

BOOK OF EXALTED DARKNESS

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BOOK OF EXALTED DARKNESS



AN EVIL SUPPLEMENT PULLED FROM THE PAGES OF THE *BOOK OF EXALTED DARKNESS*

These rules are predominantly for use in Askis (a holy decopunk fantasy world similar to the 1920s-1950s of Earth). For more information about the world and the *Book of Exalted Darkness*, check out the (free) *Killing the Golden Twins* adventure module. Thanks!

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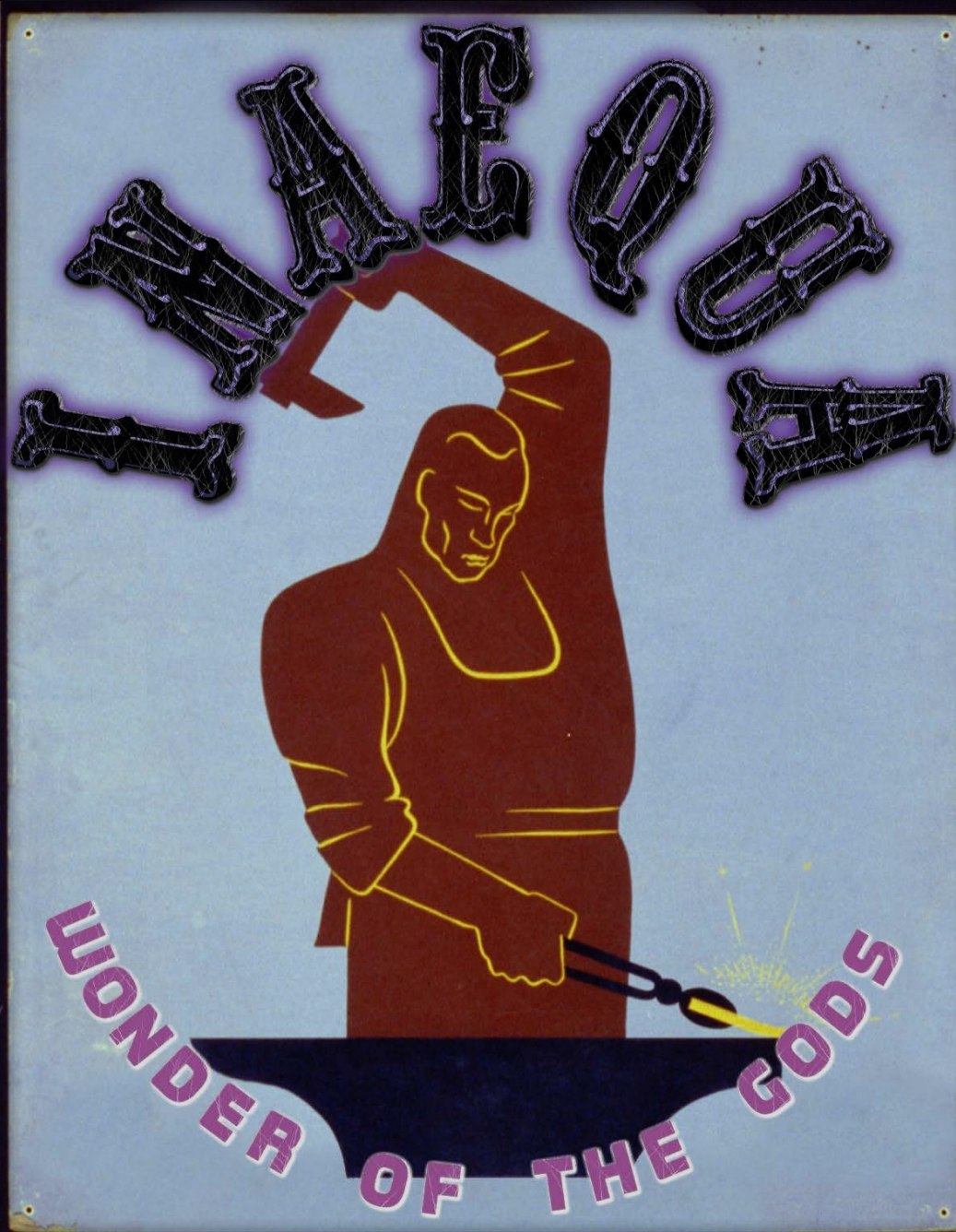
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The *Book of Exalted Darkness* is a campaign setting sourcebook with two major facets: a holy utopia and the evil player options used by nefarious adventurers therein. *Killing the Golden Twins* (also free) is more about exploring the world of Askis but this document focuses instead on inherent heresies, forbidden magic, evil backgrounds, vile feats, and other previews of material that will appear in the final book. GMs and players interested in exploring the less despicable aspects of the setting may not find the following content to their liking, but we still encourage you folks to keep an eye on the Kickstarter—we have plans for something up a more glorious and less blasphemous alley in our bag of stretch goals!

Either way thank you for checking out this PDF! If you want to see more of what's going on with the *Book of Exalted Darkness* please take a look at the project and consider pledging. Thanks!

FEEDBACK

After the Kickstarter ends everyone that has pledged for a PDF of the final version of the *Book of Exalted Darkness* will receive access to the full playtest rules to improve on the material's design. That doesn't mean we don't want to hear from you about this product though! Please leave feedback in a review or e-mail your thoughts to bookofexalteddarkness@gmail.com!



INAEQUA

The *Book of Exalted Darkness* might work for some groups that are interested in exploring evil roleplaying but there's an integral element to the campaign setting that will translate to have importance in any game within it: inaequa. All of society's technology is powered by this still not fully understood resource and it allows for the utopia of Askis to persist though its radiation has a peculiar quality—good-aligned creatures in its presence find their lifespan extended. This also has a major impact on gameplay via the Sanctity and Sin ability scores detailed below but its primary purpose is to provide a genuine hook for players and GMs to debate, languish, and otherwise entertain themselves with. For games in strictly traditional medieval fantasy, GMs may grant features from other appropriate backgrounds and classes to replace those requiring inaequa.

NEW ATTRIBUTES

Only those able to hide their true ways and despicable nature are able to survive for long on Askis, the nature of the technology that has raised the world to utopian heights sifting wicked souls from the good of heart. The substantial matter of evil within the *Book of Exalted Darkness* is lent mechanical power by two new ability scores—Sanctity and Sin—that every PC gains at character creation via their Inherent Heresy (page 6).

Alignment and Competing Auras. When a creature's alignment is detected, if they are good their Sanctity score determines the strength of their aura and if they are evil their Sin score defines potency instead. A neutral creature's highest score determines whether the aura they give off is good or evil.

When a creature successfully makes a Sanctity check to hide their evil alignment, the strength of their aura of good is determined by their Sanctity score—while they may not appear to be evil, they probably won't light up as being particularly righteous.

Features or spells that leave an evil aura are marked by an evil creature's blackened soul and have a potency determined by its Sin score.

SANCTITY

The state or quality of being holy, sacred, or saintly is not something that evil creatures are prone to but it can be emulated, the sheen on oily blackened souls enhanced to deceive those who look directly upon them.

A creature's Sanctity score is increased when it does a good deed and decreased when it is witnessed committing an evil act. The higher a creature's Sanctity score, the stronger its aura of good.

Sanctity can be used to fool inaequa-powered technology as well as the following ways:

- When attempting to hide its true nature via a disguise or the Deception skill, a creature may make a Sanctity ability check (instead of a Charisma check or tool kit check).
- When hit by a good creature with a weapon or spell attack, a creature can spend its reaction to prevent an amount of damage equal to double its Sanctity modifier. After this feature has been used a number of times equal to a creature's proficiency bonus, it cannot be used again until it has finished a long rest.
- When someone attempts to detect a creature's alignment, it may make an opposed Sanctimony check. On a success, the detected alignment is that of the creature's choosing.

SIN

Immoral acts and blasphemous transgressions against the ruling divine powers of Askis accrue, transforming the very souls of those who commit foul deeds. As one performs more evil their essence becomes more vile until eventually their bodies change as well, mutating into vilespawn.

A creature's Sin score is increased when it commits an evil act and decreased when it is witnessed doing good deeds. The higher a creature's Sin score, the stronger its aura of evil. When a creature's Sin ability score reaches 23, it transforms into a vilespawn.

Sin can be used to overcharge inaequa-powered technology as well as the following ways:

- When exercising power in a cruel way or using the Intimidation skill, a creature may make a Sin ability check (instead of a Charisma check or other check).
- When a creature successfully hits with a weapon or spell attack, it may spend its reaction to deal an extra amount of damage equal to its Sin modifier bonus. After this feature has been used a number of times equal to the creature's proficiency bonus, it cannot be used again until it has finished a long rest.
- Instead of making a regular saving throw, a creature may make a Sin saving throw to resist being influenced through deception or magic.

SIN POINTS

An evil adventurer begins play with a number of Sin points equal to half their proficiency bonus. Otherwise an evil adventurer gains a Sin point whenever it increases its Sin score (gaining a number of Sin points equal to the amount of increase). The maximum number of Sin points an evil adventurer can have is equal to its level. By spending a Sin point as a reaction, an evil adventurer can do any of the following:

- Change the damage of a spell or weapon attack to necrotic.
- Reroll a failed ability check or saving throw.
- Gain a +1d6 bonus to an ability check or attack roll so long as it is part of committing an evil act (desecrating a holy object or place, delivering a poison, preparing a murderous ambush, telling a hurtful lie, and so on). At 11th level this bonus increases to +2d6.
- When casting a spell, you may delay its effects for 1d4 hours per spell level. Cantrips count as 1st-level spells when sending Sin points in this way and can be delayed up to 1d6 hours per point of proficiency you possess.

VILESPAWN TEMPLATE

Eventually the fallen souls that can't struggle back to redemption accrue too much evil, the despicable essence of what they have become rapidly overtaking even their natural biological functions. These cursed creatures transform into vilespawn, hideously mutated freaks that have changed to appear as they truly are within their blackened hearts. When a creature's Sin ability score reaches 23, after taking a long rest it awakens as a vilespawn.

GM'S NOTE: Vilespawn are specifically built to remain playable for PCs that have gone off the deep end—just because your evil mage has turned into a (more) freakish monster does not mean things can't get worse! While they may not be able to go about high society with great ease, any PC that gains this template should not stop being a character in the group.

DYSTOPER

Alignment. Vilespawn are evil. Unaligned creatures become neutral evil.

Type. The vilespawn's type changes to monstrosity.

Intelligence. The vilespawn loses most of its memories and sense of self. Its Intelligence score changes to 7 and it gains proficiency in Intelligence saving throws. If it used Intelligence as a spellcasting attribute, its new spellcasting attribute becomes either Wisdom or Charisma (whichever is higher). If the vilespawn has levels in a class, it loses the feature gained in its most recent level (the next level it takes in this class, it regains that feature but not the feature listed for their level until gaining another level and so on).

Resistances. The vilespawn gains resistance to fire

and poison damage. If the creature already has resistance to fire it gains immunity to fire. If the creature already has resistance to poison it gains immunity to both poison and the poisoned condition.

Vulnerabilities. The vilespawn is vulnerable to radiant damage.

Senses. The vilespawn can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Languages. The vilespawn can speak and understand Vilespeech.

Deformity. The vilespawn gains two Deformity feats.

Challenge Rating. The vilespawn increases its CR by 1 (do not recalculate proficiency bonus).

INHERENT HERESIES

Every PC in a game using the *Book of Exalted Darkness* is fundamentally flawed in one way or another, their very soul bent to evil. During character creation an adventurer chooses one of the following Inherent Heresies or invents one with the GM.

Envy. A desire to possess what others have already has made you cunning, sharpening your wit into a deadly blade.

- You are at disadvantage on Insight and Persuasion checks when buying or selling items.
- Your Wisdom increases by 1.
- Your Sanctity score is 10.
- Your Sin score is 1d4.
- As a bonus action, you may burn 1 Sin point to gain advantage on a Wisdom ability check or saving throw.

Gluttony. Excess is everything—if you cannot have more, why have any at all?

- You always eat and drink more than anyone around you, paying 50% more whenever you do so. For 1 hour afterward you have the poisoned condition (even if you are normally immune to poison).
- Your Constitution increases by 1.
- Your Sanctity score is 11.
- Your Sin score is 1d4-1 (minimum 1).
- As a bonus action, you may burn 1 Sin point to gain advantage on a Constitution ability check or saving throw.

Greed. Being the quickest to harvest means gathering the finest crops and largest cut, and you deserve the most.

- You are an opportunist of the worst stripe and compulsively steal. A DC 12 Wisdom saving throw is required to suppress the compulsion for 1 hour.
- Your Dexterity increases by 1.
- Your Sanctity score is 7.
- Your Sin score is 1d4+2.
- As a bonus action, you may burn 1 Sin point to gain advantage on a Dexterity ability check or saving throw.

Lust. The pleasures of the flesh are tantamount and you only ever feel complete while you indulge your impulses for gratification.

- You are not just promiscuous, you lay with whomever whenever the opportunity presents itself. Resisting the urge to engage in sexual conduct requires a DC 12 Wisdom saving throw.
- Your Charisma increases by 1.
- Your Sanctity score is 9.
- Your Sin score is 1d4+1.
- As a bonus action, you may burn 1 Sin point to gain advantage on a Charisma ability check or saving throw.

Pride. You are a step apart from your daft peers, possessing a singularly adroit mind able to unlock secrets well beyond the ken of a normal mortal's brain.

- You are completely certain that your keen intellect makes you superior to everyone around you. Whenever the question of class or station comes up (particularly when dealing with authorities) you are at disadvantage on Insight and Persuasion checks.
- Your Intelligence increases by 1.
- Your Sanctity score is 10.
- Your Sin score is 1d4.
- As a bonus action, you may burn 1 Sin point to gain advantage on an Intelligence ability check or saving throw.

Sloth. Indolence is bliss but when you are called to act, you do so with the utmost efficiency and can call upon rested energies if need be.

- You are morbidly obese. Your base walking speed is reduced by 5 feet.
- Your Strength and Constitution increase by 1 and your Dexterity decreases by 2.
- Your Sanctity score is 12.
- Your Sin score is 1d4-1 (minimum 1).
- As a bonus action, you may spend hit dice to heal as if you had taken a short rest, burning 1 Sin point per 2 hit dice spent this way (minimum 1 Sin point). Once you have used this feature you cannot do so again until you have finished a short rest.

Wrath. Your very soul is consumed with a primal fury that drives you ever onward.

- Your face is almost always in a snarl and you must make a DC 12 Wisdom saving throw to assume a different expression for up to 1 hour.
- Your Strength increases by 1.
- Your Sanctity score is 8.
- Your Sin score is 1d4+1.
- As a bonus action, you may burn 1 Sin point to gain advantage on a Strength ability check or saving throw.

EVIL BACKGROUNDS

There are more evil backgrounds in the complete *Book of Exalted Darkness* but these should be enough to get your evil game underway!

Foolish Spelunker

Despite being warned against it, while exploring the countryside of Askis or the sewers beneath a settlement you discovered a strange cave and followed, traveling deep underground. There you were struck by a strange phantasmal energy that bounded along the passageways, passing through you but not without leaving a touch of *wyrd* that has darkened your soul.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Navigator's tools

Languages: Vilespeech

Equipment: Climber's kit, map of caverns deep underground leading to an unknown location, navigator's tools, 4 days rations

Feature: *Touched Soul.* In addition to increasing your Sin score by 1, your encounter beneath the surface of Askis left you with the knowledge of and ability to cast two of the following cantrips: *dancing lights*, *druidcraft*, *light*, *mage hand*, *mending*, *message*, *minor illusion*, *prestidigitation*, *spare the dying*, or *thaumaturgy*.

Inaequa Technician

While inaequa is a wonderful and impressive resource the machines that utilize it require constant attention and maintenance in order to function correctly—you were one of the countless technicians that performed that essential work.

Skill Proficiencies: Science, Technology

Tool Proficiencies: Tinker's tools

Equipment: A bottle of black ink, a quill, a small book detailing various inaequa circuitry patterns, tinker's tools, a set of common clothes, and a pouch containing 10 gp

Feature: *Mechanical Knack.* You are really good at making a machine work even when it doesn't want to. You gain advantage on Sanctity checks made to trick an inaequa-powered device into functioning for you.

In addition, when you first encounter an inaequa-powered device you may choose to be considered one alignment-step closer to good (if you are evil the device treats you as if you were neutral and if you are neutral the device treats you as if you were good.) Once you have used this feature a number of times equal to half your proficiency bonus, you cannot do so again until you finish a long rest.

HAVE YOU DISCOVERED A STRANGE
CAVERN OR CURIOUS CAVE?

DO NOT EXPLORE IT!

HEAD TO THE NEAREST
ASKIS GUARD OFFICE
AND REPORT ITS
LOCATION TO
AUTHORITIES

Science (Intelligence). You're familiar with the practical application of science—collecting samples, performing experiments, realizing hypothetical designs, finding radio frequencies, understanding the nuances of and handling inaequa, and so on.

Bards, monks, rogues, rangers, and wizards add Science to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Science: Guild Artisan, Hermit, Noble, and Sage.

Technology (Intelligence). You can understand how a device unknown to you functions, locate radio frequencies, and anything else that falls under "hit the keys to make things happen" that doesn't qualify as music. The majority of checks using this skill are either against a DC determined by the GM (such as hacking a messaging cable), or as an opposed check against an opponent who also has the Technology skill (such as a technician overseeing a functioning system).

Bards, fighters, rogues, sorcerers, and wizards add Technology to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Technology: Charlatan, Criminal, Entertainer, Guild Artisan, Noble, Sage, Sailor, and Soldier.

Murderer

You have done the unthinkable—taking the life of another. The authorities of Askis never willingly kill another creature unless it is absolutely necessary and subjects those that do to intense mental conditioning in a thorough rehabilitation process with a terrifyingly low recidivism rate. Unlike the others you were “treated” with your will was not broken however and you are just as ruthless as you were when you went on the inside—now you’re just better at hiding it.

Skill Proficiencies: Deception, Sleight of Hand

Tool Proficiencies: Painter’s supplies

Equipment: A trophy taken from a victim (locks of hair, teeth, ears, fingers, toes, nails, eyes, tongues), a dagger, a set of common clothes, and a pouch containing 10 gp

Feature: *Ruthless Strike*. In the first round of combat if you have successfully concealed a weapon with a (retroactive if necessary) Dexterity (Sleight of Hand) check, you gain advantage on your first attack roll as long as it is made before the next round and uses the hidden weapon or an unarmed strike. If this attack hits a creature that was unaware of the weapon it is a critical hit (if you roll a natural critical hit you deal double your proficiency bonus in extra damage). If you have the Sneak Attack feature you deal your Sneak Attack damage with this attack. In addition, your Sin score increases by 1.

Unholy Witness

The doings of evil are a rare thing in Askis but that makes it all the more traumatizing for when one of its coddled citizens bears witness. Perhaps you were a guard that responded to a foul disturbance, someone passing by to see a thing from beyond slain, or even a surviving victim of a cult ritual—either way you saw something no mortal was meant to ever know. This dark knowledge has tainted your very soul and fundamentally changed you, bending your future towards evil.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: Artisan’s tools

Languages: Vile speech

Equipment: A set of artisan’s tools (one of your choice), a set of common clothes, and a belt pouch containing 10 gp

Feature: *Natural Sinner*. Roll 1d20 whenever you spend a Sin point. On a result of 19 or 20 you do not have to expend the Sin point to benefit from it. In addition, your Sin increases by 1.



INAEQUA EQUIPMENT

Many of Askis’ devices will appear in *Book of Exalted Darkness* but here are two of them (which play roles in *Killing the Golden Twins*!) to give you an idea of what each will look like—whether a jetpack, motorcycle, or vacuum cleaner, what a contraption is able to do will depend on the soul of whoever’s using it!

Inaequa Chariot. *The Book of Exalted Darkness* will have more involved vehicular rules but for the purposes of accompanying module, treat an Inaequa Chariot as a mount (AC 16, 60 hit points) that grants a speed of 100 feet and half cover (+2 to AC and Dexterity saving throws). Unlike a typical mount it is not capable of acting independently and can carry as many as 5 Medium-sized creatures.

- **For a good creature** an inaequa chariot operates normally.
- **For a neutral or unaligned creature** an inaequa chariot drives with difficulty, causing the driver to make checks to control it with disadvantage.
- **For an evil creature** an inaequa chariot doesn’t function at all until the driver spend a bonus action and makes a DC 15 Sanctity check to trick the device. A successful Sanctity check convinces the inaequa chariot that the driver is of neutral alignment until they exit the vehicle.

Alternatively, an evil creature can spend a bonus action and 2 Sin points to pervert the inaequa chariot. Once perverted, the vehicle’s speed doubles for 1 minute and the driver has advantage on checks made to control the vehicle, after which it burns out and ceases to function at all.

Inaequa Pistol. These weapons function like a light crossbow (simple ranged weapon, range 80/320) except that they do not have the ammunition or loading properties and operate differently depending on the alignment of the wielder.

- **In the hands of a good creature**, an inaequa pistol deals 1d10 bludgeoning damage but is unable to deal damage to creatures at 1 hit point or reduce a creature to less than 1 hit point.
- **In the hands of a neutral or unaligned creature**, attacks with an inaequa pistol are made at disadvantage and on a hit it only deals 1d8 bludgeoning damage.
- **In the hands of an evil creature**, an inaequa pistol does not function at all until the wielder spend a bonus action and makes a DC 12 Sanctity check to trick the device. A successful Sanctity check convinces the inaequa pistol that the wielder is of neutral alignment until the weapon leaves their possession.

Alternatively, an evil creature can spend a bonus action and 1 Sin point to pervert it. Once perverted, attacks with the inaequa pistol are made with advantage and on a successful hit deal 2d6 force damage. After 1 minute the wielder makes a Sin saving throw (DC 8 + 1 per minute of use) or the weapon explodes, dealing 2d6 force damage and 1d6 necrotic damage to all creatures and objects in a 10-foot radius (a Dexterity saving throw against the same DC halves this damage). A perverted inaequa pistol that is unattended after 1 minute explodes in the same manner.

DEFORMITY FEATS

The evil suffusing your body manifests itself physically, causing strange and inevitable mutations that grant you exceptional dark power.

Corpulescent

Prerequisites: Sin 13

Exercise and starvation utterly failed to affect your weight gain, the very evil of your soul accruing more and more flesh around your body—much of it is dead and rotting but you've lost all feeling in those nerves.

- Your Constitution increases by 2.
- Whenever you take damage, you take 1 less damage.
- Traveling over long distances is particularly exhausting for you. At the end of a long rest after journeying, if you traveled at a pace faster than Slow for more than 2 hours make a DC 15 Constitution saving throw. If you traveled at a Fast pace, you make this saving throw with disadvantage. On a failure, you gain 1 level of exhaustion.

Enlarged Cerebrum

Prerequisites: Sin 13

Seeking to free your mind from evil spirits using the ancient technique of trepanning, you perforated your skull. Unfortunately that only gave dark entities greater access to your brain, enlarging a part of it.

- As an action, you deduce the resistances and immunities of any creature of a Challenge Rating equal to your level + 3. You must be able to see and hear the target, and the extent of what you can learn is at the discretion of the GM (extremely obscure enemies may reveal very little). Once you have used this feature a number of times equal to your Intelligence bonus, you cannot do so again until you finish a long rest.
 - You gain advantage on Investigation checks.
 - Your Intelligence increases by 2.
 - Your Dexterity decreases by 2.



Malformed Basal Ganglia

Prerequisites: Sin 13

An unholy tumor has formed in the intuitive part of your brain and expanded your mind, drawing you to the attention of dark things from the beyond that touched you with a supernatural gift.

- You are able to telepathically communicate with creatures you are able to see. Even if you do not share a language with the creature, you are able to send mental images (and receive them back if the creature so chooses).
 - Your Wisdom increases by 2.
 - You gain vulnerability to psychic damage.
 - When you would be charmed or otherwise compelled, roll 1d20 and on a result equal to or less than your character level you ignore the effect.

SINFUL FEATS

For the truly black of heart evil can offer potent secrets to grant unrivaled power, but not without consequence. Whenever a creature learns a sinful feat, its Sin increases by 1 and its Sanctity decreases by 2. This Sin increase does not grant Sin points.

Sinful Magic

Prerequisites: Ability to cast spells of 2nd-level or higher, Int 16 or Wis 16 or Cha 16, evil alignment
You have accessed forbidden secrets and unholy knowledge, unlocking primal and ancient power that bestows evil into the very magic that you conjure. You gain the following benefits:

- Each day when you prepare spells, choose a number of spells equal to your spellcasting attribute modifier plus Sin modifier. You gain a +1 bonus to spell attacks and spell save DCs with these spells and they leave an evil aura in their wake.
- When casting a spell, you may expend 1 Sin point to gain advantage on the spell attack roll or cause a creature targeted by the spell to make its saving throw to resist it with disadvantage.

Sinful Slayer

Prerequisites: Proficiency bonus +3, Str 16 or Dex 16, evil alignment

There are certain expectations between combatants that most warriors adhere to but you are not among them. You do whatever is required to gain the upper hand in a fight, taking cruel pleasure when an opponent's defenses open up and you can strike a mortal blow. You gain the following benefits:

- You learn how to inscribe blasphemous markings onto your armor, covering it in symbols that defy the senses. It takes you 1 hour with a weapon that deals piercing or slashing damage to mark your armor, after which the symbols fade. When you take damage or deal weapon damage the markings sense blood and swim to the surface, increasing your AC by 2 until 1 minute after combat ends.
- When you score a critical hit, you may expend 1 Sin point to infuse the blow with evil energies. The target of your attack makes a Charisma saving throw against the damage of the attack or gains a number of exhaustion levels equal to your Sin modifier.

EVIL MAGIC

The final *Book of Exalted Darkness* will have more than two dozen spells for the complete Vile Arcane Tradition but we're not going to leave evil spellcasters out in the cold here. **Vile spells** are cruel and exploitative, almost always bent to inflict unnatural pain or gain power from the suffering of victims. They manipulate blood, blaspheme existence, pervert the physical form, summon evil entities, or worse.

Only creatures with a Sin score or evil alignment are able to cast spells from this school of magic. All vile spells leave an evil aura behind them (if the caster has no Sin ability score, for determining aura strength use double the spell level for its Sin score). All classes have access to these spells from the vile school of magic.

Blood Spear

Vile cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (your recently spilled blood)

Duration: Instantaneous

As part of the casting of this cantrip, you inflict 2 points of damage to yourself. The blood from your self-inflicted injury forms into a sharpened spear of crimson that rapidly soars toward a creature within range, drying as it flies through the air. Make a ranged spell attack against the target. On a hit, the target takes 1d12 nonmagical piercing damage.

The spell creates more than one blood spear when you reach higher levels (you take 2 additional points of damage for every extra spear formed): two spears at 5th level, three spears at 11th level, and four spears at 17th level. You can direct the spears at the same target or at different ones. Make a separate attack roll for each spear.

Bone Spurs

2nd-level vile

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of bones from an adolescent creature's skeleton)

Duration: Concentration, up to 1 minute

You rend at the skeleton of a living creature you can see within range, causing it to grow serrated hooks that tear at its flesh. The target takes 7 (2d6) slashing damage and must make a Constitution saving throw.

On a failed saving throw, each round on its turn if the creature moves and uses an action it takes 1d6 slashing damage. The creature takes no damage from this spell and receives a new saving throw at the end of its turn if it only moves or only uses an action. This spell does not affect reactions or bonus actions.

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

Exsanguination

4th-level vile

Casting Time: 1 action

Range: Touch

Components: V, S, M (your recently spilled blood and vials of blood from 4 different types of creatures)

Duration: Instantaneous (see text)

As part of the casting of this spell, you inflict 1d6 points of damage to yourself. The blood from your self-inflicted wound sprays outward and forms into dozens of thin, sharp needles that pierce into the flesh of a living creature you try to touch, tearing the blood out of your victim's body if they are able to take hold. Make a melee spell attack against the target. You have advantage on the attack roll if the target is the same creature type as you. On a hit, the target takes 26 (4d12) piercing damage and makes a Constitution saving throw. On a critical hit, you regain a number of hit points equal to half the damage dealt.

A creature that fails its saving throw is sickened for 1 minute. Even on a successful save, a creature is sickened for 1d4 rounds. Constructs and undead are unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d12 for each spell slot level above 4th.



Extinguish Soul

6th-level vile

Casting Time: 1 action

Range: Touch

Components: V, S, M (the tears of a bereft spouse or broken prisoner)

Duration: Instantaneous

As part of the casting of this spell, your Sin ability score increases by 1. You touch the body of a creature that is dying or has died within the last minute, destroying its soul. The creature cannot be resurrected or brought back from the dead, even with the use of a *wish* spell. Afterward you regain a number of hit points equal to the creature's maximum hit point total (though no higher than your own). In addition, you temporarily gain 1 Sinful feat of your choice (page 10) for a number of days equal to the creature's hit dice (you do not need to meet the feat's prerequisites.)

Flay Skin

1st-level vile

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the untreated skin of creature that was tortured to death)

Duration: Instantaneous (see text)

The forsaken words you utter gather evil force as they travel through the air, becoming razor-sharp before sliding against the skin of a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 9 (2d8) slashing damage.

If the target is a creature other than an undead or a construct, it must succeed on a Constitution saving throw or loses 1d4 hit points at the start of each of its turns as the unholy wound bleeds. Any creature can stanch the wound as an action with a successful Wisdom (Medicine) check against your spell save DC. The wound also closes if the target receives magical healing.

A target that takes a critical hit from your spell attack bleeds uncontrollably. The target has disadvantage on Constitution checks and Constitution saving throws until the bleeding wound is healed. In addition, whenever the target takes damage, it takes a -1 penalty to ability checks and attack rolls until the start of its next turn. Stanching a critical hit wound requires a Wisdom (Medicine) check against your spell save DC + 5 or all of the damage from the wound to be healed with magic.

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

Forced Hemorrhage

4th-level vile

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (1 ounce of brain matter from a creature with an Intelligence of 6 or higher)

Duration: Concentration, up to 1 minute

You whisper dark secrets that are too great for untrained minds to hear, a wave of evil power carrying it to the ears of a creature within range. The target takes 22 (4d10) necrotic damage and must make a Charisma saving throw or be unable to cast spells and suffer disadvantage on Intelligence, Wisdom, and Charisma ability checks for 1 round. On a success, the creature takes half damage and is still able to cast spells and suffers no disadvantage from this spell.

In addition, after a creature fails its saving throw, each round on your turn you may spend your bonus action to maintain concentration of this spell. If you do, the creature takes 11 (2d10) necrotic damage, cannot cast spells, and suffers disadvantage on Intelligence, Wisdom, and Charisma ability checks for 1 additional round.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the initial damage increases by 1d10 for each spell slot level above 4th.

Foreboding Horror

2nd-level vile

Casting Time: 1 action

Range: Touch

Components: S, M (an item from the corpse of the deceased relative)

Duration: 10 minutes (see text)

As part of the casting of this spell, you touch a creature related to another creature you have seen the corpse of or witnessed die. The target makes a Charisma saving throw or gains the frightened condition for 10 minutes as your despicable magic dredges up the most disturbing and horrifying vision possible of the relative that the corpse belonged to (perhaps depicting its greatest sins, gruesome death, transgressions against the target, or any other suitably disturbing scenario). A target that accepts an item of the deceased from you makes its saving throw with disadvantage. If cast during combat or if the frightened creature enters combat, the duration of the spell is immediately reduced to 1d4 rounds.

Sanguine Razorstorm

5th-level vile

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (your recently spilled blood and a blood ruby worth 42 gp)

Duration: Concentration, up to 1 minute

As part of the casting of this spell, you inflict 7 (2d6) points of damage to yourself. The blood from your self-inflicted wound explodes and propagates into a 20-foot-radius whirlwind of razor-sharp droplets centered on a point you choose within range. The blood whirlwind lasts for the duration or

until strong wind disperses it, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Dexterity saving throw. The creature takes 27 (5d10) slashing damage on a failed save, or half as much damage on a successful one.

If a creature other than an undead or a construct rolls a natural 1 on its saving throw, it becomes wounded and loses 7 (2d6) hit points at the start of each of its turns. Any creature can stanch the wound as an action with a successful Wisdom (Medicine) check against your spell save DC. The wound also closes if the target receives magical healing.

The blood whirlwind moves 10 feet away from you at the start of each of your turns in a direction of your choosing.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the damage increases by 1d10 for each spell slot level above 5th.

Unholy Gaze

Vile cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

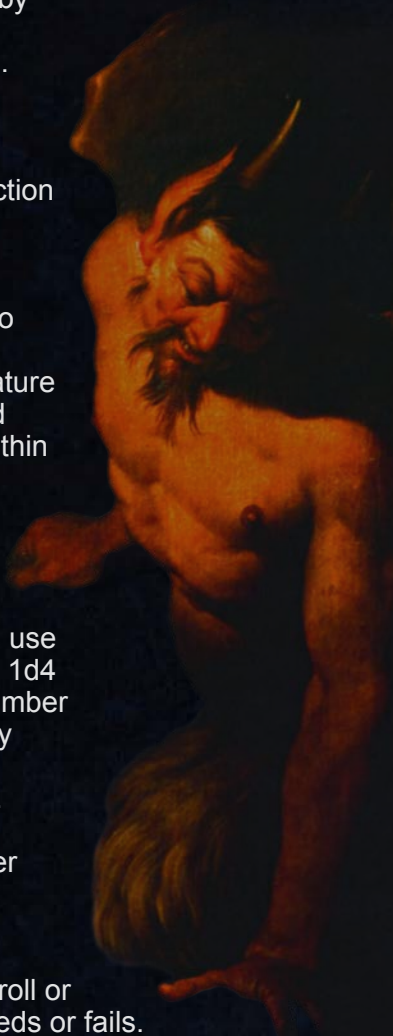
Duration:

Concentration, up to 1 minute

You target one creature able to see you and that you can see within range, forcing it to make a Wisdom saving throw.

On a failure, once before the spell ends, you can use your reaction to roll 1d4 and subtract the number rolled from an ability check or attack roll made by the target. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails.

The number of times this cantrip can be used while it is concentrated upon but before it is expended increases to twice at 5th level, three times at 11th level, and four times at 17th level.



WILE CLASS OPTIONS

In addition to the minion-summoning diabolist, monstrous occultist, and devious mad scientist classes, each core class will have one or more archetypes for PCs to use! Here are a few of our favorites and if you'd like to see more please check out *Killing the Golden Twins*.

Abyssal Cleric Domain

You have pledged your devotion to one of the greater fiends of the Abyss, drawing on a demon for your divine gifts. There are many lords in the unfettered realm of primeval chaos but they all share the same conduit, a well of evil that you draw from to gain potent abilities to better serve your foul masters.

Domain Spells

Level	Spells
1st	<i>flay skin, hellish rebuke</i>
3rd	<i>invisibility, scorching ray</i>
5th	<i>fear, vampiric touch</i>
7th	<i>confusion, greater invisibility</i>
9th	<i>contagion, sanguine razorstorm</i>

Demon-Touched

When you choose this domain at 1st level, you are empowered by dark entities in the Abyss. Each time you finish a long rest, you can choose to gain either fire resistance or poison resistance. This resistance lasts until the next time you finish a long rest.

Channel Divinity: Aether of the Abyss

Starting at 2nd level, you can use your Channel Divinity to conjure forth miasma from the Abyss. As an action, you present your unholy symbol and summon tendrils of evil that reach out and grasp at creatures you choose within 30 feet, forcing them to make a Wisdom saving throw against your spell save DC or suffer from confusion (as the spell) for a number of rounds equal to half your proficiency bonus.

Abyssal Allies

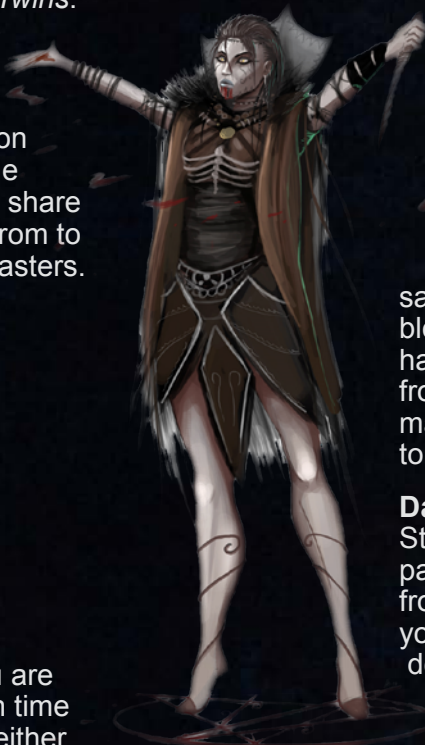
Beginning at 6th level, you learn [find familiar](#) and can cast it to summon a [quasit](#). Unlike normal, your quasit familiar is able to take the attack action and you may simultaneously keep a number of quasit familiars equal to half your proficiency bonus (although each requires its own casting of the spell). In addition, your quasits add your proficiency bonus to the damage of melee weapon damage rolls.

Sanguine Gifts

Starting at 8th level, demonic power mixes with your blood. You learn the *blood spear* cantrip and only inflict 1 point of damage on yourself per spear.

Unholy Minions

At 17th level, your quasits gain a bonus to attack rolls and weapon damage rolls equal to your Wisdom modifier.



Feral Barbarian Primal Path

Within every intelligent humanoid resides the ancient bloodline of a more primal creature. By embracing savagery and committing your bloodlust to dark powers you have unleashed a bestial thing from far back in time, something made all the more brutal by the touch of prehistoric evil.

Dark Claws

Starting when you choose this path at 3rd level, claws erupt from your fists for the duration of your rage. Your unarmed strikes deal 1d6 slashing damage, count as magical, and grant half your Rage damage bonus to attack rolls. In addition, you

are proficient with your unarmed strikes (even when you are not raging) and when you use the Attack action with an unarmed strike on your turn you can make one unarmed strike as a bonus action.

Primal Senses

Beginning at 6th level, you have advantage on Wisdom (Perception) checks that rely on hearing or smell. When raging, at the start of your turn you automatically detect the squares occupied by invisible creatures within 30 feet.

Feral Charger

At 10th level, when you move at least 20 feet straight toward a creature and then hit it with an unarmed strike attack on the same turn, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a failure the target is knocked prone and provokes an opportunity attack from you. In addition, with a 10-foot running start you can long jump up to 25 feet.

Wicked Serrations

Starting at 14th level, you are able to deploy or retract your claws as a bonus action, even when you are not raging. While raging, your claws form merciless jagged edges that weep with evil energies that deal 2d6 necrotic damage. You regain an amount of hit points equal to the necrotic damage you deal with each successful attack.

Gray Knight Warlock Patron

Though many celestials and fiends have taken the matters of Askis into their own hands, one normally reclusive entity of great power has looked upon the utopia of the world and deemed it necessary to interfere. The Gray Knight is a potent being dedicated entirely to maintaining balance—what has occurred on this burgeoning planet cannot be allowed to stand. The mysterious figure has imparted some of its power to agents in Askis so that true order might be restored.

Pact of the Blade. Your pact weapon might be a fearsome greatsword similar to the weapon wielded by the true ephemeral Gray Knight.

Pact of the Chain. Your familiar is as inscrutable and stubborn as your grim patron, likely taking the shape of a cat or goat.

Pact of the Tome. Your *Book of Shadows* is an unassuming dark gray grimoire with edges lined by battered, dull metal.

Psipoints

Gray Knights do not gain expanded spells. Instead at 1st level, 3rd level, and every odd warlock level thereafter, you gain 1 psipoint (up to a maximum of 10 psipoints at 19th level). Whenever you encounter an active spell that has been cast within the last week, you may expend 1 psipoint as an action to negate the spell. When you witness a creature within 50 feet casting a spell, you may expend 1 psipoint as a reaction to negate the spell. A spell you negate must be of a level no higher than what's shown in the Warlock table's Slot Level column for your level. When you attempt to negate a spell higher than your Slot Level, it is not negated but you gain advantage on saving throws to resist it or the caster is at disadvantage on its attack roll. When you finish a long rest, you regain all expended psipoints.

Gray Armor

Starting at 1st level, you can spend a bonus action to summon dead spirits that sigh and enshroud you in translucent gray spectral armor. While you are not wearing any armor but your Gray Armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You cannot use a shield and still gain this benefit.

Enshrouded Mind

Beginning at 6th level, your mind expands as your psyche obscures itself. You gain resistance to psychic damage and immunity to the charmed condition. When a creature targets you with a spell that causes the charmed condition, it makes a Charisma saving throw against your spell save DC or becomes confused (as the spell) for 1 round.

Psychic Attunement

At 10th level, you have become attuned to the workings of magic nearby and have learned how to react to the arcane and divine without thinking. Creatures that are within your reach provoke an opportunity attack from you when they cast a spell. In addition, enemies within your reach are at disadvantage on concentration checks made to maintain a spell.

Gray Strike

Starting at 14th level, when you hit a creature with an attack, you can use this feature to cut off the target's access to magic. For a number of rounds equal to half your proficiency bonus, the creature is targeted by an effect that functions as the [antimagic field](#) spell except that its range is reduced to touch and it has no radius (affecting only the creature). On its turn, a creature targeted by this feature can spend its action to make a Charisma saving throw against your spell save DC to end the effect.

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

Warrior of Dark Chi Monastic Tradition

Most martial arts training requires years of focus and intense study but not all—there are paths that will allow practitioners without scruples to advance far more quickly though few are fearless enough to utilize them. Warriors learn how to harness a kind of negative energy from these dark disciplines, a force that complements those used by more patient combatants (albeit with effects that defy the techniques of their less pragmatic peers).

Dark Chi

Unlike normal monastic traditions you must choose this tradition at 2nd level when your *ki* shows signs of impurity and many masters will refuse to teach you. Mysterious entities reach out to you however, offering the knowledge you seek. If you choose to continue in the monk class, your alignment must change to and remain evil or neutral. Should you later become good, any levels in the monk class that you take grant a different monastic tradition (beginning with its 3rd level feature) and you cannot continue this monastic tradition until you return to being evil or neutral.

Although you ultimately learn to harness *chi*, this feature and all other features from this monastic tradition function as if you used *ki*. Unlike normal, *chi* leaves an aura of evil whenever it is used.

Dark Chi Technique

Starting at 3rd level, you can tap into dark and evil powers when utilizing your *ki*, transforming it into dark *chi*. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects:

- The target must succeed on a Wisdom saving throw or be poisoned by your *chi* for a number of rounds equal to your proficiency bonus. The purity of body feature does not protect against this poison.
- The attack deals an additional amount of damage equal to your proficiency bonus and all of its damage changes to necrotic.
- The target can't use *ki*, divine features, or cast divine spells until the end of your next turn.
- The target makes a Charisma saving throw or detects as the alignment of your choice for the next 24 hours.

Scarred Flesh

Beginning at 6th level, you ritualistically scar your flesh and deaden the nerves against physical pain. By spending a bonus action and 2 *chi* focusing your energies into the blasphemies emblazoned on your skin, you gain resistance to one type of weapon damage (bludgeoning, piercing, or slashing) for 1 minute.

Unholy Blasts

At 11th level, you learn how to harness your *chi* into physical manifestations of deadly force. By spending 1 *chi*, you can unleash balls of evil energy (range 40/100) instead of unarmed strikes. On a hit, a ball of evil energy deals your unarmed strike damage but changes to force and necrotic. This feature can be used in conjunction with Flurry of Blows but not the Dark Chi Technique feature.

Evil Manifestation

Starting at 17th level, each time you finish a long rest your *chi* manifests itself physically in a different way. Roll 1d6 to determine what benefit you gain from this feature. By spending Sin points, you can change which benefit you gain by one step (for example, if you roll a 4 but want Deadly Claws you may spend two Sin points to gain them instead of Vile Bones.) This benefit remains until the next time you finish a long rest.



1	Blindsight. You grow enormous bat-like ears and are able to perceive your surroundings within 50 feet without relying on sight.
2	Deadly Claws. Your unarmed strike damage changes to slashing and you gain a +3 bonus to attack rolls and damage when making unarmed strikes.
3	Evil Blood. Your blood becomes acidic. You gain immunity to acid damage and when a creature deals more than 5 piercing or slashing damage to you with a melee weapon attack or natural weapon melee attack, it takes 1d8 acid damage.
4	Vile Bones. Your bones become infused by dead spirits that grant you immunity to necrotic damage, critical hits, and damage from the sneak attack feature.
5	Wicked Soul. By spending 3 <i>chi</i> as a reaction, you unlock the bottomless pits of the lower planes. For 1 minute your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.
6	Wings. Your rest ends in terrible pain as your back extends and stretches into fearsome wings that give you a flying speed equal to your base walking speed.





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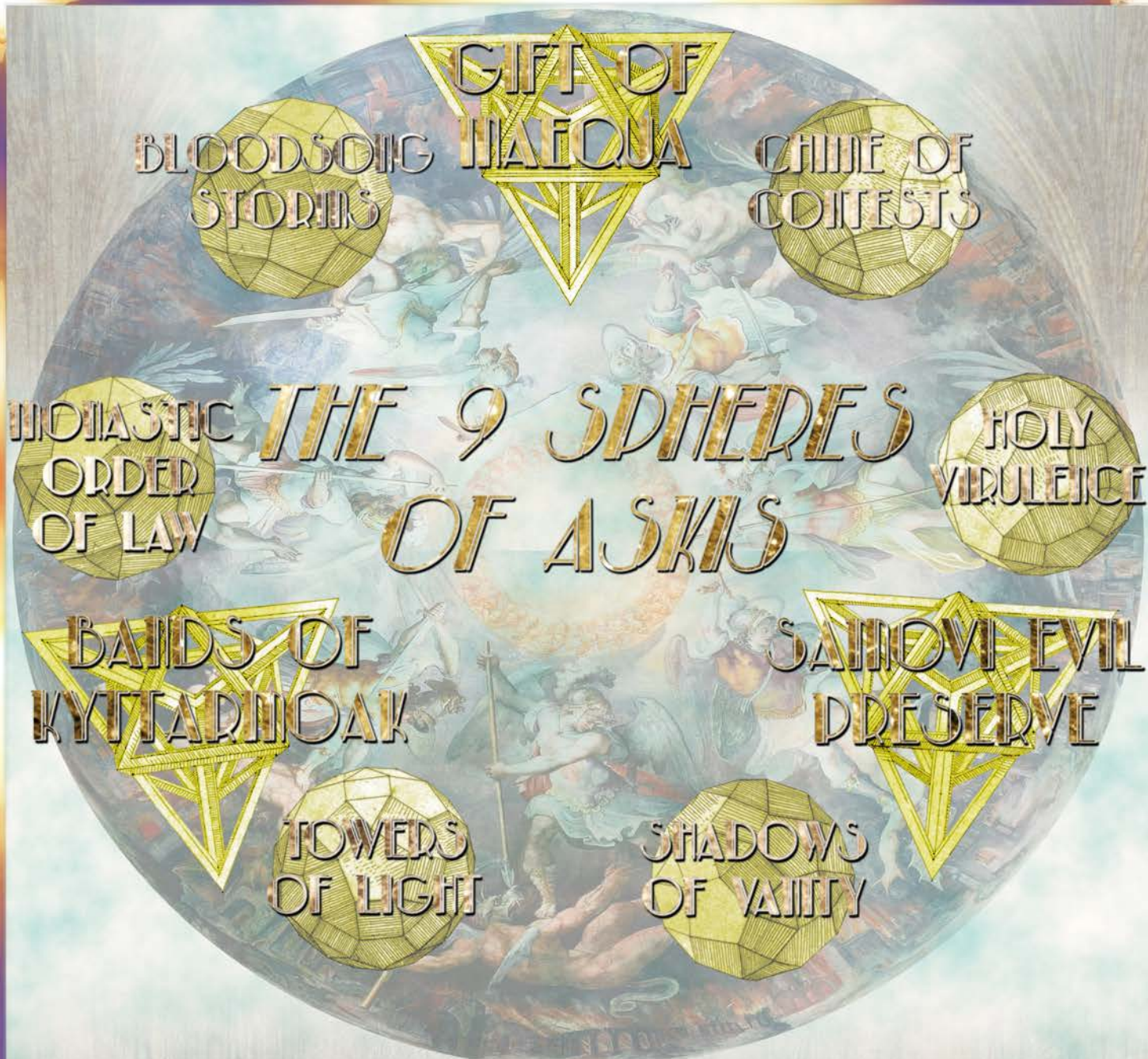
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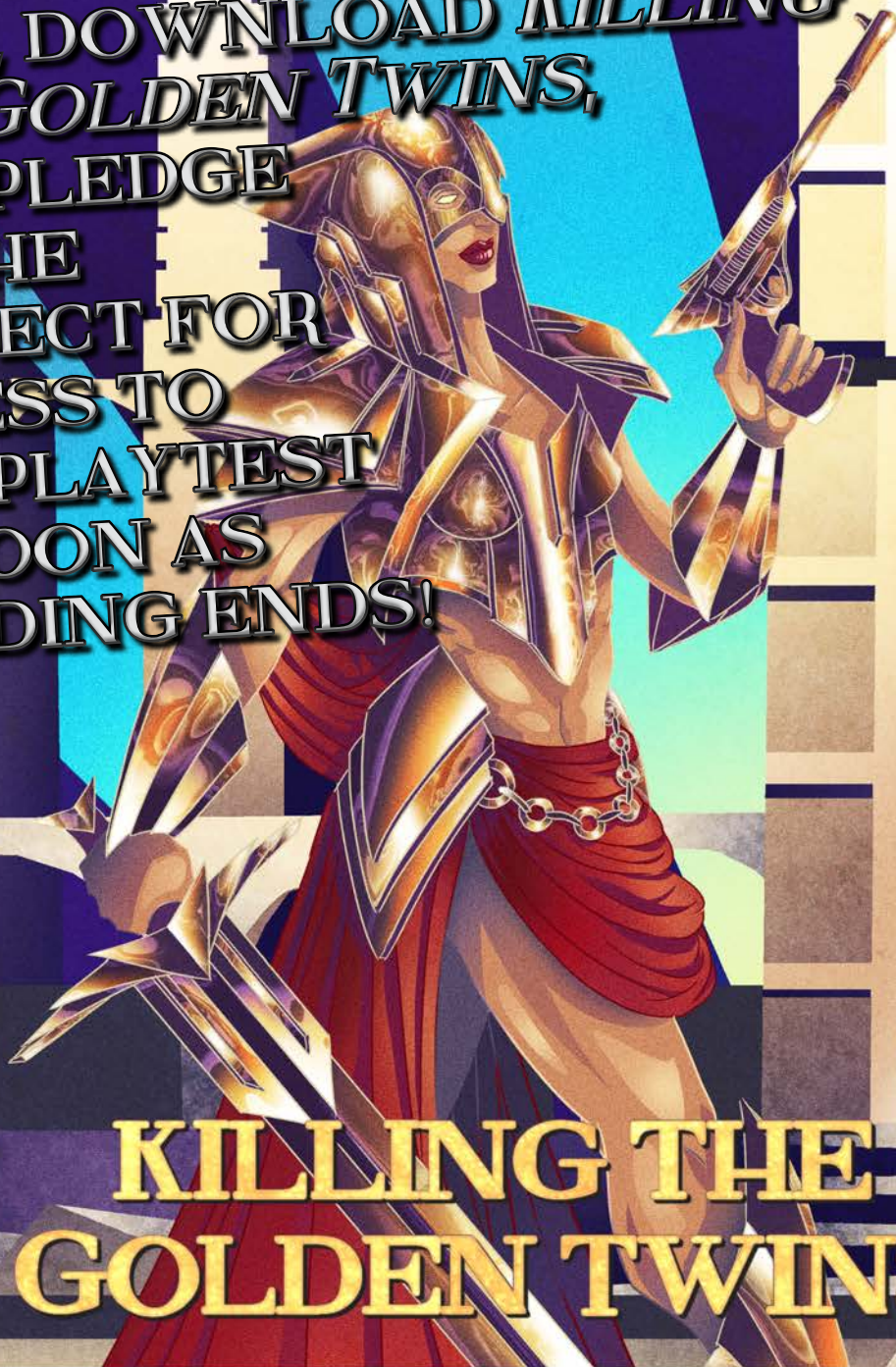
THE DIVINE WORKS OF ASKIS' CELESTIAL HEROES HOLD THEIR RULE IN PLACE

When the Celestial Heroes shook evil from the world they knew that corruption would return without vigilance and so each crafted a great work to protect civilization. Adventurers in the *Book of Exalted Darkness* are devoted to shattering the Nine Spheres that grip society in thrall, every one of them holding back dark entities from beyond the veil. With each destruction the PCs grow closer to claiming complete victory over the mewling bureaucrats and sheepish fools that populate the world until they finally end the Celestial Heroes' reign and pervert or destroy the last of the divine legacies.

- **Bands of Kyttarmoak.** The wizard Rankir has crafted a powerful enchantment that bars potent evil entities from trodding upon Askis' soil.
 - **Monastic Order of Law.** Disciples of the monk Varrus stalk the world's caverns to purge the last vestiges of evil from the world.
 - **Towers of Light.** These towers built by the priest Gimli are arrayed along the coasts of Ouranios to ward off evil that lurks in the seas of the world.
- **Samovi Evil Preserve.** Tapper Underknoll and her fellow rangers watch over those that cannot be brought to the light, ensuring that their captives cannot bring suffering to others.
 - **Holy Virulence.** To punish those consumed with lust the sorcerer Damien has crafted sicknesses of sublime justice.
 - **Shadows of Vanity.** Some of the world's spirits remain to follow after the most beautiful of the world at the command of the paladin Lellwyn.
- **Gift of Inaequa.** Tucker Quickfoot has negotiated the gift of inaequa from otherworldly powers and dutifully tends to the agreement, working to ensure that the resources never stops flowing.
 - **Bloodsong Storms.** The bard Mystral has created songs of such beauty and power that they ward the very seas, conjuring storms whenever blood spills between travelers on the water.
 - **Chime of Contests.** When dishonor enters a combat the knights led by Grukk answer the call, following the hum to bring justice to the scandalous.

BOOK OF EXALTED DARKNESS

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CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

ALIGNMENT

RACE

INHERENT HERESY

EXPERIENCE POINTS

STRENGTH

SIN POINTS

ARMOR CLASS

=

+

+

+

DEXTERITY

DEXTERITY MODIFIER

ARMOR

SHIELD

MISC

CONSTITUTION

HIT POINT MAXIMUM

CURRENT HIT POINTS

TOTAL

SUCCESS

FAILURES

HIT DICE

DEATH SAVED

INITIATIVE

PROFICIENCY BONUS

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- ◇ DEXTERITY
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