALIGNMENT

EXP POINTS

MAX HP

52

STR

16

+3

TEMP HP

DEX

10

+0

CON

14

+2

INT

10

+0

WIS

12

+1

CHA

16

+3

- ☐ +6 STRENGTH
- ☐ +3 DEXTERITY
- ☐ +5 CONSTITUTION
- ☐ +3 INTELLIGENCE
- ☒ +7 WISDOM
- ☒ +9 CHARISMA

SAVING THROWS

- ☐ +0 ACROBATICS (DEX)
- ☐ +1 ANIMAL HANDLING (WIS)
- ☐ +0 ARCANA (INT)
- ☐ +3 ATHLETICS (STR)
- ☐ +3 DECEPTION (CHA)
- ☐ +0 HISTORY (INT)
- ☐ +1 INSIGHT (WIS)
- ☒ +6 INTIMIDATION (CHA)
- ☐ +0 INVESTIGATION (INT)
- ☐ +1 MEDICINE (WIS)
- ☐ +0 NATURE (INT)
- ☐ +1 PERCEPTION (WIS)
- ☐ +3 PERFORMANCE (CHA)
- ☐ +3 PERSUASION (CHA)
- ☒ +3 RELIGION (INT)
- ☐ +0 SLEIGHT OF HAND (DEX)
- ☒ +3 STEALTH (DEX)
- ☒ +4 SURVIVAL (WIS)

SKILLS

16

AC

+0

INITIATIVE

30

SPEED

+3

PROFICIENCY BONUS

INSPIRATION

11

PASSIVE PERCEPTION

ARMOR: HEAVY ARMOR, MEDIUM ARMOR, LIGHT ARMOR, SHIELDS

WEAPONS: MARTIAL WEAPONS, SIMPLE WEAPONS

LANGUAGES: COMMON, HALFLING, ELVISH, DWARVISH

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK BONUS	DAMAGE BONUS
FANGS	+6	1d4+3 PIERCING
GLAIVE	+6	1d10+3 SLASHING
HEAVY CROSSBOW	+3	1d10 PIERCING

ATTACKS & SPELLCASTING

0
0
0
0
10 GP
0

EQUIPMENT

EVERYONE'S STORY IS IMPORTANT.

NEVER TRUST A STRANGER.

PERSONALITY TRAITS

HEROISM. IF I CAN HELP SAVE OTHERS FROM THE WORK OF EVIL HANDS, I WILL.

IDEALS

I LOST MY WHOLE FAMILY THAT TERRIBLE NIGHT.

BONDS

I TRY TO CONTROL AS MUCH ABOUT MY LIFE AS I CAN, PERHAPS EXCESSIVELY SO.

FLAWS

TOTAL 6d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

RACE ABILITIES

- DARKVISION (60')
- SUNLIGHT SENSITIVITY (DISADVANTAGE IN SUNLIGHT)
- VAMPIRIC PHYSIOLOGY (RESIST NECROTIC DAMAGE)
- CAPTIVATING (CHARM PERSON ONCE PER SHORT OR LONG REST)
- LEVITATION (LEVITATE ONCE PER SHORT OR LONG REST)
- FANGS (1d4+3 DMG)
- VAMPIRISM (TEMP HP = TARGET HIT DICE ONCE PER SHORT OR LONG REST)

LEVEL 1 ABILITIES

- DIVINE SENSE (DETECT CELESTIAL, FIEND, OR UNDEAD IN 60' - 4 PER LONG REST)
- LAY ON HANDS (30 POINT HEALING POOL PER LONG REST)

LEVEL 2 ABILITIES

- FIGHTING STYLE - GREAT WEAPON FIGHTING (REROLL 1s & 2s)
- SPELLCASTING (CHARISMA, DC 14, SPELL ATTACK +6)
- DIVINE SMITE (2d8 DAMAGE FOR LEVEL 1 SPELL SLOT, +1d8 FOR EACH HIGHER SLOT)

LEVEL 3 ABILITIES

- DIVINE HEALTH (IMMUNE TO DISEASE)
- SACRED OATH - OATH OF THE LANTERN
- CHANNEL DIVINITY (1 PER SHORT OR LONG REST)
 - SHELTER FROM THE DARK (15' SPHERE, BRIGHT LIGHT, PROTECTION FROM UNDEAD, FEY, FIENDS)
 - EFFULGENT GAZE (ACTION, 1 MINUTE, CAST BRIGHT LIGHT 30'. BA = RANGED SPELL ATTACK, 1d4+3 DAMAGE, 60')

LEVEL 4 ABILITIES

- ABILITY SCORE IMPROVEMENT (+1 STR, +1 CHA)

LEVEL 5 ABILITIES

- EXTRA ATTACK

LEVEL 6 ABILITIES

- AURA OF PROTECTION (+3 TO SAVES, 10')

FEATURES & TRAITS

THE BIG BOOK OF HORRORS



CHARACTER NAME: STORMCROW (LEVI BERENTON)

AGE _____ HEIGHT _____ WEIGHT _____

EYES _____ SKIN _____ HAIR _____

SPELLCASTING ABILITY [CHA] SPELL SAVE DC [14] SPELL ATTACK BONUS [+6]

CHARACTER APPEARANCE

SEE BEGINNING OF APPENDIX A FOR STORMCROW'S BACKSTORY.

CHARACTER BACKSTORY

CANTRIPS

1 4

SPELL NAME

☐ GUIDING BOLT (OATH)

☐ PROTECTION FROM EVIL/GOOD (OATH)

☐ DIVINE FAVOR

☐ WRATHFUL SMITE

2 2

☐ BRANDING SMITE (OATH)

☐ DARKVISION (OATH)

☐ LESSER RESTORATION

3 3

4 4

5 5

6 6

7 7

8 8

9 9

SPELLBOOK

TREASURE

SMALL BONE CHARM NECKLACE

FROM PARENTS

BLANKET

HOODED LANTERN

TRAVELER'S CLOTHES

BACKPACK

BEDROLL

CHAIN MAIL

HEAVY CROSSBOW

BOLTS (20)

DAGGER

GLAIVE

MESS KIT

RATIONS (10 DAYS)

HEMP ROPE (50 FEET)

TINDERBOX

TORCH (10)

WATERSKIN

THE BIG BOOK OF HORRORS

CHARACTER NAME: EZRA CRANE

RANGER 7 (GRAVE WARDEN)
CLASS & LEVEL

SEXTON
BACKGROUND

PLAYER NAME

HALFLING (LIGHTFOOT)
RACE

LAWFUL NEUTRAL
ALIGNMENT

EXP POINTS

MAX HP

60

STR

12

+1

TEMP HP

INT

8

-1

DEX

18

+4

CON

14

+2

WIS

14

+2

CHA

11

+0

- +4 STRENGTH
- +7 DEXTERITY
- +2 CONSTITUTION
- -1 INTELLIGENCE
- +2 WISDOM
- +0 CHARISMA

SAVING THROWS

- +4 ACROBATICS (DEX)
- +2 ANIMAL HANDLING (WIS)
- -1 ARCANA (INT)
- +1 ATHLETICS (STR)
- +0 DECEPTION (CHA)
- -1 HISTORY (INT)
- +2 INSIGHT (WIS)
- +0 INTIMIDATION (CHA)
- -1 INVESTIGATION (INT)
- +2 MEDICINE (WIS)
- +2 NATURE (INT)
- +5 PERCEPTION (WIS)
- +0 PERFORMANCE (CHA)
- +0 PERSUASION (CHA)
- +2 RELIGION (INT)
- +4 SLEIGHT OF HAND (DEX)
- +7 STEALTH (DEX)
- +5 SURVIVAL (WIS)

SKILLS

15

AC

+4

INITIATIVE

25

SPEED

+3

PROFICIENCY BONUS

INSPIRATION

15

PASSIVE PERCEPTION

ARMOR: LIGHT ARMOR, MEDIUM ARMOR, SHIELDS

WEAPONS: MARTIAL WEAPONS, SIMPLE WEAPONS, IMPROVISED WEAPONS

LANGUAGES: COMMON, ABYSSAL, DEEP SPEECH, HALFLING, UNDERCOMMON

OTHER PROFICIENCIES & LANGUAGES

I LOVE HEARING NEWS FROM FARAWAY PLACES.
I TRY NOT TO LET ANYONE EVER SEE ME AFRAID.

PERSONALITY TRAITS

DUTY. LOOKING AFTER THE GRAVEYARD IS MY SOLEMN DUTY.

IDEALS

BEING A SEXTON IS A FAMILY TRADITION.

BONDS

I GET DEFENSIVE OVER EVEN MILD CRITICISM.

FLAWS

TOTAL 7d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

RACE ABILITIES

- LUCKY (REROLL NATURAL 1s)
- BRAVE (ADVANTAGE VS. FEAR)
- HALFLING NIMBLENESS (MOVE THROUGH LARGER CREATURE'S SPACES)
- NATURALLY STEALTHY (HIDE WHEN OBSCURED BY LARGER CREATURES)

LEVEL 1 ABILITIES

- FAVORED ENEMY - UNDEAD (ADVANTAGE ON SURVIVAL CHECKS TO TRACK AND INT ROLLS TO RECALL INFO)
- NATURAL EXPLORER - SWAMP (EASIER TRAVEL)

LEVEL 2 ABILITIES

- FIGHTING STYLE - ARCHERY (+2 TO HIT WITH RANGED)
- SPELLCASTING (WISDOM, DC 13, SPELL ATTACK +5)

LEVEL 3 ABILITIES

- RANGER ARCHETYPE - GRAVE WARDEN
- PRIMEVAL AWARENESS (1 SPELL SLOT = 1 MINUTE OF DETECTING ABERRATIONS, CELESTIALS, DRAGONS, ELEMENTALS, FEY, FIENDS, AND UNDEAD - 6 MILES)
- SPECIALIZED TACTICS (BA = CHANGE DAMAGE TO FIRE OR RADIANT +1D4, HALF SPEED)

LEVEL 4 ABILITIES

- ABILITY SCORE IMPROVEMENT (+2 DEX)

LEVEL 5 ABILITIES

- EXTRA ATTACK

LEVEL 6 ABILITIES

- FAVORED ENEMY - MONSTROSITIES (ADVANTAGE ON SURVIVAL CHECKS TO TRACK AND INT ROLLS TO RECALL INFO)
- NATURAL EXPLORER - UNDERDARK (EASIER TRAVEL)

LEVEL 7 ABILITIES

- DEFENSIVE MEASURES (RESIST NECROTIC DAMAGE, HP MAX CAN'T BE REDUCED, REACTION = +1D6 TO SAVES AGAINST NECROMANCY SPELLS)

FEATURES & TRAITS

NAME

ATK BONUS

DAMAGE BONUS

SHORTBOW

+9

1d6+4 PIERCING

SHORTSWORD

+7

1d6+4 PIERCING

SHORTSWORD (OFFHAND)

+7

1d6 PIERCING

ATTACKS & SPELLCASTING

10 GP

EQUIPMENT

THE BIG BOOK OF HORRORS



CHARACTER NAME: EZRA CRANE

AGE _____ HEIGHT _____ WEIGHT _____

EYES _____ SKIN _____ HAIR _____

SPELLCASTING ABILITY [WIS] SPELL SAVE DC [13] SPELL ATTACK BONUS [+5]

CHARACTER APPEARANCE

SEE BEGINNING OF APPENDIX A FOR EZRA'S BACKSTORY.

CHARACTER BACKSTORY

CANTRIPS

1 4

PROTECTION FROM EVIL/GOOD (GRAVE WARDEN)

FOG CLOUD

ENSNARING STRIKE

HUNTER'S MARK

2 3

GENTLE REPOSE (GRAVE WARDEN)

DARK VISION

CORDON OF ARROWS

5

SPELLBOOK

TREASURE

CARPENTER'S TOOLS

SHOVEL

COMMON CLOTHES

BACKPACK

BEDROLL

LEATHER ARMOR

SHORTBOW

ARROWS (20)

MESS KIT

RATIONS (10 DAYS)

HEMP ROPE (50 FEET)

SHORTSWORD (2)

TINDERBOX

TORCH (10)

WATERSKIN

THE BIG BOOK OF HORRORS

CHARACTER NAME: **LYRIEN FALLATHANDARAS**

ROGUE 8 (CRYPT DELIVER)
CLASS & LEVEL

GRAVE ROBBER
BACKGROUND

PLAYER NAME

ELF (HIGH)
RACE

NEUTRAL EVIL
ALIGNMENT

EXP POINTS

MAX HP

51

STR

10
+0

TEMP HP

- ☐ +0 STRENGTH
- ☒ +8 DEXTERITY
- ☐ +1 CONSTITUTION
- ☒ +5 INTELLIGENCE
- ☐ +1 WISDOM
- ☐ +1 CHARISMA

SAVING THROWS

- ☒ +11 ACROBATICS (DEX)
- ☐ +1 ANIMAL HANDLING (WIS)
- ☐ +2 ARCANA (INT)
- ☒ +3 ATHLETICS (STR)
- ☒ +4 DECEPTION (CHA)
- ☐ +2 HISTORY (INT)
- ☐ +1 INSIGHT (WIS)
- ☐ +1 INTIMIDATION (CHA)
- ☒ +8 INVESTIGATION (INT)
- ☐ +1 MEDICINE (WIS)
- ☐ +2 NATURE (INT)
- ☐ +1 PERCEPTION (WIS)
- ☐ +1 PERFORMANCE (CHA)
- ☐ +1 PERSUASION (CHA)
- ☐ +2 RELIGION (INT)
- ☒ +8 SLEIGHT OF HAND (DEX)
- ☒ +11 STEALTH (DEX)
- ☐ +1 SURVIVAL (WIS)

SKILLS

16

AC

+4

INITIATIVE

30

SPEED

+3

PROFICIENCY BONUS

INSPIRATION

16

PASSIVE PERCEPTION

ARMOR: LIGHT ARMOR

WEAPONS: HAND CROSSBOW, LONGBOW,
LONGSWORD, RAPIER, SHORTSWORD, SIMPLE
WEAPONS

TOOLS: FORGERY KIT, THIEVES' TOOLS

LANGUAGES: COMMON, ELVISH, DRACONIC,
GNOMISH

OTHER PROFICIENCIES & LANGUAGES



I RELY ON GALLOWS HUMOR TO DEFUSE TENSE
MOMENTS.

DEALING WITH THE DEAD MAKES YOU REALIZE
HOW PRECIOUS EVERY MOMENT REALLY IS.

PERSONALITY TRAITS

PRACTICALITY. THE DEAD HAVE NO FURTHER
USE FOR THEIR POSSESSIONS, BUT I
CERTAINLY DO.

IDEALS

IF I CAN MAKE ENOUGH MONEY, I CAN
FINALLY BUY MY OWN PLACE TO CALL
HOME.

BONDS

I TEND TO GIGGLE AT THINGS OTHERS
FIND OFFENSIVE.

FLAWS

TOTAL 8d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

RACE ABILITIES

- DARKVISION (60')
- FEY ANCESTRY (CAN'T BE PUT TO SLEEP, ADVANTAGE VS CHARM)
- TRANCE (4 HOURS OF MEDITATION = 8 HOURS SLEEP)
- KEEN SENSES (PROFICIENCY IN PERCEPTION)
- ELF WEAPON TRAINING (PROFICIENCY WITH LONGSWORD, SHORTSWORD, SHORTBOW, LONGBOW)
- CANTRIP (LIGHTNING LURE)

LEVEL 1 ABILITIES

- SNEAK ATTACK (4d6)
- THIEVES' CANT
- EXPERTISE - THIEVES' TOOLS, INVESTIGATION (DOUBLE PROFICIENCY BONUS)

LEVEL 2 ABILITIES

- CUNNING ACTION (BA = DASH, DODGE, HIDE)

LEVEL 3 ABILITIES

- ROGUISH ARCHETYPE - CRYPT DELIVER
- LOCK CRACKER (BA = ADVANTAGE TO OPEN LOCKS, 3 PER LONG REST)
- TRAP BREAKER (BA = ADVANTAGE TO DISARM TRAPS, 3 PER LONG REST)
- WARY (+2 PASSIVE PERCEPTION)

LEVEL 4 ABILITIES

- ABILITY SCORE IMPROVEMENT (+2 DEX)

LEVEL 5 ABILITIES

- UNCANNY DODGE (REACTION = HALF DAMAGE FROM ATTACK)

LEVEL 6 ABILITIES

- EXPERTISE - ACROBATICS AND STEALTH (DOUBLE PROFICIENCY BONUS)

LEVEL 7 ABILITIES

- EVASION (HALF DAMAGE ON FAILED DEX SAVE, NO DAMAGE ON SUCCESS)

LEVEL 8 ABILITIES

- ABILITY SCORE IMPROVEMENT (+2 DEX)

FEATURES & TRAITS

NAME

ATK BONUS

DAMAGE BONUS

RAPIER

+8

1d8+5 PIERCING

LONGBOW

+8

1d8+5 PIERCING

LIGHTNING LURE

STR

2d8 LIGHTNING

ATTACKS & SPELLCASTING

5 GP

EQUIPMENT

THE BIG BOOK OF HORRORS

CHARACTER NAME: LYRIEN FALLATHANDARAS

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

SPELLCASTING ABILITY

INT

SPELL SAVE DC

13

SPELL ATTACK BONUS

+2

0

CANTRIPS

3

3

6

LIGHTNING LURE (HIGH ELF)

SLOTS TOTAL SLOTS EXPENDED

1

4

SPELL NAME

4

7

8

2

3

5

9

SPELLBOOK

SEE BEGINNING OF APPENDIX A FOR
LYRIEN'S BACKSTORY.

CHARACTER APPEARANCE

CHARACTER BACKSTORY

SHOVEL

CANDLE

TORCH (10)

HEMPEN ROPE (100 FEET)

CROWBAR

WATERSKIN

COMMON CLOTHES

DAGGER (2)

LEATHER ARMOR

HAMMER

LONGBOW

HOODED LANTERN (2)

ARROWS (20)

MESS KIT

RAPIER

OIL FLASK

BACKPACK

PITON (10)

BALL BEARINGS (1000)

RATIONS (10 DAYS)

BEDROLL

STRING

BELL

THIEVES' TOOLS

TREASURE

THE BIG BOOK OF HORRORS

CHARACTER NAME: **JAKOB SPATZIRI**

SORCERER 6 (LYCANTHROPE ORIGIN)

CLASS & LEVEL

CURED LYCANTHROPE

BACKGROUND

PLAYER NAME

HUMAN

RACE

CHAOTIC GOOD

ALIGNMENT

EXP POINTS

MAX HP

44

STR

10

+0

TEMP HP

INT

10

+0

DEX

14

+2

CON

16

+3

WIS

14

+2

CHA

16

+3

- ☐ +0 STRENGTH
- ☐ +2 DEXTERITY
- ☒ +6 CONSTITUTION
- ☐ +0 INTELLIGENCE
- ☐ +2 WISDOM
- ☒ +6 CHARISMA

SAVING THROWS

- ☐ +2 ACROBATICS (DEX)
- ☒ +5 ANIMAL HANDLING (WIS)
- ☐ +0 ARCANA (INT)
- ☐ +0 ATHLETICS (STR)
- ☒ +6 DECEPTION (CHA)
- ☐ +0 HISTORY (INT)
- ☐ +2 INSIGHT (WIS)
- ☒ +6 INTIMIDATION (CHA)
- ☐ +0 INVESTIGATION (INT)
- ☐ +2 MEDICINE (WIS)
- ☐ +0 NATURE (INT)
- ☐ +2(5) PERCEPTION (WIS)
- ☐ +3 PERFORMANCE (CHA)
- ☐ +3 PERSUASION (CHA)
- ☐ +0 RELIGION (INT)
- ☐ +2 SLEIGHT OF HAND (DEX)
- ☐ +2 STEALTH (DEX)
- ☒ +5 SURVIVAL (WIS)

SKILLS

12

AC

+2

INITIATIVE

30

SPEED

+3

PROFICIENCY BONUS

INSPIRATION

12

(15)

PASSIVE PERCEPTION

WEAPONS: LIGHT CROSSBOW, DAGGER, DART, QUARTERSTAFF, SLING

LANGUAGES: COMMON, CELESTIAL, ELVISH, SYLVAN

OTHER PROFICIENCIES & LANGUAGES



I LOVE TO LEARN, ESPECIALLY ABOUT WHAT I USED TO BE.
I NEVER WORRY ABOUT GETTING LOST; THINGS HAVE A WAY OF WORKING OUT.

PERSONALITY TRAITS

OPPORTUNITY. I'M LUCKY THE CURSE IS BEHIND ME. I AM GRATEFUL FOR THE OPPORTUNITY TO START ANEW.

IDEALS

THE PERSON WHO HELPED CURE ME IS NOW MY MENTOR.

BONDS

MY TABLE MANNERS ARE STILL THOSE OF THE BEAST.

FLAWS

TOTAL 6d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

RACE FEATURES

- ABILITY SCORE INCREASE (EACH ABILITY SCORE INCREASES BY 1)
- LANGUAGES (1 ADDITIONAL LANGUAGE: SYLVAN)

LEVEL 1 ABILITIES

- SPELLCASTING (CHARISMA, DC 14, SPELL ATTACK +6)
- SORCEROUS ORIGIN - LYCANTHROPE
- BEAST KIN - GAIN SPEAK WITH ANIMALS SPELL
- PREDATORY SENSES (ADD CHA TO SIGHT, SOUND, SMELL PERCEPTION CHECKS)
- MUTABLE RESONANCE (TRANSMUTATION SPELLS GIVE YOU TEMP HP = SPELL LEVEL, 1 SORCERY POINT AND REACTION = ADVANTAGE ON SAVE)

LEVEL 2 ABILITIES

- FONT OF MAGIC (6 SORCERY POINTS PER LONG REST)

LEVEL 3 ABILITIES

- METAMAGIC - TWINNED SPELL (2 TARGETS INSTEAD OF 1) AND EXTENDED SPELL (DOUBLE SPELL DURATION)

LEVEL 4 ABILITIES

- ABILITY SCORE IMPROVEMENT (+1 CHA, +1 CON)

LEVEL 6 ABILITIES

- LYCANTHROPIC RESISTANCE (1 SORCERY POINT = 1 MINUTE RESIST NONMAGICAL NON-SILVER BLUDGEONING, PIERCING, SLASHING DAMAGE)

FEATURES & TRAITS

EQUIPMENT

5 GP

THE BIG BOOK OF HORRORS

CHARACTER NAME: JAKOB SPATZIRI

AGE _____ HEIGHT _____ WEIGHT _____

EYES _____ SKIN _____ HAIR _____

SPELLCASTING ABILITY: CHA _____ SPELL SAVE DC: 14 _____ SPELL ATTACK BONUS: +6 _____

CHARACTER APPEARANCE

SEE BEGINNING OF APPENDIX A FOR JAKOB'S BACKSTORY.

CHARACTER BACKSTORY

CANTRIPS

0 3 6

FIREBOLT
MAGE HAND
MENDING
PRESTIDIGITATION
THUNDERCLAP

SLOTS TOTAL: 1 SLOTS EXPENDED: 4

SPELL NAME

SPEAK WITH ANIMALS
CATAPULT
CHARM PERSON
MAGIC MISSILE
SHIELD

ALTER SELF
ENHANCE ABILITY

4 5 7 8 9

SPELLBOOK

TREASURE

DRIED WOLFSBANE
RABBIT'S FOOT
SMALL KNIFE
COMMON CLOTHES
LIGHT CROSSBOW
BOLTS (20)
DAGGER (2)
BACKPACK
BEDROLL
MESS KIT
RATIONS (10 DAYS)

ROD (ARCANE FOCUS)
TINDERBOX
TORCH (10)
WATERSKIN

THE BIG BOOK OF HORRORS

CHARACTER NAME: GALLADAN SEHIR

WARLOCK 7 (PACT OF THE COVEN)
CLASS & LEVEL

ABDUCTEE
BACKGROUND

PLAYER NAME

HALF-ELF
RACE

CHAOTIC NEUTRAL
ALIGNMENT

EXP POINTS

MAX HP

52

STR

10

+0

TEMP HP

DEX

14

+2

CON

14

+2

INT

12

+1

WIS

12

+1

CHA

18

+4

- ☐ +0 STRENGTH
- ☐ +2 DEXTERITY
- ☐ +2 CONSTITUTION
- ☐ +1 INTELLIGENCE
- ☒ +4 WISDOM
- ☒ +7 CHARISMA

SAVING THROWS

- ☐ +2 ACROBATICS (DEX)
- ☐ +1 ANIMAL HANDLING (WIS)
- ☒ +4 ARCANA (INT)
- ☐ +0 ATHLETICS (STR)
- ☒ +7 DECEPTION (CHA)
- ☒ +4 HISTORY (INT)
- ☐ +1 INSIGHT (WIS)
- ☒ +7 INTIMIDATION (CHA)
- ☒ +4 INVESTIGATION (INT)
- ☐ +1 MEDICINE (WIS)
- ☐ +1 NATURE (INT)
- ☐ +1 PERCEPTION (WIS)
- ☐ +4 PERFORMANCE (CHA)
- ☐ +4 PERSUASION (CHA)
- ☐ +1 RELIGION (INT)
- ☒ +5 SLEIGHT OF HAND (DEX)
- ☐ +2 STEALTH (DEX)
- ☐ +1 SURVIVAL (WIS)

SKILLS

13

AC

+2

INITIATIVE

30

SPEED

+3

PROFICIENCY BONUS

INSPIRATION

11

PASSIVE PERCEPTION

ARMOR: LIGHT ARMOR

WEAPONS: SIMPLE WEAPONS

TOOLS: LYRE

LANGUAGES: COMMON, ELVISH, PRIMORDIAL,
SYLVAN

OTHER PROFICIENCIES & LANGUAGES



I CAN'T STAND TO STAY IN ONE PLACE
FOR LONG.
I WANT EVERYONE TO KNOW THE WON-
DERS I HAVE SEEN.

PERSONALITY TRAITS

SURVIVAL. ONE DOES WHAT THEY MUST
TO SURVIVE. THERE IS NO SHAME IN
THAT.

IDEALS

MY SIBLINGS WERE ABDUCTED WITH ME,
AND I MUST FIND THEM AND BRING THEM
HOME.

BONDS

I NEVER GIVE UP, EVEN WHEN IT'S STUPID
NOT TO.

FLAWS

TOTAL 7d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

RACE ABILITIES

- DARKVISION (60')
- FEY ANCESTRY (CAN'T BE PUT TO SLEEP, ADVANTAGE VS CHARM)
- SKILL VERSATILITY (PROFICIENCY IN ARCANA AND SLEIGHT OF HAND)

LEVEL 1 ABILITIES

- OTHERWORLDLY PATRON - THE COVEN
- PACT MAGIC (CHARISMA, DC 15, SPELL ATTACK +7)
- JINX (1 PER LONG REST)
- IMPOSTOR'S PLUNDER (4 PER LONG REST)

LEVEL 2 ABILITIES

- ELDRITCH INVOCATIONS - AGONIZING BLAST (CHA TO ELDRITCH BLAST DAMAGE) AND PHANTOM'S PASSAGE (LEAVE NO FOOTPRINTS)

LEVEL 3 ABILITIES

- PACT BOON - PACT OF THE TOME

LEVEL 4 ABILITIES

- ABILITY SCORE IMPROVEMENT (+2 CHA)

LEVEL 5 ABILITIES

- ELDRITCH INVOCATION - MASK OF MANY FACES (CAST DISGUISE SELF AT WILL)

LEVEL 6 ABILITIES

- INFECTIOUS MALADIES (60' - REACTION = SPREAD CONDITIONS TO OTHER CREATURES ON FAILED SAVES, ONCE PER SHORT OR LONG REST)

LEVEL 7 ABILITIES

- ELDRITCH INVOCATION - BALEFIRE (ELDRITCH BLAST FIRE DAMAGE +1D6 ON FAILED DEX SAVE WITHIN 5 FEET)

FEATURES & TRAITS

NAME

ATK BONUS

DAMAGE BONUS

ELDRITCH BLAST (2)

+7

1d10+4 FORCE

DAGGER

+5

1d4+2 PIERCING

ATTACKS & SPELLCASTING

EQUIPMENT

THE BIG BOOK OF HORRORS

CHARACTER NAME: GALLADAN SEHIR

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

SPELLCASTING ABILITY

CHA

SPELL SAVE DC

15

SPELL ATTACK BONUS

+7

0

CANTRIPS

ELDRITCH BLAST

MAGE HAND

MINOR ILLUSION

THAUMATURGY (TOME)

CONTROL FLAMES (TOME)

MENDING (TOME)

1

SLOTS TOTAL

SLOTS EXPENDED

SPELL NAME

BANE

INFLECT WOUNDS

2

BLINDNESS/DEAFNESS

PHATASMAL FORCE

3

ANIMATE DEAD

BESTOW CURSE

4

2

PHANTASMAL KILLER

LOCATE CREATURE

5

6

7

8

9

CHARACTER APPEARANCE

SEE BEGINNING OF APPENDIX A FOR
GALLADAN'S BACKSTORY.

CHARACTER BACKSTORY

SPELLBOOK

A PERPETUALLY GREEN

LEAF FROM THE FEYWILD

LYRE

COMMON CLOTHES

DAGGER (3)

SICKLE

TWISTED BRANCH (WAND -

ARCANE FOCUS)

BACKPACK

BOOK OF LORE ABOUT

THE COVEN

INK PEN

BOTTLE OF INK

PARCHMENT (10)

SMALL BAG OF SAND

SMALL KNIFE

BOOK OF SHADOWS

LEATHER ARMOR

TREASURE

THE BIG BOOK OF HORRORS

CHARACTER NAME: VARADIA CONSTANCE FELURIN SHADAGAN LORELL CAMSOTZ BEREDOP

WIZARD 8 (BLOOD MAGIC)
CLASS & LEVEL

NECROMANCER'S MINION
BACKGROUND

PLAYER NAME

GNOME (ROCK)
RACE

LAWFUL EVIL
ALIGNMENT

EXP POINTS

MAX HP

58

STR

8

-1

TEMP HP

DEX

13

+1

CON

16

+3

INT

20

+5

WIS

10

+0

CHA

12

+1

- ☐ -1 STRENGTH
- ☐ +1 DEXTERITY
- ☐ +3 CONSTITUTION
- ☒ +8 INTELLIGENCE
- ☒ +3 WISDOM
- ☐ +1 CHARISMA

SAVING THROWS

- ☐ +1 ACROBATICS (DEX)
- ☒ +3 ANIMAL HANDLING (WIS)
- ☒ +8 ARCANA (INT)
- ☐ -1 ATHLETICS (STR)
- ☐ +1 DECEPTION (CHA)
- ☐ +5 HISTORY (INT)
- ☒ +3 INSIGHT (WIS)
- ☐ +1 INTIMIDATION (CHA)
- ☒ +8 INVESTIGATION (INT)
- ☐ +0 MEDICINE (WIS)
- ☐ +5 NATURE (INT)
- ☐ +0 PERCEPTION (WIS)
- ☐ +1 PERFORMANCE (CHA)
- ☐ +1 PERSUASION (CHA)
- ☐ +5 RELIGION (INT)
- ☐ +1 SLEIGHT OF HAND (DEX)
- ☐ +1 STEALTH (DEX)
- ☐ +0 SURVIVAL (WIS)

SKILLS

11

AC

+1

INITIATIVE

25

SPEED

+3

PROFICIENCY BONUS

INSPIRATION

10

PASSIVE PERCEPTION

WEAPONS: LIGHT CROSSBOW, DAGGER, DART, QUARTERSTAFF, SLING

TOOLS: ALCHEMIST'S SUPPLIES, TINKER'S TOOLS

LANGUAGES: COMMON, GNOMISH, INFERNAL

OTHER PROFICIENCIES & LANGUAGES

HARD WORK IS ITS OWN REWARD.

I ALWAYS VOLUNTEER FOR THE HARDEST JOBS.

PERSONALITY TRAITS

AMBITION. I WILL WATCH AND LEARN UNTIL I CAN TAKE THE POWER FOR MY OWN.

IDEALS

SOMEDAY SOON, THE STUDENT WILL BECOME THE MASTER.

BONDS

I CONSTANTLY SCHEME AND PLOT TO GET AHEAD.

FLAWS

TOTAL 8d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

RACE ABILITIES

- DARKVISION (60')
- GNOME CUNNING (ADVANTAGE VS INT, WIS, CHA MAGIC SAVED)
- ARTIFICER'S LORE (DOUBLE PROFICIENCY TO HISTORY CHECKS ON MAGIC, ALCHEMY, TECHNOLOGY)
- TINKER (BUILD SMALL DEVICES)

LEVEL 1 ABILITIES

- SPELLCASTING (INTELLIGENCE, DC 16, SPELL ATTACK +8)
- ARCANE RECOVERY (RECOVER SPELL 4 LEVELS OF SPELL SLOTS ONCE PER LONG REST)

LEVEL 2 ABILITIES

- ARCANE TRADITION - BLOOD MAGIC
- BLOOD MAGIC (MAX 5 BLOOD POINTS)

LEVEL 6 ABILITIES

- ARCANE CONSUMPTION (TRADE UP TO 3 HD FOR MORE ARCANE RECOVERY)

NAME

ATK BONUS

DAMAGE BONUS

DAGGER

+4

1d4+1 PIERCING

RAY OF FROST

+8

2d8 COLD

Acid Arrow

+8

3d6 ACID

ATTACKS & SPELLCASTING

EQUIPMENT

10 GP

FEATURES & TRAITS

THE BIG BOOK OF HORRORS

CHARACTER NAME: VARADIA CONSTANCE FELURIN SHADAGAN LORELL CAMSOTZ BEREDOP

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

SPELLCASTING ABILITY INT SPELL SAVE DC 16 SPELL ATTACK BONUS +8

0 CANTRIPS

CHILL TOUCH
MAGE HAND
LIGHT
RAY OF FROST

1 4

CHARM PERSON
DISGUISE SELF
EXPEDITIOUS RETREAT
FALSE LIFE
FEATHER FALL
IDENTIFY
MAGIC MISSILE
SLEEP

2 3

ACID ARROW
HOLD PERSON
MISTY STEP
WEB

3 3

COUNTERSPELL
DISPEL MAGIC
HASTE
LIFE TRANSFERENCE
VAMPIRIC TOUCH

4 2

DIMENSION DOOR
GREATER INVISIBILITY
POLYMORPH

5

6

7

8

9

SPELLBOOK

SEE BEGINNING OF APPENDIX A FOR
VARADIA'S BACKSTORY.

CHARACTER BACKSTORY

INK PEN (2)	SMALL BAG OF SAND
BOTTLE OF INK (2)	STAFF (ARCANE FOCUS)
NOTEBOOK	
TINDERBOX	
COMMON CLOTHES	
SPELLBOOK	
BACKPACK	
BOOK OF LORE ABOUT MAGIC	
PARCHMENT (10)	
SMALL KNIFE	

TREASURE

THE BIG BOOK OF HORRORS

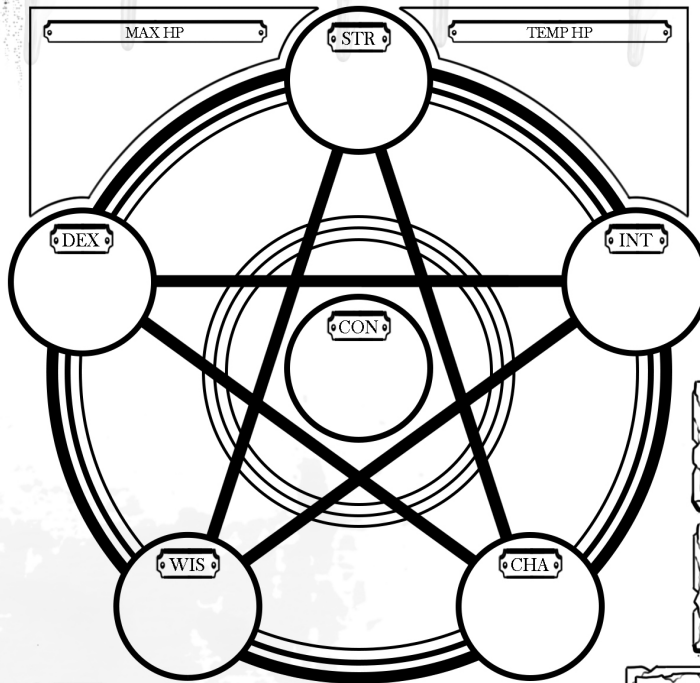


CHARACTER NAME: _____

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXP POINTS

☐ STRENGTH
☐ DEXTERITY
☐ CONSTITUTION
☐ INTELLIGENCE
☐ WISDOM
☐ CHARISMA
☐ SAVING THROWS

☐ ACROBATICS (DEX)
☐ ANIMAL HANDLING (WIS)
☐ ARCANA (INT)
☐ ATHLETICS (STR)
☐ DECEPTION (CHA)
☐ HISTORY (INT)
☐ INSIGHT (WIS)
☐ INTIMIDATION (CHA)
☐ INVESTIGATION (INT)
☐ MEDICINE (WIS)
☐ NATURE (INT)
☐ PERCEPTION (WIS)
☐ PERFORMANCE (CHA)
☐ PERSUASION (CHA)
☐ RELIGION (INT)
☐ SLEIGHT OF HAND (DEX)
☐ STEALTH (DEX)
☐ SURVIVAL (WIS)
☐ SKILLS



PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

AC

INITIATIVE

SPEED

NAME	ATK BONUS	DAMAGE BONUS

ATTACKS & SPELLCASTING

TOTAL

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

PROFICIENCY BONUS

INSPIRATION

PASSIVE PERCEPTION

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

THE BIG BOOK OF HORRORS



CHARACTER NAME:

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

3

6

1

SLOTS TOTAL SLOTS EXPENDED

SPELL NAME

4

7

8

2

5

9

CHARACTER APPEARANCE

SPELLBOOK

CHARACTER BACKSTORY

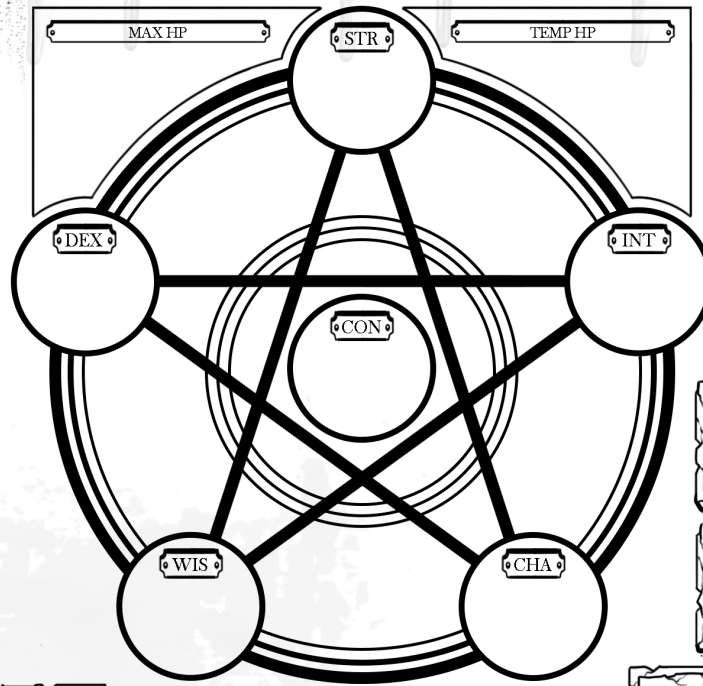
TREASURE

THE BIG BOOK OF HORRORS



CHARACTER NAME: _____

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXP POINTS



SAVING THROWS

- ☐ STRENGTH
- ☐ DEXTERITY
- ☐ CONSTITUTION
- ☐ INTELLIGENCE
- ☐ WISDOM
- ☐ CHARISMA

SKILLS

- ☐ ACROBATICS (DEX)
- ☐ ANIMAL HANDLING (WIS)
- ☐ ARCANA (INT)
- ☐ ATHLETICS (STR)
- ☐ DECEPTION (CHA)
- ☐ HISTORY (INT)
- ☐ INSIGHT (WIS)
- ☐ INTIMIDATION (CHA)
- ☐ INVESTIGATION (INT)
- ☐ MEDICINE (WIS)
- ☐ NATURE (INT)
- ☐ PERCEPTION (WIS)
- ☐ PERFORMANCE (CHA)
- ☐ PERSUASION (CHA)
- ☐ RELIGION (INT)
- ☐ SLEIGHT OF HAND (DEX)
- ☐ STEALTH (DEX)
- ☐ SURVIVAL (WIS)

AC

INITIATIVE

SPEED

NAME	ATK BONUS	DAMAGE BONUS

ATTACKS & SPELLCASTING

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

TOTAL

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

PROFICIENCY BONUS

INSPIRATION

PASSIVE PERCEPTION

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

THE BIG BOOK OF HORRORS



CHARACTER NAME: _____

AGE	HEIGHT	WEIGHT
_____	_____	_____
EYES	SKIN	HAIR
_____	_____	_____

SPELLCASTING ABILITY: SPELL SAVE DC: SPELL ATTACK BONUS:

CHARACTER APPEARANCE

CHARACTER BACKSTORY

CANTRIPS

0	3	6
1	4	7
2	5	8
		9

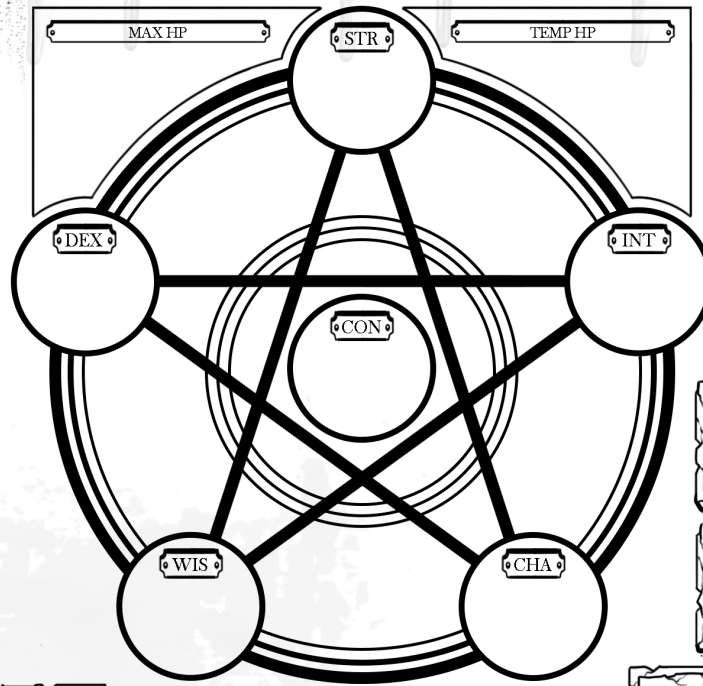
SPELLBOOK

THE BIG BOOK OF HORRORS



CHARACTER NAME: _____

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXP POINTS



SAVING THROWS

- ☐ STRENGTH
- ☐ DEXTERITY
- ☐ CONSTITUTION
- ☐ INTELLIGENCE
- ☐ WISDOM
- ☐ CHARISMA

SKILLS

- ☐ ACROBATICS (DEX)
- ☐ ANIMAL HANDLING (WIS)
- ☐ ARCANA (INT)
- ☐ ATHLETICS (STR)
- ☐ DECEPTION (CHA)
- ☐ HISTORY (INT)
- ☐ INSIGHT (WIS)
- ☐ INTIMIDATION (CHA)
- ☐ INVESTIGATION (INT)
- ☐ MEDICINE (WIS)
- ☐ NATURE (INT)
- ☐ PERCEPTION (WIS)
- ☐ PERFORMANCE (CHA)
- ☐ PERSUASION (CHA)
- ☐ RELIGION (INT)
- ☐ SLEIGHT OF HAND (DEX)
- ☐ STEALTH (DEX)
- ☐ SURVIVAL (WIS)

AC

INITIATIVE

SPEED

NAME	ATK BONUS	DAMAGE BONUS

ATTACKS & SPELLCASTING

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

TOTAL

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PROFICIENCY BONUS

INSPIRATION

PASSIVE PERCEPTION

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

THE BIG BOOK OF HORRORS



CHARACTER NAME:

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

3

6

1

SLOTS TOTAL SLOTS EXPENDED

SPELL NAME

4

7

2

5

8

9

CHARACTER APPEARANCE

SPELLBOOK

CHARACTER BACKSTORY

TREASURE

THE BIG BOOK OF HORRORS

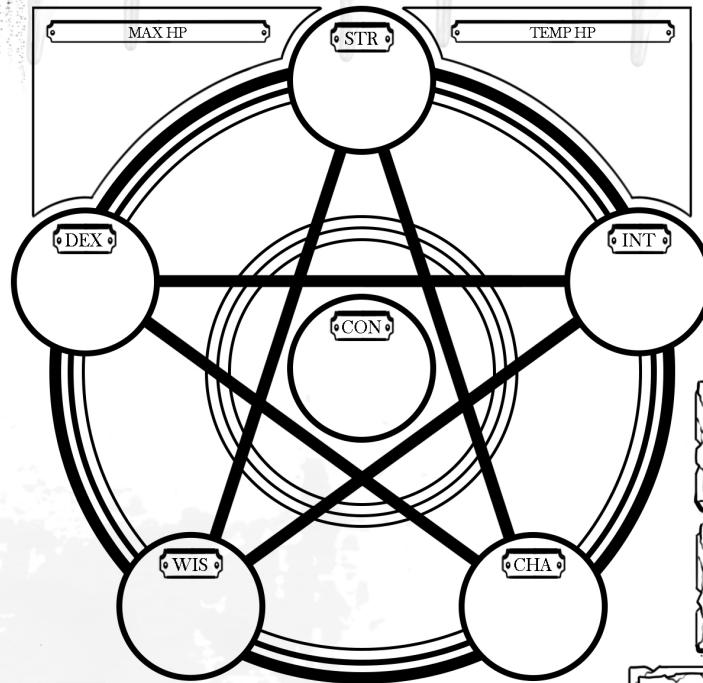


CHARACTER NAME: _____

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXP POINTS

☐ STRENGTH
☐ DEXTERITY
☐ CONSTITUTION
☐ INTELLIGENCE
☐ WISDOM
☐ CHARISMA
☐ SAVING THROWS

☐ ACROBATICS (DEX)
☐ ANIMAL HANDLING (WIS)
☐ ARCANA (INT)
☐ ATHLETICS (STR)
☐ DECEPTION (CHA)
☐ HISTORY (INT)
☐ INSIGHT (WIS)
☐ INTIMIDATION (CHA)
☐ INVESTIGATION (INT)
☐ MEDICINE (WIS)
☐ NATURE (INT)
☐ PERCEPTION (WIS)
☐ PERFORMANCE (CHA)
☐ PERSUASION (CHA)
☐ RELIGION (INT)
☐ SLEIGHT OF HAND (DEX)
☐ STEALTH (DEX)
☐ SURVIVAL (WIS)
☐ SKILLS



PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

AC

INITIATIVE

SPEED

NAME	ATK BONUS	DAMAGE BONUS

ATTACKS & SPELLCASTING

TOTAL

HIT DICE

SUCCESSES ☐ ☐ ☐ ☐

FAILURES ☐ ☐ ☐ ☐

DEATH SAVES

PROFICIENCY BONUS

INSPIRATION

PASSIVE PERCEPTION

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

THE BIG BOOK OF HORRORS



CHARACTER NAME: _____

AGE	HEIGHT	WEIGHT
_____	_____	_____
EYES	SKIN	HAIR
_____	_____	_____

SPELLCASTING ABILITY: SPELL SAVE DC: SPELL ATTACK BONUS:

CHARACTER APPEARANCE

CHARACTER BACKSTORY

CANTRIPS

SLOTS TOTAL	SLOTS EXPENDED	SPELL NAME
1		_____
2		_____
3		_____
4		_____
5		_____
6		_____
7		_____
8		_____
9		_____

SPELLBOOK

TREASURE

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