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CHAPTER 1: NATURE OF THE FAR REALM

The Far Realm is a maddening place, divorced from reality, and the source of aberrations.

What we see is only a small sliver of the universe. Just beyond the perceptions of this world is a myriad of planes, no two of them alike. Some planes are dominated by fire, others by ice, others still correspond to the purest expressions of ideals and thought. Each of these planes are balanced by their opposites, delicately weighted in a perfect cosmic order. However, there is a region outside the multiverse, impossibly large, which defies our very comprehension.

THE FAR REALM

In the Far Realm, reality itself is radically different. Concepts like gravity and time do not apply here, yet unimaginably vast and powerful creatures dwell in the pandemonium. These pseudo-gods, known variously as the Great Old Ones or the Elder Evils, are fundamentally alien in every respect; their motives are incomprehensible, their forms are inconceivable, and knowledge of their very existence can drive men mad. Interactions with this realm, and the corruption it spreads at the various contact-points to our world, gives rise to all aberrations.

LAYERS OF THE FAR REALM

From the perspective of the Far Realm side, a gate to the multiverse is like a light in the deep darkness; tiny and pinpoint, but one that attracts attention. The nature of any possible "inverse corruption" caused by the true multiverse is impossible to nail down, since it would be diffused across the infinite layers of the Far Realm.

While the Far Realm is by nature impossible to chart or map, "regions" can be discussed, insofar as their "nearness" to a fixed portal or planar entry point. These regions are not stable, but rather exist contingent on a brush with the multiverse.

First there is **Proxima**, the margin of the Far Realm closest to a continuous planar link. The Vast Gate counts as such, for the Far Realm is disconnected from conventional time; therefore, this portal is effectively a continuous link. This is the region most commonly described by alienists and their ilk: the realm of the Amoebic Sea and the horrors



discharged into known reality. Most everything commonly experienced, the squamous tentacles and disorienting soup of insanity, is the most hospitable the Far Realm ever gets. Being located near a continuous link, Proxima is "filtered" by the incursion of reality to appear comprehensible to mortal senses. Note that in this case, "comprehensible" is most analogous to "perceivable" to a conventional spectator.

Approxima is the margin that forms around any instantaneous or terminal incursion; smaller and less stable than Proxima, this region is most notable for the repulsing current in antireality that slowly drags intruders back out through the pinhole puncture they caused. Ostensibly, this tethering effect should make Approxima safer, but one should be reminded that this necessarily includes being dragged backward through a pinhole.

Next is **Mesia**, the region where reality's incursion begins to fail. Mesia is where the supposed "facts" of the Far Realm themselves begin to slip away. This margin fills with those entities that combine curiosity with caution, presences that are far removed from the penetration point itself but are near to it in thought. Mesia is severely taxing on the mind and body; reality wanes severely here and very little can be done to protect from that.

Distalia is the farthest of what can even semi-seriously be called the "safe" regions, and can run perilously thin at times. This margin often floods with the nothingness

beyond, sucking the unwary well outside any possibility of retrieval. Recognition begins to plummet off here as any veneer of reality mutates into warped abstractions and the native entities shrug off their incursion-inflicted forms. Distalia is effectively the glimmer of light in the darkness for the lords of the Far Realm, and those that did not project forward into Mesia to observe an incursion will likely impose their presence here, should they be at all interested.

Finally, **Ultimon** is not so much a region as a borderline. Ultimon represents the terminus of reality's influence and the effective event horizon of the Far Realm. To enter Ultimon is to give up any reasonable hope of escaping the strange plane, and marks you for certain doom. The mind cannot interpret the nature of Ultimon.

PORTALS TO THE FAR REALM

Where the Far Realm breaches into our reality, corruption abounds. Living things that pass through a portal or live in close proximity to one may become perverted by its influence, transforming into a twisted mockery of themselves. The ecosystem around an open portal conforms to this pattern, becoming steadily more corrupted nearer to the opening.

A few stable, permanent holes into the Far Realms have been crafted by foolish mortals. To stem its influence from spilling through, the gods have dammed them up by placing immense obstacles, such as mountains and glaciers, atop them, and, for those where this is impossible, appointed orders of monastic sentries to safeguard the entryways from the horrors beyond.

One of the largest of these portals is known as the Vast Gate, which was opened by "Elder Elves" in ages past, destroying their civilization in the process. Similarly, opening a new portal to the Far Realm would likely have disastrous consequences today. It is guarded by the Order of the Cerulean Sign, which wards the portal with the Elder Sign, and slays anything that comes through.

Other portals do exist, like the well-researched Leicester's Gap in the Ethereal Plane, but most, mercifully, have been forgotten by mortals to the savage places of the world.

Of course, permanent portals are not the only means of entering the Far Realm. Instantaneous apertures can be opened into the plane with the *gate* spell and its ilk, allowing creatures to traverse in both directions. Such incursions are temporary, and travelers are tethered to the portal on either side, restricting free exploration. It is from portals like these that alienists probe the realm, researching and documenting all that they see.

DREAMS

It is possible to interpret a little of the Far Realm and the Great Old Ones through dreams. When asleep, the mind can understand impossibilities that a waking person cannot, or at least simply doesn't question them. Dreamers explore paradox and impossibility regularly, thus dreams provide some degree of safety for interacting with the Old Ones.

Ordinary people, seemingly at random, are chosen in dreams. The Great Old Ones reach out to the mortal realm in sleep, sharing visions of their will to the chosen few in nightmares. As incomprehensible as these visions are, they are strangely compelling to the dreamers. For weeks, nightmares come like a fever in the night, and the dreamer either goes mad from the experience or emerges changed.

NATURE OF THE GREAT OLD ONES

The Great Old Ones, sometimes known as Elder Evils or the Outer Gods, are not creatures nor gods in the traditional sense. They are unimaginable forces of nature, which gnaw hungrily in the unlighted chambers beyond time and space, listening to the clamor and screaming of all pandemonium. Not simply alien, they are an irrefutable blasphemy on our understanding of the universe. Their motives are incomprehensible, and their power is boundless. The Old Ones are indifferent or unaware of all of creation, yet could sweep it all away with an errant thought.

The Great Old Ones confront us with the revelation of forces that are beyond our control, and even our understanding. They represent the stark, meaningless, and utterly foreign universe in which we live. Grasping the extent of their power or understanding a fraction of their ultimate wisdom is to abandon your grasp on reality as you knew it. For most, the crippling weight of this is consequently unbearable.



DARK PRESENCE

Fighting the Great Old Ones conventionally is absurd. In the game, they shouldn't have ability scores or hit points—assigning them statistics in the first place undermines their very being. Even allowing players to roll initiative or make an attack roll against a Great Old One is a mistake, because it grants them some small shred of hope for defeating the eldritch abomination. There can be no such hope amongst a Great Old One.

The Old Ones are a creeping presence, one that seeps in at the corners of the world and infests it with its alien nature. This corruption turns familiar things foreign, and sane things mad. By degrees, this presence should dawn on the characters, with the horrid understanding that comes with it, until the scope of the peril becomes clear.

In a campaign which features the Great Old Ones, the enemies to be battled are symptoms, not the disease itself. They are corrupted things, like animals and people, which have been exposed and forever changed by the nature of the Far Realm. Slaying such creatures is a small mercy to the corrupted, but does nothing to slow the larger threat, and indeed, very little can. Perhaps, with great effort, and risk to one's own sanity, a party of adventurers can discover more about the nature of eldritch corruption, and maybe even stem its spread, but nothing can be done about the Great Old Ones themselves.

STARS ALIGN

It is said that when the stars are right, the Old Ones shall return, and humanity will learn new kinds of fear. This prophecy has guided generations of alienists and mad clerics to believe that the stars, and a number of symbols called Elder Runes, predict the Old Ones' return to our world, and the crumbling of the walls to the Far Realm.

While it is true that the eldritch corruption of the Far Realm seeps into our world in irregular tides, the forces which guide them are deeply inscrutable. Portals can be opened into the Far Realm, which act as a pin-prick into the realm's unreality, but nothing of this small, finite size could permanently destroy the barriers between the planes. Only much more powerful rituals acted on ancient gates could allow a mortal to harm this fabric.

For the strange, surreal inhabitants of the Far Realm, however, crossing to our world is no great feat. Near portals, they cross in great numbers, corrupting the surrounding landscape. They can appear elsewhere, too, but with far lesser frequency and numbers. It is, perhaps, one of the greatest mysteries of the universe, as to how and why these aberrations navigate the planes unassisted.

VARIANT RULE: ALIENATION

If your campaign features aberrations, the risk of creeping insanity, and looming Elder Evils, consider adding the Alienation ability score to your game. Alienation represents a character's growing knowledge and the resulting insanity that comes with confronting eldritch truths.

In contrast to other ability scores, a greater alienation is not necessarily a good thing. As such, each character starts out with 0 Alienation. A character without an Alienation score is considered Ignorant; they are generally sane and have never encountered something from the Far Realm. Such a character will refuse to even believe in such a place's existence without irrefutable evidence. By contrast, a character with a high Alienation has deep insight into the universe, but borders on being insane, for a mortal mind cracks and warps under such weight. A character with the maximum Alienation score of 20 has embraced some part of true understanding, which drives them utterly and irrevocably mad.

You can grant characters an additional point of Alienation when they encounter an aberration for the first time, decipher an eldritch secret pertaining to the nature of the universe, make direct contact with an alien creature, or peer into the Far Realm. Any event which calls for an Alienation check or saving throw might also bestow a point of Alienation on a failure, at your discretion. Greater Alienation should walk in lock-step with the story; the characters gain greater Alienation as they come closer to discovering the lingering eldritch truths of the campaign.

Progressively higher Alienation scores are divided into the following levels, each of which grant a unique feature while your Alienation score is in that range.

IGNORANT (0)

You know nothing of the terrors of the world. Sleep soundly, child, for there is nothing that can harm you.

AWARE (1–4)

You have experienced the unthinkable, learned a scrap of forbidden knowledge, or seen something from beyond the mortal world. Your eyes have been opened to the fathomless terrors of the universe and they can never be closed. Once you gain your first point of Alienation, you can't lose it.

Unsettled. You have disadvantage on saving throws against being charmed or frightened.

PARANOIA (5–9)

You have supped of forbidden knowledge and crave even more, yet constantly you find yourself looking over your shoulder, terrified of the consequences of what you have learned. Wherever you look, new patterns take shape, and with few exceptions, they spell danger for yourself and the world at large.

Conspiracy. When you roll a critical hit or a critical failure on an attack roll, roll any die. On an odd roll, a critical hit becomes a critical failure, and vice versa.

DREAD (10–14)

You can feel the weight in your gut with every moment of apprehension. Horrors do not simply await you in far-flung realms, but around every corner, and inside every cupboard, waiting to rend you asunder for your trespasses. Worse still, you now know that the greater conclusion is inevitable: when the stars are right, the Old Ones shall return, and everything shall come to a monstrous end.

Defenseless. Your armor class decreases by 2.

MANIA (15–19)

The strain on your mind has formed cracks, which show evidently on your thinking and behaviors. By degrees, the normal patterns of the world have grown foreign, replaced with alien designs and esoteric forms.

Frenzy. Whenever you deal damage with a melee attack, you can add your Intelligence, Wisdom, or Charisma modifier to the damage roll. However, your maximum hit points are decreased by your level.

REVELATION (20)

Your mind reels as the totality of perspective comes crashing in like a wave. You have achieved a revelation, a fragment of the Old Ones' wisdom from beyond the stars.

Whatever hope you once held of maintaining your sanity is lost. Everything you previously knew was but shadow puppets on a cave wall, and now, stepping into the cold, bright light of understanding, you can see vistas more terrifying than man was meant to know.

Once you gain 20 points of Alienation, you can't lose them. Nothing short of a *wish* spell can repair your damaged psyche.

Insanity. When you finish a long rest, roll twice on the Long-Term Madness table (Appendix A) and choose one of those effects. You are afflicted by that madness until you next finish a long rest.

LOSING ALIENATION

Too much Alienation has disastrous effects on a mortal mind. A character can lose a point of Alienation by spending a long rest restlessly asleep, pitching and turning with fitful dreams. The character does not regain hit points or hit dice over this long rest nor does it regain expended spell slots of 4th level or higher.

ALIENATION CHECKS

You might call for an Alienation check when a character seeks to understand or interact with the creatures or items that have been touched by the Far Realm. You might call for an Alienation check for the following activities:

- Perceiving almost unrecognizable patterns in everyday events
- Completing an alien ritual dedicated to the Great Old Ones
- Completing an eldritch puzzle using circular logic and fractal geometry
- Understanding a madman's motivations, or the behavior of a corrupted creature
- Knowing the chants and incantations dedicated to specific otherworldly entities

ALIENATION SAVING THROWS

You can call for an Alienation saving throw at any time a character is confronted by the fathomless wisdom of the Great Old Ones or the surreal inhabitants of the Far Realm. Some creatures might also call for an Alienation saving throw to resist the mind-altering effects of madness. The following are some causes for Alienation saving throws, and their associated penalties for failure.

- Touching a corrupted artifact. One Indefinite Madness.
- Deciphering an Elder Rune. One Short-Term Madness.
- Discovering a living horror from the Far Realm. One Long-Term Madness.
- Staring through a portal to the Far Realm. One Short-Term Madness and one Indefinite Madness.
- Glimpsing a Great Old One's true form. One Short-Term Madness, one Long-Term Madness, and one Indefinite Madness.

The rules for Madness are in Appendix A.



CHAPTER 2: CLASSES

PRIMAL PATH

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF NIGHTMARES

The hideous faces of the Great Old Ones have revealed themselves to you in your dreams, and you shall never sleep soundly again. Nightly, you are plagued by unimaginable vistas and the sinister presence of things stranger still. As your sanity hangs by a thread, you can feel the shadow of the Great Old Ones even in broad daylight, pushing you to some unseen conclusion.

Your suffering is perhaps a form of worship to those great eldritch things which plague your nightmares. Or perhaps, your pain means nothing to anyone, least of all to the Old Ones. Steadily, mania replaces your rage, and then that too is replaced by a curiously stable madness not altogether different from restless dreaming.

ESOTERIC CALL

At 3rd level, you have heard the inhuman call of the Great Old Ones. As a result, you have a madness die, which is a d6. You can expend this madness die and add its result to an ability check, attack roll, or saving throw. Alternatively, you can expend madness dice to use an Elder Rune, if you know one. You regain all of your expended madness dice when you finish a long rest.

If you begin your turn with no madness dice, you take psychic damage equal to $1d10 + \text{half your level (rounded down)}$, and then regain one madness die.

BLASPHEMOUS FURY

At 3rd level, you are infested with an inhuman energy, which surges when you rage. You can use a bonus action while you're raging to gain 10 temporary hit points, which last until you finish your rage. When you do so, you lose 5 hit points, which are subtracted from your current hit points, even if you have temporary hit points. If this ability reduces you to 0 hit points, you lose consciousness when your rage ends, even if you have temporary hit points remaining.

ANCIENT UNDERSTANDING

At 6th level, you are permanently under the effect of a *comprehend languages* spell (this ability ceases to function in an antimagic field, but cannot be otherwise dispelled). Furthermore, the mysterious voices in your head automatically reveal and decode any hidden or secret messages you encounter.

GREATER CALL

Starting at 10th level, you have 3 madness dice, all of which are d8s.

FRENZY AURA

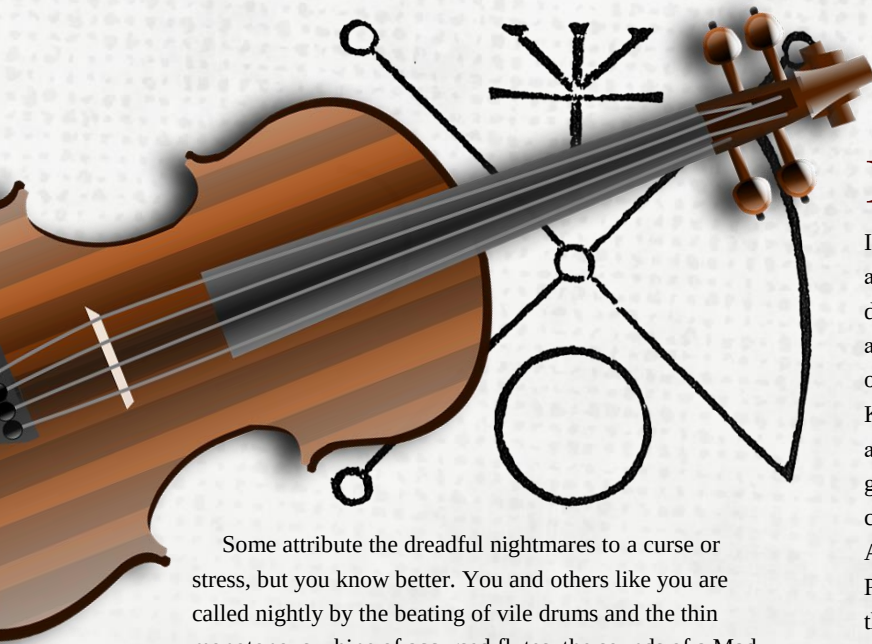
At 14th level, you project an aura of splitting migraines and disturbing images. While you're raging, each creature that you choose which starts its turn within 5 feet of you takes $1d10$ psychic damage. Additionally, when you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

BARDIC COLLEGE

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF THE MAD GOD

In the middle of the night, you hear the music. Every time, it begins the same way, rising from a low drone into a deafening cacophony. The noise is maddening. In your waking hours, your fingers learn to imitate this melody and bring others to your level of psychosis.



Some attribute the dreadful nightmares to a curse or stress, but you know better. You and others like you are called nightly by the beating of vile drums and the thin monotonous whine of accursed flutes, the sounds of a Mad God who echoes the pandemonium of the universe, and summons you to do something. You know not what.

BONUS PROFICIENCIES

When you join the College of the Mad God at 3rd level, you gain proficiency in one skill, which is selected for you by the GM. Each night when you take a long rest, your GM can change this selection.

FRENZIED STRINGS

At 3rd level, you can play an insane tune that anguishes creatures that hear it. As an action, choose a creature within 30 feet that you can see. That creature must make a Wisdom saving throw, taking 2d6 psychic damage on a failed save. You can expend a number of Bardic Inspiration dice to increase this damage by the amount rolled. A deafened creature is immune to this effect.

The number of creatures affected by this ability increases to two at 5th level, three at 11th level, and four at 17th level.

MAD MELODY

At 6th level, you can expend a bardic inspiration die as an action to decrease all saving throws rolled by creatures within 60 feet of you by the amount rolled until the beginning of your next turn.

CACOPHONY

Starting at 14th level, as an action, you can create a droning, deafening noise with your instrument. If a creature is concentrating within 30 feet of you, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration. Additionally, all creatures within 10 feet of you take 5d6 thunder damage. After you use this ability, you must complete a short or a long rest before using it again.

DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity.

Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

DREAM DOMAIN

Understanding your dreams is to peek into a wider reality, occupied by spaces and beings scarcely imaginable to the waking mind. Clerics of Dreams venerate nameless, ancient gods that slumber unseen, whose very dreams send ripples throughout the multiverse. They feel the presence of these beings in their own dreams, and are unshakable in their conviction that they will one day awaken.

You understand that there is precious little difference between the visions we have when asleep and the wishes that consume us while awake, for the world that we live in is but a dream that we share. Ultimately, the power of one's dreams can supplant reality, for the two are not so different.

DREAM DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, sleep</i>
3rd	<i>detect thoughts, intrusive thought</i>
5th	<i>hypnotic pattern, speak with dead</i>
7th	<i>confusion, phantasmal killer</i>
9th	<i>awaken, dream</i>

DREAMTELLING

At 1st level, you can interpret the symbolism of a dream to learn what sort of fears, concerns, or prophecy inspired it. If a dream originates due to fear or stress on the part of the dreamer, you can gain insight into its reasoning, its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates.) If the dream is divine in origin, the dreamtelling acts as a

commune spell, with the question asked relating to a great fear or concern of the dreamer. After interpreting the dreams of a creature, you have advantage on Charisma checks you make against it for 1 hour.

CHANNEL DIVINITY: SLUMBER

Starting at 2nd level, you can use your Channel Divinity as an action to force a creature you can see within 60 feet to fall into a deep magical sleep. This creature must make a Wisdom saving throw or fall unconscious for up to 1 minute. Undead and creatures immune to being charmed automatically succeed this saving throw. The creature can attempt this saving throw with advantage when it takes damage.

LIVING NIGHTMARE

By 6th level, when you place a creature into a slumber, they toss and turn in the anguish of a fever dream. When a creature that is unconscious due to your Slumber feature begins its turn, you can choose for it to take 3d6 psychic damage. It does not attempt its saving throw due to this damage. You can't kill the creature due to this damage; you can only reduce it to 1 hit point.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

DREAMWALK

By 17th level, you can step through the world of dreams. In a ritual requiring 1 minute of concentration, choose a creature known to you that is currently sleeping on the same plane as you. You can become a messenger in the creature's dreams, as per the spell *dream*, though you cannot make the messenger appear monstrous and terrifying. You can then teleport to the creature's bedside.

MADNESS DOMAIN

Your power as a cleric comes from the divinity of the Mad God. Every paranoid thought and nervous breakdown in the world empowers the Mad God, and you as its emissary. Of course, little do people know that the Mad God is just a cobbler who lives down the road and smiles kindly at passersby. Well, actually he's a little magpie that flies around at daybreak. Or perhaps he's a wedge of cheese that talks to the clouds?

MADNESS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>color spray, hideous laughter</i>
3rd	<i>intrusive thought, stranger</i>
5th	<i>hypnotic pattern, yellow sign</i>
7th	<i>black tentacles, confusion</i>
9th	<i>dream, modify memory</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with martial weapons.

LUNATIC INSIGHT

At 1st level, whenever you make an ability check, you can choose to use your unique insight to make connections which may or may not exist. If the d20 roll for the ability check was even, you add your proficiency bonus to the check, even if you have already added it. If the roll was odd, you subtract your proficiency bonus from the check.

CHANNEL DIVINITY: GIVE MADNESS

Starting at 2nd level, you can use your action to force a creature within your reach to make a Charisma saving throw or be deranged for 1 minute. Whenever a deranged creature makes an attack roll and rolls an odd number on the d20, the attack misses.

FRAGMENTED MIND

By 6th level, your damaged mind is difficult to influence. You have advantage on saving throws against being charmed or frightened, and on saving throws against any effect that would sense your emotions or read your thoughts.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

ENHANCED MADNESS

Starting at 17th level, whenever you use your Channel Divinity to give madness, you may choose to give the target a random Short-Term Madness effect (Appendix A). Once you use this ability, you can't use it again until you finish a long rest.

DRUID CIRCLE

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF THE UNSPEAKABLE

Druids of an Unspeakable Circle are abominations to the natural world. Whereas normal druids venerate nature and assume the shape of beasts, Unspeakable druids can transform into creatures originating from terrifying remote regions of time and space. As they grow in power and influence, the other form further mutates from comprehensible physical bodies and becomes more deadly and bizarre. The masters of this circle transform into hideous monstrosities, unrecognizable as creatures from our own reality.

ABERRATION FORM

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. However, you lose the ability to assume the shape of a beast. Instead, you can only use it to take an Aberration Form with a number of additional traits.

Additionally, animals are instinctively wary of you, and you have disadvantage on Animal Handling checks.

LESSER TRAITS

At 2nd level, when you assume your Aberration Form, you can choose one of the following traits:

Bestial Hide. Your skin is thicker, scallier, or furrier than normal. Your armor class equals 15. At 6th level, your armor class equals to 17.

Inhuman Vision. Your eyes are numerously scattered about your body, or are segmented and extremely sensitive to movement. You gain the effects of the *see invisibility* spell at all times. Also, you gain darkvision with a range of 30 feet.

Poison Breath. On your turn, you can cast the *poison spray* cantrip as an action by exhaling from your mouth.

ABERRATION FORM

Medium aberration, neutral evil

Armor Class 13

Hit Points 15 + 5 × your druid level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

Senses passive Perception 13

Languages —

Challenge —

All Around Vision. You add double your proficiency bonus on Perception checks involving sight in this form.

ACTIONS

Claw. *Melee Weapon Attack:* your spell attack bonus to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.



Unnaturally Quick. In spite of your size, you can move inexplicably fast, due in part to two extra legs. Your walking speed increases by 15 feet. In addition, you also have advantage on Dexterity checks.

MODERATE TRAITS

At 6th level, when you assume your Aberration Form, you can choose one of the following traits:

Additional Limbs. You grow an extra set of appendages, which are ambiguously neither arms nor legs. When you take the Attack action on your turn, you can use these to attack twice, instead of once.

Durable Form. Your maximum hit points increase by twice your druid level. Additionally, you have advantage on Constitution checks.

Inhuman Reach. Your arms elongate, allowing you to touch the floor with your hands. In addition, you can bend them in strange and unnatural ways. Your reach increases by 5 feet. Your elongated arms also give you advantage on Strength (Athletics) checks made to climb.

Razor Claws. Your claws are incredibly deadly, indicative of a hunter not native to this world. Your claws deal 1d12 slashing damage and are considered magical weapons.

INTERMEDIATE TRAITS

At 10th level, when you assume your Aberration Form, you can choose one of the following traits:

Acid Blood. When a creature within 5 feet of you deals damage to you with a melee attack, your acidic blood sprays on them, dealing 2d6 acid damage.

Colossal Form. Your form is that of a strange, primordial titan. Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category—from Medium to Large, for example. You also have advantage on Strength checks. While you are enlarged, your melee attacks deal 1d4 extra damage.

Invisibility. You can phase in and out of the visible spectrum, as if light is a strange afterthought this form has never experienced before. You can cast the *invisibility* spell

without using a spell slot. Once you use this ability, you can't use it again for 1 minute.

Tentacles. You have long, whipping tendrils that sprout grotesquely from your form. When a creature comes within 5 feet of you or begins its turn there, it must make a Dexterity saving throw. A creature takes 4d6 bludgeoning damage on a failed save, or half as much on a successful one.

GREATER TRAITS

At 14th level, when you assume your Aberration Form, you can choose one of the following traits:

Antimagic Eye. You have a single colossal extra eye, which you can open and close as a bonus action. While the eye is open, it requires your concentration (as if concentrating on a spell), you can't cast spells, and the eye creates an area of antimagic, as per the *antimagic field* spell, in a 15-foot cone. At the start of each of your turns, you can decide which way the cone faces. Your eye closes if you lose concentration on the effect.

Extract Brain. You can remove and consume the brain of a helpless victim. As an action, make an attack against one humanoid that is grappled by you. On a hit, the target takes 6d10 piercing damage. If this damage reduces the target to 0 hit points, you kill the target by extracting and devouring its brain. This ability has no effect on creatures without nervous systems, such as oozes, elementals, and constructs.

Hideous Appearance. Your appearance is profoundly disturbing, even more so up close. Creatures within 5 feet of you have disadvantage on melee attacks against you.

Membranous Wings. You sprout pronounced, slimy wings and gain a fly speed equal to your movement speed.

MARTIAL ARCHETYPE

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

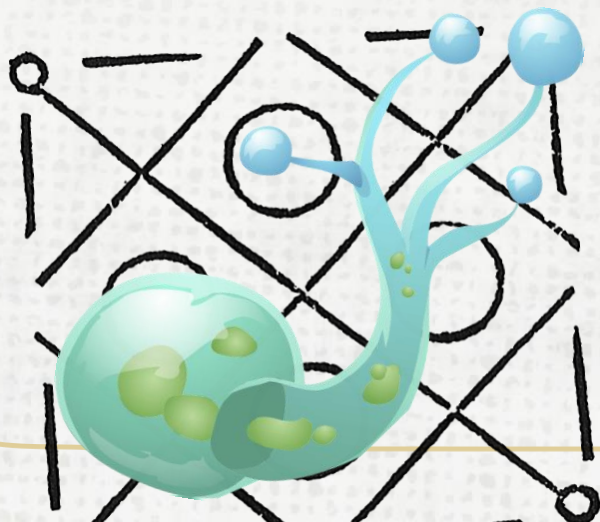
WARSHAPER

Whether due to an errant transmutation spell or exposure to planes of strange, higher-dimensional space, your form has become plastic and you can sculpt your flesh into new and dreadful forms.

MORPHIC FORM

Choose one of the options from below. You can change this selection when you take a short or long rest.

Additional Appendage. You can sprout another limb from your torso capable of wielding weapons. When you



take the Attack action and make an unarmed strike or attack with a melee weapon that is not heavy, you can use your bonus action to attack with a light melee weapon your extra appendage is holding, or make an unarmed strike with your extra appendage. You do not add your Strength or Dexterity bonus to the damage of this attack, unless you have the Two-Weapon fighting style.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Armored Flesh. You harden your skin into an armored carapace. While you are unarmored, your armor class equals 13 + your Dexterity modifier.

By 7th level, it hardens, and your armor class equals 15 + your Dexterity modifier, and at 10th you may also, as an action, form an organic shield.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this effect to become quadrupedal, for instance. At any time, you can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

This damage increases as you gain levels in this class. At 7th level, the weapon deals 1d8 damage, and at 15th level, the weapon deals 1d10 damage.

Wings. You can select this option at 15th level. You grow a pair of fleshy wings and gain a flying speed equal to your base walking speed.

At 7th level, you can change your selection as a bonus action, and at 10th level you can select any number of these options at one time.

INDISCERNIBLE ANATOMY

At 3rd level, the placement and composition of your internal organs is bizarre. You take no additional damage from critical hits.

MORPHIC REACH

At 7th level, when you make a melee attack, you can suddenly stretch and extend your appendages outward. Your melee attacks gain Reach if they did not have it already.

MORPHIC MIND

At 10th level, your mind is as flexible as your body. You can add half your proficiency bonus to a skill of your choice. You can change this selection when you take a short or long rest.

Additionally, you have advantage on saving throws against being charmed and no magical effect can read your mind.

MORPHIC HEALING

By 15th level, as a bonus action, you can expend a Hit Die to use Second Wind without expending a use of the feature.

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

MORPHIC BODY

Beginning at 18th level, you can use your precise bodily control to make yourself stronger and healthier. You gain a +4 bonus to Strength, Dexterity, or Constitution. Your maximum for this ability score increases to 24. You can change this selection when you take a long rest.

MONASTIC TRADITION

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

WAY OF THE WARPED FIST

Monasteries are places of knowledge and wisdom, but not all things are meant to be known. Monks who follow the Warped Fist are truly enlightened—they understand their place in the vast and maddening universe and have glimpsed the horrible expanses that lay behind our normal perceptions. This wisdom is not benign; it has changed them, inside and out.

Monks of the warped fist meditate daily, and experience terrifying visions of the cosmos. Slowly, their fighting style

changes to match this perspective, and their bodies align with their twisting minds.

VISIONS OF INFINITY

Starting when you choose this tradition at 3rd level, you can twist a creature's ki and share with it the visions you experience. Once per turn, when you hit a creature with one of the attacks granted by your Flurry of Blows, it becomes absorbed in vision, and has disadvantage on the next attack roll it makes before the end of its next turn. Creatures that can't be charmed are immune to this effect.

TWISTED LIMBS

By 6th level, your limbs appear to contain multitudinous joints, and can lengthen and contort to a sickening extent. Your walking speed increases by 5 feet, your unarmed strikes have Reach, and, if you are grappled, you can use a reaction or a bonus action to end that grapple, and move to an empty adjacent space.

DISTORTED THOUGHTS

At 11th level, your thoughts can't be read by telepathy or other means unless you allow it. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to poison its thoughts, dealing psychic damage equal to half your monk level, rounded down.

Also, as an action, you can spend between 1 and 6 ki points to produce a psionic blast. Each creature within 15 feet of you must make an Intelligence saving throw against your ki save DC or take psychic damage equal to 1d8 damage for each ki point expended + your Wisdom modifier.

WARPED STRIKE

By 17th level, you can fight in unheard-of ways, which are difficult to avoid. Once per turn, if you miss with an unarmed strike, you can immediately make an additional attack.

SACRED OATH

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.



OATH OF THE ELDER SIGN

Keepers encounter the Elder Sign in a multitude of ways. Some find it in the derelict pages of an antediluvian tome, yet others see its shape in their very dreams. All who gaze upon it know its authority, as instinctively as animals know to fear fire; it is an icon of power originating from beyond the veil of reality, one that men weren't meant to know. You have sworn to hold the sign as its Keeper, and vowed to protect the mortal realm from the forces beyond, or vowed to tear reality asunder, and let the Elder Evils henceforth seep through.

TENETS OF THE ELDER SIGN

The principles held by the Keepers of the Elder sign are as esoteric as their ancient order. Dedicated to the secrets of the universe and the keeping them mercifully hidden from the world, the Keepers are a clandestine and influential organization.

Keep the Sign. The Elder Sign is a tool of immense power, and must be kept safe. You can scarcely understand the source of power contained in this mere piece of geometry, but you know it can never be allowed to fall into the wrong hands.

Seek Knowledge. Whenever possible, you should seek out and acquire hidden, esoteric knowledge. You are drawn to such secrets, like the Elder Sign, and perhaps can turn them against your foes.

Go Unseen. It is imperative the struggles you face are kept secret. The forces at work here are barely comprehensible, and their reveal can drive men to the brink of madness.

Defend the Gates. It is your job to stand vanguard at the gates that form where our world intersects the Far Realm. You may be protecting it from those who would seek to close it, or you may wish to stem the tide of creatures coming through.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>lashing tendrils, protection from evil and good</i>
5th	<i>detect thoughts, stranger</i>
9th	<i>fear, yellow sign</i>
13th	<i>black tentacles, hallucinatory terrain</i>
17th	<i>dominate person, planar binding</i>

CHANNEL DIVINITY

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

Invoke Elder Sign. As an action, you can fleetingly create the form of the Elder Sign, a powerful symbol which can strengthen or wear thin the walls of reality. Choose a space adjacent to you, which is where the sign burns brightly for 1 minute in a 20-foot radius sphere. No darkness, magical or otherwise, can obscure this area. Each creature friendly to you in this area regains 1d4 hit points when it begins its turn and can add 1d4 to its ability checks and saving throws.

No aberration, celestial, elemental, fey, or fiend, can enter or teleport within this area, or use portals, such as those created by the *gate* spell, to enter the area. Those that are already in this area are shunted to the nearest space available. For this reason, Elder Signs are often placed in front of gates to the Far Realm, to close leaks into that reality.

Glimpse the Unspeakable. As an action, choose one creature you can see within 30 feet to make a Wisdom saving throw. On a failed save, the creature sees a glimpse of the Far Realm, and is stunned because of this horror until the beginning of your next turn.

AURA OF MENTAL FORTITUDE

Beginning at 7th level, you and allies within 10 feet of you have immunity to psychic damage. At 18th level, the range of this aura increases to 30 feet.

WORD OF REVELATION

By 15th level, your research in musty, forbidden tomes has proven fruitful. As an action, you can utter a word used in the creation of the universe. All magic effects within 15 feet of you are targeted by the spell *dispel magic*.

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

SUNDER REALITY

At 20th level, you can call upon the Elder Sign to tear the very fabric of reality, creating a one-way rift to or from the Far Realm for 1 minute. Choose an unoccupied 10-foot diameter sphere that you can see where the portal opens.

Staring into the portal can have mortal consequences, yet creatures are strangely drawn to its starry void. When a creature other than yourself within 15 feet of the sphere attempts to move away from it, it must make a Wisdom saving throw. On a successful save, the creature can move normally, but on a failed save, the creature loses all of its movement and instead moves 5 feet closer to the sphere.

If a creature comes within 5 feet of the sphere, or begins its turn there, it takes 8d10 psychic damage. Within 10 feet of the sphere, a creature takes 4d10 psychic damage, and within 15 feet, it takes 2d10.

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

RANGER ARCHETYPE

The ideal of the ranger can have many expressions.

MISTDRINKER

Sometimes to combat evil, you must become one with it. This is the conclusion begrudgingly accepted by most mistdrinkers, those who consume the addictive Dead Mists of Rlyeh in order to combat those who use it freely.

Mistdrinker regulate their consumption of the Dead Mists carefully; the Mists are inherently evil, but its power is undeniable. So too, is its cost. All mistdrinkers know that their deaths are a foregone conclusion: they will perish defending our reality, or allow the Mists to consume them. Before that time, they are dedicated to slaying aberrations, burning eldritch secrets, and sealing away every portal through which the Dead Mists seep forth.

REVISED RANGER

This archetype makes use of the revised ranger class. If you wish to use it with the ranger included in the SRD, remove the Extra Attack feature at 5th level.

INHALE THE MISTS

Starting when you choose this conclave at 3rd level, you can consume the Dead Mists as a bonus action to make yourself tougher and deadlier. When you do so, you can choose to take 10, 20, or 30 points of necrotic damage. You gain the same amount in temporary hit points. Damage from this ability ignores both damage resistance and damage immunity, and does not subtract from your temporary hit points, if you have any.

At the beginning of each of your turns, you lose 5 temporary hit points. For every 5 points of temporary hit points you have, you have a +1 bonus to your weapon damage rolls.

EXTRA ATTACK

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

FOG ARMOR

At 7th level, you can use a bonus action to increase your armor class by 1d8 until the beginning of your next turn. When you do so, you take 2d8 necrotic damage from your hit points. Damage from this ability ignores both damage resistance and damage immunity, and does not subtract from your temporary hit points, if you have any. If the damage you take from this ability exceeds the number of hit points you have remaining, the ability fails.

DRAINING PRESENCE

Starting at 11th level, the Dead Mists' hunger gnaws at those near you. Once per turn, when you deal damage with a melee weapon attack, the Mists surround you, and each creature within 5 feet of you takes 2d8 necrotic damage.

MISTDEATH

At 15th level, you can inhale a lethal dose of the Dead Mists as a bonus action. For the next minute, you can't be knocked unconscious. If you drop to zero hit points, you do not begin to make death saving throws. At the end of this minute, you immediately drop to 0 hit points and immediately begin to make death saving throws.

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

ROGUISH ARCHETYPE

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice

of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

INVESTIGATOR

There are forces more ancient than time, larger than the multiverse, and more powerful than gods. They slumber now in the blackness between stars, behind prison walls of eternity. But, one day when the stars are right, The Old Ones will awaken, and we will come to learn new kinds of fear.

Some understand how perilously close we stand to a world replete with woe and terror. At the risk of their own sanity, they investigate the eldritch madness that seeps into this world in hopes of turning it back, or at the very least, delaying it.

ELDER SECRETS

Beginning when you select this archetype at 3rd level, you can invoke a limited number of eldritch secrets which erode your very sanity.

Madness Dice. You have a pool of 3 madness dice, which are d6s. You may expend a madness die and add its result to an ability check, attack roll, or saving throw you make. Alternatively, you can expend madness dice to use an Elder Rune. You regain all of your expended madness dice when you finish a long rest.

If you begin your turn with no madness dice in your pool, you gain a Long-Term Madness effect (Appendix A), which ends when you take a short or long rest. You then regain one expended madness die.

Elder Runes. By 3rd level, your investigations have granted you terrible insight into magic older than the universe itself, which comes at the cost of your own sanity. You learn two elder runes of your choice, which you may use by expending a madness die. You learn an additional elder rune of your choice at 9th, 13th, and 17th level.

Additionally, when you learn a new elder rune, you can choose one of the elder runes you know and replace it with another one.

Saving Throws. Some of your elder runes require your target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

Elder Rune save DC = 8 + your proficiency bonus + your Intelligence modifier.

INVESTIGATOR'S INSIGHT

At 3rd level you have honed your investigative skills to a fine point. You gain advantage on Wisdom (Insight) checks to determine if someone is lying.

By 9th level, clues rarely escape your observation, and you gain advantage on Intelligence (Investigation) checks to detect hidden or out of place items.

OCCULT SECRETS

At 9th level, your madness dice become d8s. When you choose to add a madness die to an attack roll, you can add its result to damage as well.

PHYSIC RESOLVE

At 13th level, you gain another madness die, and one more at 17th level. Additionally, you gain resistance to psychic damage at 13th level.

ELDER RUNES

These elder runes are listed in alphabetical order.

BECOME OTHER

As an action, you can designate a willing humanoid creature within your reach. For up to 1 hour, you sound like and you appear—including your clothing, armor, weapons, and other belongings on your person—to be the designated creature. Likewise, the creature appears to be you. These changes hold up to physical inspection, but do not confer changes in movement or behavior. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check made with disadvantage. You can dismiss this effect as a bonus action, reverting both you and the target creature to your original appearances.

CONFOUND THE SENSES

As an action, select 1 creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, you are invisible and silent to that creature for 1 minute. The creature can reattempt this saving throw with advantage if it takes damage.

CONVOLUTE SPACE

As a reaction when a creature ends its movement, you can contort space and time around it. The creature must make a Constitution saving throw. On a failed save, the creature teleports to the location it occupied before moving.

DISTORT GRAVITY

As an action, select a surface within 100 feet of you. For the next minute, any creature within 100 feet of you may walk on that surface as if it were level ground, even if the surface is perpendicular to the ground or upside down. Objects within this area, up to 15 feet away from that surface, also fall to it as if it were the ground. When the duration ends, all creatures and objects fall.

HOLD OF HASTUR

As an action, you can call tendrils of dark energy to creep forth and entangle a single creature you can see within 30 feet. This creature must make a Strength saving throw or be restrained until the end of its next turn.

VOKE THE UNSPEAKABLE NAME

As an action, you speak a few syllables of a name forbidden by the gods. Creatures that can hear you within 30 feet must make a Wisdom saving throw or be deafened for 1 minute.

LOGICAL LEAP

As an action, you can teleport up to 60 feet in a direction that you choose. If you would arrive in a place already occupied by an object or creature, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

PROTECT THRESHOLD

As an action, you can ward a doorway, window, or other portal from entry. For the next 1 minute, an invisible eldritch creature stalks the warded portal. Creatures that attempt to pass through must make a Wisdom saving throw or take 4d6 psychic damage, or half as much on a successful save.

RUMOR DUST

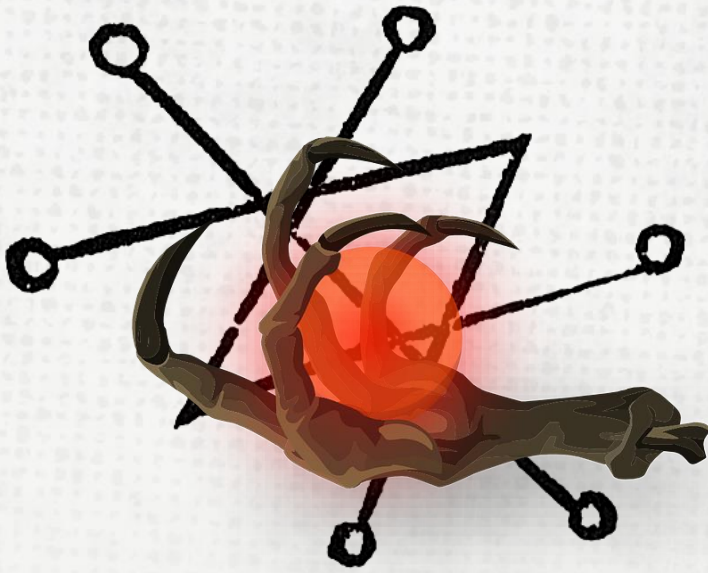
As a bonus action, you become covered in a fine cloud of dust. For up to 10 minutes or until you make an attack or cast a spell, no creature will be able to remember details about you or events that have taken place during this time, except for the most basic details. Creatures will be able to remember that someone was present and spoke to them, for example, but be unable to remember your race, attire, or other distinguishing features, nor will they remember the topic of conversation.

SPEAK THE OLD TONGUE

As a bonus action, you can speak in a dead, inhuman language derived from that of the Great Old Ones. For the next minute, no creature can understand precisely what you say, but any creature that can hear you can understand the meaning and intent behind your speech.

VISIONS OF BEYOND

As an action, you can make a creature you can see within 30 feet perceive terrifying images of unreal vistas. That creature must make a Wisdom saving throw or be blinded until the beginning of your next turn.



SORCEROUS ORIGIN

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

ABERRANT BLOODLINE

You are descendant from a foul creature, and its blood wreaks havoc in your family tree. Those in your house are rarely and seemingly at random born hideous, and with terrifying powers, and as such, generation after generation has committed infanticide on the abominations. You are one such monster, cursed at birth yet spared the knife by your mother, free to live out your miserable span of existence a freak divorced from society. Yet your power grows, as fearsome as your aspect and as dreadful as your glare.

ABERRATION BLOOD

Beginning when you select this origin at 1st level, your skin is thicker, scallier, or furrier than normal. When you aren't wearing armor, your armor class equals 13 + your Dexterity modifier.

Additionally, you gain darkvision, with a range of 30 feet of you. If you already have darkvision, its range increases by 30 feet.

HIDEOUS APPEARANCE

At 1st level, your appearance is hideous to behold. You can add double your proficiency bonus to Intimidation checks, but you have disadvantage on Persuasion checks. Unless you wear a large cloak to conceal these deformities, you are disturbing to behold.

INHUMAN REACH

At 6th level, your arms elongate, allowing you to touch the floor with your hands. In addition, you can bend them in strange and unnatural ways. Your reach increases by 5 feet. Your elongated arms also gives you advantage on Strength (Athletics) checks you make to climb.

TENTACLES

At 6th level, you can expend 2 sorcery points as a bonus action to grow long, whipping tendrils that sprout grotesquely from your form and last until the beginning of your next turn. When a creature comes within 5 feet of you or begins its turn there, it takes 3d6 bludgeoning damage. You can extend this duration for another round by spending 2 sorcery points at the beginning of your turn.

WARPED MIND

At 14th level, your tainted form has altered the nature of your brain, making you resistant to psychic attacks, and more capable of inflicting them upon others. You gain resistance to psychic damage and have advantage on saving throws against being charmed.

Additionally, you can emit a mind blast in a 60-foot cone. As an action expend up to 6 sorcery points. Each creature in the cone must succeed on an Intelligence saving throw or take 1d8 psychic damage for each sorcery point expended plus your Intelligence modifier.

MONSTROUS TRANSFORMATION

At 18th level, as a bonus action expending 3 sorcery points, you can unleash your monstrous heritage from within your body and transform into a terrible creature. Until you use your bonus action to end this effect, you have resistance to bludgeoning, piercing, and slashing damage, but can't cast spells of 1st level or higher. Each round you begin in this form, you expend 3 additional sorcery points.

In addition, creatures who look upon this form become frozen in horror. Each creature that can see you within 30 feet, except for allies which know to avert their gaze, must make a Wisdom saving throw. On a failed save, the creature is paralyzed while you are transformed. At the end of each of its turns, affected creatures can repeat this saving throw. A creature that succeeds this save is immune to this effect for 24 hours.

Once you use this ability, you must finish a long rest before using it again.

OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE DEAD MISTS

The Dead Mists of R'lyeh have for eons been a deadly trap for astral travelers. Foolhardy wizards and mystics would push themselves further and further into the astral sea, and would eventually find themselves wrapped in the eldritch mists. Lost and without guide, they would inevitably succumb to the mist's soul-draining effects and would become little more than food for the astral beings who slept in the mists.

But the Dead Mists sometimes have plans of their own. Inscrutably, the Mists sometimes claim a mortal host, inhabiting them, empowering them, and guiding them safely home. The Mists' motivation is inscrutable and its methods strange, but those empowered by it are made one with the Mists, able to command it, or at least coerce it, through the power of their own soul.

EXPANDED SPELL LIST

The Dead Mists let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

DEAD MISTS EXPANDED SPELLS

Spell Level	Spells
1st	<i>fog cloud, heedless lash</i>
2nd	<i>detect thoughts, mistbound</i>
3rd	<i>clairvoyance, scouring mists</i>
4th	<i>black tentacles, confusion</i>
5th	<i>oblivion, scrying</i>

ELDRITCH INVESTIGATION

Starting at 1st level, you learn to open your mind to the Dead Mists of R'lyeh, granting you eldritch insights and power. As a bonus action, you can deal yourself necrotic damage equal to 1d8 times the level of your Pact Magic slots. At the start of your next turn, you regain an expended Pact Magic slot.

Damage from this ability ignores both damage resistance and damage immunity, and does not subtract from your temporary hit points, if you have any. If this ability reduces you to 0 hit points, you are knocked unconscious, even if you have temporary hit points. You must be able to perform the somatic components of a spell in order to use this ability.

MIST-FUELED RECOVERY

Starting at 6th level, your body begins to merge with the Dead Mists, allowing you to heal your mortal form by burning eldritch energy. As an action on your turn, you can consume one of your available Pact Magic spell slots, regaining hit points equal to 1d8 per spell level of the slot consumed.

MIST FORM

At 10th level, you learn to fully immerse yourself in the Dead Mists, transforming you in to a hazy, misty reflection of your true self. As an action, you can cast the spell *gaseous form* on yourself without using a spell slot.

MASTER OF THE MISTS

At 14th level, you learn to infuse the Mists of R'lyeh into your spells, leeching vitality from your foes. Once per turn, when you deal necrotic damage to a hostile creature with a warlock spell, you regain hit points equal to 1d8 + your Charisma modifier.

ARCANES TRADITION

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic.

Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF THE PSEUDONATURAL

In the Far Realm, outside time, Herculean minds drift, absorbed in contemplations of madness. Unspeakable beings whisper terrifying secrets to those who dare communication. These secrets were not meant for mortals, but the alienist plunges into abysses of chaos and entropy that would blast a weaker mind. You toy with these cosmic secrets to achieve true power: triumph of the mind over the rude boundaries of dimension, distance, and ultimately, sanity.

MAD CERTAINTY

Beginning when you select this tradition at 2nd level, you have a madness die, which is a d6. You can expend this madness die and add its result to an ability check, attack roll, or saving throw. Alternatively, you can expend madness dice to use an Elder Rune, if you know one. You regain all of your expended madness dice when you finish a long rest.

If you begin your turn with no madness dice in your pool, you gain a Long-Term Madness effect (Appendix A), which ends when you take a short or long rest. You then regain one expended madness die.

PSEUDONATURAL FAMILIAR

At 2nd level, you add the *find familiar* spell to your spellbook, if it was not there already. When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp,

pseudodragon, quasit, or sprite. The familiar summoned with this spell is of horribly twisted aspect, and gradually loses all semblance to a creature of this earth. It is an aberration, instead of its normal type. At 6th level, your familiar's size becomes Small.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own. When your familiar makes an attack, it uses your spell attack bonus instead of its own attack bonus on attack rolls, and you can add your proficiency bonus to its damage rolls.

Your familiar's maximum hit points are increased by your level.

Finally, your familiar gains two pseudonatural traits of your choice. At 6th, 10th, and 14th levels you can select an additional trait. When you gain a level in this class, you can replace a trait that your familiar has with a trait for which you meet the prerequisites.

TIMELESS BODY

By 6th level, you have discovered many secrets in your research. Among them, the secret of eternal youth. You no longer age, do not suffer the effects of old age, and cannot be magically aged. You still die at the time of old age, however. When the time comes, you are stolen away by horrible entities, never to be seen again.

ALIEN BLESSING

At 10th level, you become proficient in two saving throws of your choice, and you lose proficiency in Wisdom saving throws.

SUMMON ALIEN

Beginning at 14th level, your familiar no longer seems remotely related to earthly creatures. Your familiar's size is Medium, it regains 1 hit point each minute, and it is immune to extra damage from critical hits.

PSEUDONATURAL TRAITS

If a pseudonatural trait has prerequisites, you must meet them to choose it. You can choose the trait at the same time that you meet its prerequisites. If one of your traits calls for a saving throw, it uses your wizard Spell Save DC.

PINCERS

Action

Melee Weapon Attack: reach 5 ft., one target. *Hit:* (5) 1d8 slashing damage. The target is grappled (escape DC is equal to your spell save DC) if it is a Medium or smaller creature and the familiar doesn't have another creature grappled.

STINGER

Action

Melee Weapon Attack: reach 5 ft., one target. *Hit:* (5) 1d8 piercing damage, and the target must succeed on a Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

TENTACLES

Action

Melee Weapon Attack: reach 5 ft., one target. *Hit:* (4) 1d6 bludgeoning damage and (4) 1d4 piercing damage.

KEEN HEARING AND SMELL

You familiar has advantage on Wisdom (Perception) checks that rely on hearing or smell.

MIMICRY

Your familiar can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

NIMBLE ESCAPE

Your familiar can take the Disengage or Hide action as a bonus action on each of its turns.

UNEARTHLY SIGHT

You familiar can see normally in in fog, darkness, and magical darkness.

DURABLE HIDE

Prerequisite: 6th level

Your familiar gains a +2 bonus to Armor Class.

SCARE (1/DAY)

Prerequisite: 6th level

One creature of your choice within 20 feet of your familiar must succeed on a Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if your familiar is within line of sight, ending the effect on itself on a success.

SPIDER CLIMB

Prerequisite: 6th level

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

STENCH (1/DAY)

Prerequisite: 6th level

For 1 minute, any creature that starts its turn within 5 feet of your familiar must succeed on a Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the familiar's Stench for 24 hours.

DEATH BURST

Prerequisite: 10th level

When your familiar dies, it explodes in a burst of fire. Each creature within 5 feet of it must make a Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one.

ECHOLOCATION

Prerequisite: 10th level

Your familiar gains blindsight with a range of 60 feet, but can't use it while deafened.

MULTIATTACK

Prerequisite: 10th level

Your familiar makes two attacks when it takes the Attack action. Each attack must use a different attack option.

TOUGH

Prerequisite: 10th level

Your familiar's maximum hit points is increased by twice your wizard level.

BRUTE

Prerequisite: 14th level

An attack deals one extra die of its damage when your familiar hits with it (included in the attack).

INCORPOREAL MOVEMENT

Prerequisite: 14th level

Your familiar can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage and is shunted to the nearest available space if it ends its turn inside an object.

MAGIC RESISTANCE

Prerequisite: 14th level

Your familiar has advantage on saving throws against spells and other magical effects and gains resistance to damage from spells.

CHAPTER 3: BACKGROUNDS

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your fighter might have been a courageous knight or a grizzled soldier. Your wizard could have been a sage or an artisan. Your rogue might have gotten by as a guild thief or commanded audiences as a jester.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is *what changed?* Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have *more* money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

CULTIST

Aligning oneself against the Old Ones is suicide. They cannot be slain; they are greater than death. They cannot be stopped; they are older than time. Ultimately, the only sensible conclusion is to serve them. In doing so, perhaps you can stave off their ire, or even, perhaps, understand some modicum of their great wisdom.

You were inducted into a cult of the Great Old Ones and have learned their ways in secret. Covertly, by discovering ancient insights and performing dark rituals, your organization works in the shadows to hasten the day the Old Ones return. You have seen the face of madness in this organization, and have glimpsed the unspeakable.

Perhaps you have reformed completely and resent the other cultists of the Great Old Ones, seeking to undermine their efforts, or perhaps you are still a member of the cult, and pay tribute in secret, furtively working to advance the organization's goals. Regardless, you have intimate knowledge of the occult, and terrifying insight into realms beyond our own.

Skill Proficiencies: Arcana, Religion

Languages: Two of your choice

Equipment: A symbol of the Great Old Ones (derived from the Elder Sign), incense, a piece of chalk, a set of common clothes, and a belt pouch containing 10 gp.



FEATURE: MADMAN'S KNOWLEDGE

You have been touched, however slightly, by the wisdom of the Great Old Ones. Your education in eldritch knowledge might erode your sanity, but you are well-informed of other cults and faiths. You know covert signs used by other cultists to identify themselves and communicate, and you know the names and titles of the Great Old Ones. You are also familiar with the rituals and practices of these cults.

GREAT OLD ONE

Cultists can worship a number of strange entities from the cosmos, but the cautious tend to focus their worship on one or two, as offending a Great Old One carries terrible risk.

Select one from or roll on the following table to determine the Great Old One you once worshipped or continue to worship.

d8	Great Old One
1	Cthulhu
2	Demon-Sultan Azathoth
3	Hastur
4	Nyarlatheotep
5	Shub-Niggurath
6	Sithrak
7	The Yellow King
8	Yog-Sothoth

SUGGESTED CHARACTERISTICS

Cults of the Great Old Ones, like cults of other faiths, practice in secret to avoid detection by the leading faiths of the region and to avoid prosecution of heresy. Cultists blend into the crowd as best they can, meeting their conspirators exclusively in secluded locales or under cover of night.

Still, the waning effects of the Great Old Ones often leaves them with strange quirks or odd behavior. The jittery, unsettling shopkeep in town might very well be a member of the cult. Anyone could be, for that matter.

d8 Personality Trait

- 1 I drift off in trance-like daydreams.
- 2 I obsess over esoteric knowledge others deem vague or apocryphal.
- 3 In times of quiet, I repeat an inhuman chant under my breath over and over again.
- 4 I keep a dream diary, in which I record half-asleep ramblings which I attempt to divine while awake.
- 5 I profess that the day the Old Ones Return is soon, no more than a few weeks away. When the date arrives to no avail, I shift the date a few weeks later.
- 6 I see omens in every event and action. The gods try to speak to us, we just need to listen.
- 7 I am comfortable in vast libraries or furtively reading in a basement, but crowds intimidate me.
- 8 I keep a pet rat in my pocket and imagine it's little squeaks are intelligible, and horrifying secrets

d6 Ideal

- 1 **Atonement.** I have abandoned the cult of the Old Ones and wish to make things right by stopping them. (Good)
- 2 **Truth.** I search for eldritch wisdom that might reveal the nature of the multiverse to me. (Lawful)
- 3 **Chaos.** The boundless, alien Far Realm is the state that all universes should be in. Our universe is merely an anomaly. (Chaotic)
- 4 **Power.** The Old One I worship will make me powerful when he returns, crushing my enemies before me. (Evil)
- 5 **Dreams.** The only true way to understand the will of the Great Old Ones is through dreams. (Neutral)
- 6 **Secrecy.** The fools of the world do not understand the Old Ones, and their nature must be kept secret until their Return. (Any)

d6 Bond

- 1 I search for the site of the Vast Gate, where the Great Ones are predicted to Return.
- 2 I owe my life to the cult who raised me. Though I never knew my parents, I inherited a wealth of wisdom.
- 3 I will destroy every last member of the cult that brainwashed me.
- 4 The final component of a powerful ritual is locked away within my skull. I fear unlocking it will drive me mad.
- 5 Members of the cult covertly help each other gain power and authority. We shall rule this nation.
- 6 I wish to open a portal to the Far Realm and see it for my very eyes.

d6 Flaw

- 1 I am intensely paranoid of every bump in the night and of every person's motivations.
- 2 I latch on to incredibly mad schemes of which I rarely think all the way through.
- 3 I may be losing my grip on reality.
- 4 Sometimes I am overjoyed with the world and sometimes I face crippling depression.
- 5 For days on end I can forget important things, like eating, because I am deep in research and contemplation.
- 6 No one is more dedicated to their mad religious traditions than I am.

DETECTIVE

The investigators that discover the Elder Evils and their numerous cults follow the clues from places and people, wherever the occult hides. Through these adventures, you hope to gain the clues and resources needed to confront and ultimately thwart the eldritch threat.

You might be investigating the Elder Evils alone, or you may find assistance or direction from a church or similar organization. Regardless, only a few people would believe you if you told them what you're after, so it's often wise to conceal your goals.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: Disguise kit, one gaming set of your choice.

Equipment: A set of common clothes, a disguise kit, a notebook of investigation notes, a letter from an old friend, and a belt pouch containing 15 gp.

FEATURE: HUNCH

When confronted with a mystery, you may get a hunch that will lead you to more clues. Your intuition is keen even when details of a case are missing or unclear and shortens the logical leaps required to unravel the mysteries of a case.

SUGGESTED CHARACTERISTICS

In general, detectives are evidence-minded and exceptionally observant individuals. Their forays into seedy locales often foster unsavory habits, but these never conflict with their underlying sense of idealism. If it did, they would sooner give up when they face resistance or the investigation at hand turns cold.

d8 Personality Trait

- 1 When I get a hunch, I follow it without hesitation.
- 2 I am quiet but observant, drinking in the hidden motivations of any scene.
- 3 I love reading old legends and lore.
- 4 In spite of my persistent cough, I'm never to be found without my pipe.
- 5 My language is as foul as an otyugh nest.
- 6 Every day, I have terrible nightmares of my investigations.
- 7 I'm far more comfortable in a noisy tavern than I am at home.
- 8 My notebook is filled with conflicting observations and accounts of the Elder Evil cults. I zealously take notes whenever I learn something new.



d6 Ideal

- 1 **Greater Good.** The Elder Evils pose a threat against the whole of the multiverse. (Good)
- 2 **Logic.** Impulsive emotions should not cloud our thinking. (Lawful)
- 3 **Truth.** Any secret can be revealed, and any problem can be learned. (Neutral)
- 4 **Independence.** Every person should be able to stand alone, if need be. (Chaotic)
- 5 **Supremacy.** Knowledge is power, and my expertise happens to be in acquiring it. (Evil)
- 6 **Justice.** Every investigation should serve to sort out the guilty from the innocent. (Lawful)

d6 Bond

- 1 I know someone badly affected by an Elder Evil cult. I owe it to them to find out the truth.
- 2 Perhaps I can steal away some of the great power of the Elder Evils for myself.
- 3 I am determined to discover the origin of a small yet ancient statue of an Elder Evil.
- 4 I seek the final component of a power ritual, rumored to be locked away within someone's skull.
- 5 I bear a mortal grudge against a warlock of the Great Old Ones.
- 6 A scar appeared on my body overnight in the shape of an ancient rune. I seek to unravel this mystery.

d6 Flaw

- 1 I am suspicious of strangers and expect the worst of them.
- 2 I'll take any investigation for any client, so long as it pays well.
- 3 Things never seem to go my way. I fear I may actually be cursed.
- 4 I am easily distracted by the promise of information.
- 5 I speak without really thinking through my words, invariably insulting others.
- 6 Drinking for me is a weakness I can't quite overcome.



PLANESWALKER

Due to powerful magic, extraplanar portals, or divine intervention, you were shunted from your home plane, and forced to wander the multiverse in search of a way back. You have seen the shores of a thousand oceans, met creatures too fantastical to describe, and glimpsed the gates of the Hells (from afar.) Though your legs have become heavy from travel, your eyes always constantly search for new horizons.

Perhaps you eventually found your way home with a wealth of experience gained, or perhaps you still wander the planes in search of it. Perhaps, even, you travel the multiverse of your own accord for its sights, its dangers, and its treasure. After all, not all who wander are lost.

Skill Proficiencies: Arcana, Survival.

Languages: Two of your choice

Equipment: A staff, a hunting trap, a hand-drawn map of a plane you have visited, a set of traveler's clothes, and a belt pouch containing 10 gp.

FEATURE: PORTAL KEY

You know the location of at least one portal or planar gate that leads to another plane. This portal could be just about anything, from an archway to a manhole. To others, there's nothing out of the ordinary about this spot, as the portal only opens, allowing travelers to pass through if they possess a portal key. The key, too, could consist of any object, passphrase, or ritual of which a bystander would be unaware.

This portal might be guarded, or in a dangerous location, and you might not possess the key, if it's a unique physical object. Work with your GM to decide under what circumstances your character can leave the Material Plane.

SUGGESTED CHARACTERISTICS

Planeswalkers know a lot about the multiverse and this knowledge makes them cautious. They know there are doors that shouldn't be opened and beasts that shouldn't be disturbed. No planeswalker survives long without practicing restraint. In spite of this, they tend to be extremely ambitious, for the planes are full of possibilities and wonders as they are with dangers.

d8 Personality Trait

- 1 I've made friends (or business contacts) on every plane I've visited.
- 2 My expression is always a world-weary poker face.

- 3 I get antsy if I stay in one place for more than a week.
- 4 My weapon of choice is an impractical one that I learned from an ancient people on a far-off plane.
- 5 When I find myself in a new place, I create a map of the area. I carry with me dozens of such maps.
- 6 I'm fluent in few languages of the Material Plane, but know fragments of many extraplanar languages.
- 7 I am terrible at conversation and I'm likely to just stare down my traveling companions for an entire journey.
- 8 Nothing gets my mind off the road like sharing a few stories over a campfire.

d6 Ideal

- 1 **Respect.** While traveling far afield, I've come to know that everyone, regardless of position, have worth. (Good)
- 2 **Honor.** Every man must have a code. (Lawful)
- 3 **Survival.** On hostile planes, the only priority is self-preservation. (Chaotic)
- 4 **Greed.** I take what I can and give nothing back. (Evil)
- 5 **Live and Let Live.** Meddling in the affairs of others only causes trouble. (Neutral)
- 6 **Wanderlust.** The multiverse contains countless wonders, and I want to see all of them. (Any)

d6 Bond

- 1 I must find the key to a secret portal of the gods.
- 2 I have traveled the planes for years to find my home.
- 3 I will find a way to the fabled Plane of Time and unmake great mistakes of the past.
- 4 The *Planar Index* will be mine.
- 5 I am protective of my less experienced fellow travelers.
- 6 Throughout the planes, I am hunted by a powerful evil entity.

d6 Flaw

- 1 I'm addicted to an exotic drug found only on the Plane of Fire.
- 2 I have made enemies of angels and devils alike.
- 3 I once looked into a portal to the Far Realm, which left me slightly out of touch with reality.
- 4 My crippling insomnia often strikes when I'm confined to a particular city for too long.
- 5 I have few scruples when it comes to theft.
- 6 I compulsively aggravate diplomatic situations by speaking irreverently and out of turn

CHAPTER 4:

ITEMS

TRINKETS

When you make your character, you can roll once on the Trinkets table to gain a trinket, a simple item lightly touched by mystery. The GM might also use this table to help stock a room in a dungeon or fill a creature's pockets.

d100	Trinket
1-2	A leather-bound journal of observations from a half-mad alienist
3-4	A vial containing a thick green slime
5-6	A holy text defamed with occult script
7-8	A torch you can see when lit, but does not cast light on objects
9-10	A cage containing a rat with multiple insectoid legs
11-12	A small painting of a strange, alien vista
13-14	A flute made of cold iron. No matter how well played, it always produces a horrible wail
15-16	A stone carved with half of an Elder Rune. Its shape twists and distorts in your vision
17-18	A pendant shaped like a human eye that always seems to follow your movements.
19-20	A pewter cat figurine which everyone forgets about shortly after seeing it
21-22	A map to a place both far away and very, very, near
23-24	A skull not altogether human, but not altogether alien either
25-26	A cerulean stone from the Vast Gate
27-28	A glove made for a hand with six elongated fingers
29-30	A reflective disc with a hole in the center polished to a mirror-like reflection
31-32	A scroll containing 42 prophecies of disasters that will precede the end of the world
33-34	A dulled bloodletting knife
35-36	A semispherical stone chiseled with hundreds of precise pips to represent the stars in the sky
37-38	A shard of voidglass, which reflects the infinite nothingness between the planes
39-40	A ceramic skull with three eyes
41-42	A long coat of the type favored by investigators and rangers

d100	Trinket
43-44	Inelegant medical instruments used for the attachment of monstrous grafts
45-46	A rusted bone saw
47-48	A glass jar of formaldehyde containing a tumor-ridden brain
49-50	A letter from a powerful noble house with an unbroken wax seal
51-52	A clay death mask with a horrified expression
53-54	A chalice stained with blood
55-56	A glass vial containing a sedative to calm the nerves and numb the brain
57-58	A scroll containing a cryptic register of names and places. Some are furiously crossed out
59-60	A large pair of manacles designed to shackle large, inhuman creatures
61-62	A blank diary bound in human flesh
63-64	A purple candle, never lit
65-66	A piece of bone, scrimshawed with the following code: 072 111 119 097 114 100 032 080 104 105 108 108 105 112.
67-68	A pendant on chain used for self-flagellation. "Mercy, O Elder Evils" is etched into its face
69-70	A hooded cloak, favored by those who keep secrets
71-72	A compass that always points to the nearest interplanar breach
73-74	A pair of sophisticated spectacles with various magnifying lenses
75-76	An old, and possibly incomplete, map to Lost Carcosa
77-78	A fragment of woven tapestry depicting some great event with abundant symbolism
79-80	A necklace of two teeth from an unusual carnivore
81-82	A detective's magnifying glass
83-84	An unadorned silver ring, stained with blood
85-86	A shrunken human head
87-88	The holy symbol of a long-dead god
89-90	A music sheet written in an incomprehensible notation
91-92	A black coin from an unremembered civilization
93-94	An elaborate net, intended to catch unwanted dreams
95-96	A carved crystal of strange, fractal geometry which causes headaches when gazed upon
97-98	A small statuette depicting the Vast Gate
99-00	A leaded box containing a warm, glowing stone

MAGIC ITEMS

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

AMULET OF INVIOULATE FORM

Wondrous item, rare

This platinum amulet has seven charges and is set with seven red garnets which protect you from effects that would significantly change your bodily form or composition. As a bonus action while you are under the effect of a transmutation spell or an effect which supernaturally alters your form (such as the curse of lycanthropy) you can expend one charge and end that effect on you. Each time a charge is expended, one garnet turns a dull black color.

ASTRAL MIRROR

Wondrous item, uncommon (requires attunement)

This mirror reflects incomprehensible realities alongside our own. As a bonus action, you can gaze into the mirror and gain blindsight with a range of 10 feet for the next minute. During that time, you are blind outside this range. This property of the mirror can't be used again for one hour.

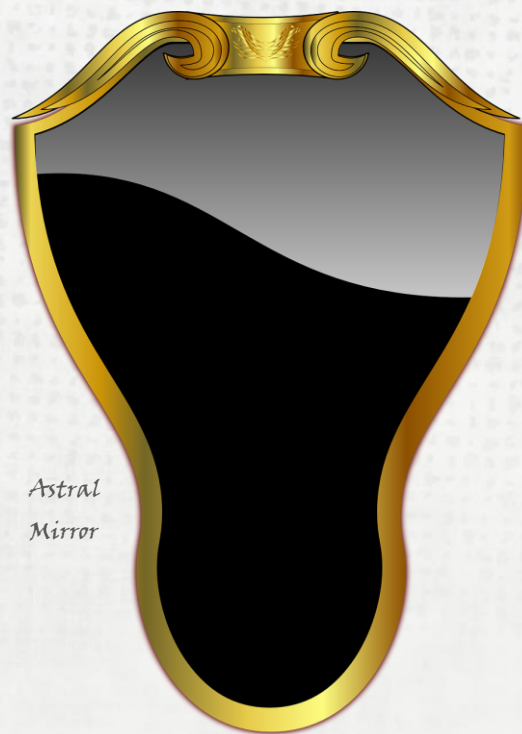
Gates to other Planes of Existence reflect in the mirror, even right through other objects. While attuned to the mirror, you know the direction of, but not the distance to, planar breaches within 20 miles.

CARCOSAN PAGE

Wondrous item, rare (requires attunement by a spellcaster)

This page contains a passage from the forbidden play, *The King in Yellow*. Reading from it causes you to be attuned to it instantly. Once attuned, you gain a +2 bonus on your spell attack rolls for 24 hours.

Cursed. When you read from this page, even just to identify it, you make a DC 15 Wisdom saving throw. On a failure, you are possessed by malign entity known as the King in Yellow, about whom the play is loosely concerned. For the next 24 hours, you are an NPC under the GM's control, seeking to further the king's goals, which often include causing more creatures to read from *Carcosan pages* or uncovering the whereabouts of an artifact known as the *Pallid Mask*.

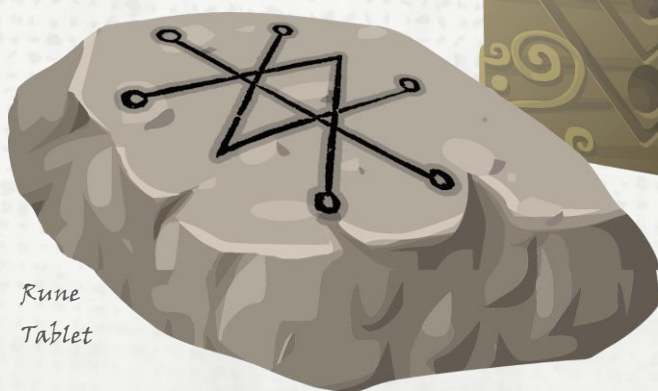


CROWN OF EYES

Wondrous item, legendary (requires attunement)

Large gemstones cut to resemble gleaming eyes encircle this elaborate golden crown. The crown has 10 charges and regains 1d10 charges each day at midnight. You can use an action and expend 1 or more charges to cast one of the following spells (save DC 17) from it: *charm person* (1 charge), *disintegrate* (3 charges), *fear* (2 charges), *flesh to stone* (3 charges), *harm* (3 charges), *hold monster* (3 charges), *inflict wounds* (1 charge), *sleep* (1 charge), *slow* (2 charges), *telekinesis* (2 charges).





Rune
Tablet

CRYSTAL OF ELDER THINGS

Wondrous item, very rare

While holding this crystal, you can use an action to call invisible monstrosities to your aid, as if you had cast the *conjure pseudoelementals* spell. This crystal can't be used this way again until the next dawn.

IDOL OF THE GREAT OLD ONES

Wondrous item, rare (requires attunement)

This hideous statuette attempts to depict the alien form of a Great Old One. While touching it, you are immune to being charmed and to any effect that would sense your emotions or read your thoughts. You also have advantage on Alienation checks and saving throws

Cursed. This idol is cursed and attuning to it curses you as well, a fact which is revealed when you take a long rest and experience terrifying nightmares. While attuned to it, you are unwilling to part with the idol, always keeping it within your reach and whispering to it when you are alone. As long as you are cursed, your Alienation score can be no lower than 12, and you can't lose points of Alienation by taking a long rest. Additionally, while cursed, you have disadvantage on Intelligence, Wisdom, and Charisma saving throws.

PUZZLE BOX

Wondrous item, rare

Though a magic item in and of itself, this cubic box often contains far more powerful and destructive items. The puzzle box can hold a cubic foot of contents, which are sealed within. These contents are then impossible to access without solving the box. They are immune to divination magic, and the box is immune to any effect that would not destroy an artifact.



Puzzle Box



Crystal of
Elder Things

You can attempt to solve the box by spending 1 day concentrating on it, after which you make a DC 23 Intelligence check. The box only opens if you solve it, after which you can re-seal it with new contents, if you desire.

REANIMATION SERUM

Potion, rare

This vial of glowing green liquid with its attached hypodermic needle can resurrect the recently dead, at least, experimentally. As an action, you can inject a corpse with the serum, expending it. The serum can't return to life a creature that has died of old age, nor can it restore any missing body parts. Depending on how long ago the creature died, the serum's effects might vary, as follows:

- If the target creature died within the last round, it returns to life with 10 hit points.
- If the target creature died within the last minute, roll a d20. If you roll a 1, the creature is animated as a zombie. On any other roll, it returns to life with 1 hit point.
- If the creature died within the last 10 minutes, roll a d20. If you roll less than 11, the creature is animated as a zombie. On any other roll, it returns to life with 1 hit point and gains one Indefinite Madness effect (Appendix A).
- If the creature died more than 10 minutes ago, it is animated as a zombie.

RUNE TABLET

Wondrous item, common (save DC 13), uncommon (save DC 15), rare (save DC 17)

An Elder Rune is imprinted on this ancient clay or stone tablet. You can use your action to read the tablet and invoke the power of the ancient symbol, which fades from the tablet after use. The saving throw DC is determined by the tablet's rarity. You can choose the type of Elder Rune randomly by rolling on the following table. All Elder Runes are described on page 14.

d10 Rune Tablet

1	Become Other
2	Confound the Senses
3	Convolute Space
4	Hold of Hastur
5	Invoke the Unspeakable Name
6	Logical Leap
7	Protect Threshold
8	Rumor Dust
9	Speak the Old Tongue
10	Visions of Beyond

SAND OF DREAMS

Wondrous item, uncommon

This unassuming pouch contains sand infused with dreamstuff. If you sprinkle this sand over a creature sleeping during a long rest, roll a d20. On a 2 or higher, the creature has rapturous and invigorating dreams, and only requires 4 hours of sleep to achieve the same effect as it would normally sleeping for 8 hours. On a 1, the creature instead has nightmares, and restlessly sleeps for 12 hours, during which time it cannot be awoken. A creature with nightmare regains no hit points for taking a long rest and takes 1d10 psychic damage upon awaking.

A single pouch contains a dozen uses of this sand.

SHINING TRAPEZOHEDRON

Wondrous item, legendary (requires attunement)

This gleaming gem is a horrible window into all of space and time. While touching it, you can cast the *scrying* spell (save DC 17) with it.

Additionally, you use your action to cast the *gate* spell from it. You can't use this property again until the next dawn.

SWORD OF THE MISTS

Weapon (longsword), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While holding it, you can use your action to cast the spell *gaseous form*.

ZANN'S VIOL

Wondrous item, rare (requires attunement by a bard)

This instrument summons unearthly notes from voids unseen. While you are attuned to this viol, you can play it as a bonus action and spend a Bardic Inspiration die. Each hostile creature within 30 feet that can hear you must make a Wisdom saving throw. On a failed save, a creature subtracts 1d8 from the next d20 roll it makes.

ARTIFACTS

Secreted away in long-forgotten vaults or coveted by jealous demigods are objects powerful enough to reshape the course of history. These artifacts hail from the earliest days of the multiverse, and possess power impossible for replicate today. Each of them has their own history and personality; each of them has existed for eons, and will continue to exist for millennia to come.

Introducing an artifact into your campaign means framing the story with it in mind. Entire quests can center on recovering an artifact, destroying one, or stopping one from falling into the wrong hands. They should be treated with care and used sparingly, for artifacts often carry great significance and risk with their every use.

NECRONOMICON

Wondrous item, artifact (requires attunement)

This terrible book, inked in blood and bound in human flesh, contains forbidden secrets of the universe—knowledge mortals are not meant to know. In detail, it catalogues and unveils the mysteries of the Far Realm, its unspeakable inhabitants, and the Great Old Ones which lurk between the edges of the universe. This work is an icon for occultists and planar scholars alike, and while many have attempted to copy its profane pages, only the original contains the complete text.

Most believe that the *Necronomicon* was penned by the mad scholar Abdul Alhazred. His story is as frightening and marvelous as the book itself. Originally a poet, Alhazred visited the ruins of ancient cities throughout the world, and claimed to have visited fabulous, legendary locations, like the Vast Gate, the Endless Desert, and the City of Pillars. In the latter, the mad scholar claims he first encountered carvings detailing the annals of the Great Old Ones, which he chronicled in his notes. He retired in his last years to compile all he knew into the book of evil later named the *Necronomicon*.

Those who have dealings with the book usually come to a cruel end, and the mad scholar Alhazred was no exception. Many cite that in his last moments, he was seized by an invisible monster in broad daylight, wrenched into the air, and devoured before a crowd of terrified onlookers.

An unsettling aura and the creeping presence of pseudonatural things accompanies the book at all times. Inexplicably, it seems that the secrets in its pages are enough to weaken the walls of the planes, even when the book is not read. Those studying the book might even find this beneficial, for the rituals and rites contained within this

tome are made that much more powerful by the waning fabric of the universe.

Once a creature has attuned to this book, it must spend 80 hours reading and studying it to fully grasp the secrets contained within. Other creatures can read the book's open pages, but suffer intense headaches and can only remember brief excerpts. Once attuned, the reader gains the benefits of the *Necronomicon*, and regards the book with an obsessive interest, never allowing it to leave its reach or its sight.

Random Properties. The *Necronomicon* has the following random properties:

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

Adjusted Ability Scores. Once you have studied the *Necronomicon* long enough to grasp its secrets, your Alienation score becomes 20. Additionally, two ability scores of your choice increase by 2, to a maximum of 24, and all other ability scores you have decrease by 2. The book can't adjust your ability scores again.

Make Contact. The book contains all manner of rituals and incantations which can be used to contact the Great Old Ones directly. Doing so is a deeply perilous task, which requires a one-minute ritual. When it is completed, roll a d20. On an 11 or higher, you cast the *wish* spell or learn any one thing that you choose. On a 10 or lower, you take 4d10 psychic damage and the ritual fails. On a 1, forces unseen gruesomely destroy your body and soul. You can't use this property again until the next dawn.

Call Horrors. Terrible creatures are attracted to the book, and you can call them forth from dimensions unseen. While you are attuned to the book, you can use an action to cast the *conjure pseudoelementals* spell. You can't use this property again until the next dawn.

Speak the Unspeakable. While you carry the *Necronomicon*, you can use an action to repeat its secrets to the unprepared, damaging their minds. When you do so, each creature within 15 feet of you takes 3d10 psychic damage, or half as much if the creature is an aberration or has an Alienation score of 10 or higher.

Forbidden Lore. You can reference the *Necronomicon* when you wish to make an ability check to recall forbidden knowledge, such as specific details about the Far Realm or the Great Old Ones. When you do so, you have advantage of this check.

Destroying the Book. The *Necronomicon* can be damaged, but not indefinitely, for it seems to be protected

by a malign sentence. If the book is substantially damaged, such as if pages are removed from it or if it is set on fire, the walls of reality collapse in on themselves and the book, along with any creature or object with 100 feet of it, are pulled into the Far Realm, never to be seen again.

Within 1d10 years, the book will quietly resurface in a dusty library or in a private collection, ready to circle the world again.

PALLID MASK

Wondrous item, artifact (requires attunement)

The forbidden play, the King in Yellow, describes in detail the tattered robes and *pallid mask* of its maligned namesake, and the final days of the lost city of Carcosa. Only divorced pages of the manuscript yet remain, the original copy sundered and scattered. It has been said that no mortal mind can withstand the play in its entirety, for reading even fragments of it cause lasting damage to the psyche and calls forth the King in Yellow from where he invisibly hides.

The coming of the King is presaged by a number of omens, the first of which is the yellow sign. The sign is an elder rune of great power, and portents terrible things to come, for its use wears thin the walls of reality and signals eldritch horrors like a light in the darkness. Thus precipitates the far more sinister omens that follow.

The last omen is the King's own *Pallid Mask*, which drifts silently through the world, bringing those who wear it to ruin. Like the King himself, the mask is an enigma. Legend states that it acts as a bridge to the King in Yellow, who exists far across the gaps chasms of space and time. But its story, like the King's and like of the doomed city of Carcosa, is a profound mystery, whose answers perhaps only lie in the forsaken pages of the *Necronomicon*.

Random Properties. The *Pallid Mask* has the following random properties:

- 2 minor beneficial properties
- 3 minor detrimental properties
- 2 major detrimental properties

Adjusted Ability Score. While you wear the mask, your Charisma score increases by 4, to a maximum of 24.

Spells. The mask has 7 charges and regains 1d4 + 3 expended charges daily at dawn. While you wear the mask, you can use an action and spend one or more charges to cast one of the following spells (save DC 17) from it: *dominate monster* (3 charges), *frenzy* (2 charges), *geas* (2 charges), *hypnotic pattern* (1 charge), *seeming* (2 charges), or *suggestion* (1 charge).



You can also use an action to cast the spell *yellow sign* from the mask without using any charges.

King in Yellow. Once you've attuned to the mask, you are unable to remove it, for your body and soul are now the dominion of the King in Yellow. You can feel the eldritch being's presence in your heart and hear his dark thoughts in your ear.

For one hour each day, the king demands to take direct control over your body, during which time you are an NPC under the GM's control, dedicated to spreading havoc and suffering, and obsessed with reading from *Carcosan pages* to a captive audience. You can choose when to relinquish your body to the king, but if you do not choose to do so in a 24-hour period, or if your accommodations are not to the king's liking (for example, if you spend his hour tied to a tree), he will take control for an hour whenever he next chooses.

When the king takes control, roll a d20. On a 1, the king decides he will never relinquish your body from his control, and your character permanently becomes an NPC.

Faceless. While you wear the mask, you can't be charmed or frightened and you are immune to any effect that would read your thoughts or sense your emotions.

King's Thrall. While you wear the mask, you can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a *remove curse* spell is cast on it, the charmed condition is removed from it, or you use this property again.

Glance of Madness. While you wear the mask, you can use an action to glance at once creature you can see which can also see you, which must make a DC 17 Wisdom or Alienation saving throw (your choice.) On a failed save, the target gains a Short-Term Madness effect (Appendix A). You can't use this property again until the next dawn.

Destroying the Mask. The mask is the physical embodiment of the Yellow King in our reality and can't be destroyed while the king exists. It is possible to return the mask to the Far Realm through a portal, where it will remain for 1d20 years before reappearing near a *Carcosan page* on the Material Plane.

CHAPTER 5: MONSTERS

Terrible, nameless things lie just beyond the corners of your vision. Abominations which defy description originate in the Far Realm, and creep into our world on strange and unpredictable tides. Their motives are as utterly alien as their appearances, and with them spreads a corruption which turns familiar things foreign and friends into monsters.

Most aberrations are suitable adversaries for a party investigating the eldritch nightmares of the Far Realm, but this chapter includes a few that are especially familiar to its unique threats.

HORRORS

The horrors were once ordinary humanoids, tragically corrupted and misshapen by the Far Realm's influence.

Embodiment of Corruption. The horrors are aberrations born of ordinary life, malformed and twisted due to the influence of the alien Far Realm. Near portals, the strange dimension of the Far Realm is diffused across space and interacts unpredictably with matter. Living things that come close to these portals or pass through them can be irrevocably changed, forever tainted by the corruption of the Far Realm. Each horror is unique, distinguished by its own random mutations, though a few prominent types do generally emerge from the mutation process.

Sundered Minds. Of the thousands of mutations that can grip a horror, each and every one is afflicted with unassailable madness. To them, reality as we know it is static, and the signal is something distant, only leaking into reality through the portals. Just as their bodies are torn between the planes, so too are their minds.

MONSTER ALIENATION

The monsters found in this chapter are born of the Far Realm's alien madness. Witnessing one for the first time might, at the GM's discretion, might cause a character to gain a point of Alienation.

Intrusion of living things to a region near a portal is likely to enrage the horrors, as the ordered material of our universe causes them great pain. In consequence, the horrors unknowingly serve as guardians to the portals of the Far Realm, awakening and attacking all who come near.

BRUTE

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	11 (+1)	14 (+2)	13 (+1)

Skills Athletics +7, Perception +7, Survival +7

Damage Resistances acid, fire, lightning

Damage Vulnerabilities psychic

Senses blindsight 30 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 2 (450 XP)

All Around Vision. The brute can't be surprised and has advantage on initiative rolls.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

STALKER

Medium aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 20 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	11 (+0)	13 (+1)	9 (-1)

Skills Athletics +7, Perception +5, Survival +7

Damage Resistances acid, fire, lightning

Damage Vulnerabilities psychic

Senses blindsight 30 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 3 (700 XP)

All Around Vision. The stalker can't be surprised and has advantage on initiative rolls.

ACTIONS

Multiattack. The stalker makes two attacks with its claws.

Additional Limbs. Once per turn, the stalker hits with its claw, it can immediately make another attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

WRETCH

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 111 (13d8 + 52)

Speed 25 ft., climb 30 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	11 (+0)	14 (+2)	7 (-2)

Skills Perception +8, Survival +9

Damage Resistances acid, fire, lightning

Damage Vulnerabilities psychic

Senses blindsight 30 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 6 (2,300 XP)

All Around Vision. The stalker can't be surprised and has advantage on initiative rolls.

Whipping Tendrils. When a creature comes within 5 feet of the wretch or begins its turn there, it must make a DC 15 Dexterity saving throw or 3d6 bludgeoning damage.

ACTIONS

Multiattack. The wretch makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Poison Breath (Recharge 5-6). The wretch exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 20 (2d20) poison damage on a failed save, or half as much on a successful one.

PSEUDOELEMENTALS

The esoteric elements of the Far Realm defy comprehension. In that realm, the laws of reality become attenuated and surreal concepts can be empowered and given life.

Undefined Elements. Scholars have long understood that the material plane is composed of four fundamental building blocks, called elements. However, the laws of reality are entirely different in the Far Realm, where time, dimensionality, and the elements are meaningless.

Astonishingly, interlopers to this strange realm influence the fabric of its reality with their perceptions, giving rise to an ever-changing fabric of pseudoelements. These pseudoelements are strands of pure thought and come in an infinite number of varieties.

Nightmares Made Real. Pseudoelements are products of consciousness and are attracted to conscious beings. Great clusters of this strange matter congeal together and spontaneously animate, especially when a living creature is nearby. The writhing mass subsequently formed is alien in

DESPAIR ELEMENTAL

Large elemental, neutral

Armor Class 12 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	7 (-2)	10 (+0)	3 (-4)

Skills Insight +2, Stealth +8

Damage Immunities necrotic, poison

Damage Resistances bludgeoning, piercing and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 7 (2,900 XP)

Weird Aspect. The elemental is invisible to any creature that has an Alienation score of 0.

Shroud of Darkness. The elemental can enter a hostile creature's space and stop there, and if it does so, that creature has disadvantage on saving throws. It can move through a space as narrow as one inch wide without squeezing.

Aura of Lethargy. All creatures that start their turn within 10 feet of the elemental must make a DC 14 Wisdom saving throw or be slowed by its depressing aura until the start of their next turn. Affected creatures have their speed halved, can't use reactions, can't make more than one attack this turn, and can use either their action or their bonus action, but not both.

ACTIONS

Multiattack. The elemental makes two Life Drain attacks.

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 31 (8d6 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Demoralize (Recharge 6). The elemental attempts to drive one creature it can see within 60 feet to despair. The creature must succeed on a DC 14 Charisma saving throw or be stunned for one round.

all respects, representing a great mass of manic thought, distorted into a mockery of life.

DESPAIR ELEMENTAL

Depression and dementia are common among those who have witnessed the terrifying aberrations that live beyond space and time. This sorrow is a powerful force that gives rise to shadowy, parasitic pseudoelements.

FEAR ELEMENTAL

Mania, paranoia, and terror give rise to the fear elemental. Like other pseudoelements, it is a shifting mass of exotic matter, which appears to be at least partially concealed in higher, stranger, and yet unseen dimensions.

MADNESS ELEMENTAL

When a mortal gazes long into the Far Realm, their madness can coalesce into a physical thing that gazes back. These elementals come in many varieties, their behavior dependent on the madness that birthed them.

FEAR ELEMENTAL

Large elemental, chaotic evil

Armor Class 15

Hit Points 97 (15d10 + 15)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	13 (+1)	6 (-2)	10 (+0)	5 (-3)

Skills Intimidate +6, Stealth +11

Damage Immunities necrotic, poison

Damage Resistances bludgeoning, piercing and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses truesight 60 ft., passive Perception 10

Languages —

Challenge 7 (2,900 XP)

Weird Aspect. The elemental is invisible to any creature that has an Alienation score of 0.

Incorporeal Movement. The elemental can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Horrorful Presence. At the start of each of the elemental's turn, each creature that can hear or see it within 60 feet must succeed on a DC 16 Wisdom saving throw or be frightened of the elemental for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the elemental is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, that creature is immune to the elemental's Horrifying Presence for 3 rounds.

ACTIONS

Multiattack. The elemental makes two Savage Assaults.

Savage Assault. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target that is frightened of the elemental. *Hit:* 18 (2d12 + 5) slashing damage.

Spook. The elemental attempts to scare one creature it can see within 15 feet of it. The creature must make a DC 16 Wisdom saving throw. It takes 22 (4d10) psychic damage on a failure, or half as much on a success.

PAIN ELEMENTAL

This amorphous abomination is a manifestation of pain itself. It knows nothing except to seek agony by inflicting it on others.

RAGE ELEMENTAL

Not everyone who is exposed to the Far Realm succumbs to the depression and paranoia usually associated with that place. Some particularly unstable souls are actually overcome with bloody rage as their minds reject the nightmares they witness. The rage elemental is fueled by these unfortunates, spreading their destructive will far and wide.

MADNESS ELEMENTAL

Large elemental (shapechanger), chaotic neutral

Armor Class 15 (natural armor), 17 with bony plates

Hit Points 133 (14d10 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	5 (-3)	15 (+2)	4 (-3)

Skills Insight +8

Damage Immunities poison

Damage Resistances psychic

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Weird Aspect. The elemental is invisible to any creature that has an Alienation score of 0.

Shapechange. The elemental changes shape at random. Every minute, roll a d6 to determine the nature of this change from the effects below. If a spell or ability forces the elemental out of its current shape, roll on the table again.

1. **Adrenaline.** The elemental gains a +5 bonus to checks and Dexterity and Constitution saving throws.
2. **Bony Plates.** The elemental's AC increases by 2.
3. **Loud Voice.** The elemental's Scream of Insanity deals 2d6 additional damage.
4. **Rending Claws.** The elemental has advantage on attack rolls with its Frenzied Strike.
5. **Shiny Scales.** The elemental has advantage on saving throws against spells and other magical effects.
6. **Wings.** The elemental gains a 60 ft. fly speed.

ACTIONS

Multiattack. The elemental makes two Frenzied Strikes.

Frenzied Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Scream of Insanity. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 30 (8d6 + 2) psychic damage.

PAIN ELEMENTAL

Large elemental, neutral evil

Armor Class 13 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	6 (-2)	10 (+0)	6 (-2)

Skills Insight +8

Condition Immunities charmed, exhaustion, frightened, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 7 (2,900 XP)

Weird Aspect. The elemental is invisible to any creature that has an Alienation score of 0.

Aura of Agony. At the start of each of the elemental's turns, each creature within 5 feet of it takes 10 (3d6) psychic damage. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 10 (3d6) psychic damage.

ACTIONS

Multiattack. The elemental makes two chain attacks.

Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage. The target is grappled (escape DC 14) if the elemental isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

REACTIONS

Seeker of Pain. When the elemental is subjected to bludgeoning, piercing or slashing damage from a non-magical weapon, it takes no damage and instead regains a number of hit points equal to the damage dealt.



RAGE ELEMENTAL

Large elemental, chaotic evil

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	19 (+4)	4 (-3)	10 (+0)	5 (-3)

Skills Athletics +9, Intimidation +3

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 7 (2,900 XP)

Weird Aspect. The elemental is invisible to any creature that has an Alienation score of 0.

Blood Frenzy. The elemental has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Boundless Rage. The elemental deals an extra 7 (2d6) damage when it hits with a melee weapon attack (included in the attack). In addition, it has advantage on ability checks relating to grappling, disarming, shoving and similar maneuvers in combat.

ACTIONS

Multiattack. The elemental makes two maul attacks.

Maul. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

PSEUDONATURAL BEASTS

Living things are made alien in close proximity to the Far Realm. The ineffable otherness of that region seeps through permanent portals and twists nearby animals and plants into an insane mockery of their natural form. These abominations have no place in our world, even though they originated here.

Living Mockeries. Pseudonatural beasts mutate in unique ways, sometimes to an unrecognizable extent. Each creature is horrific, and broad trends include the additions of many eyes, tendrils, and slimy membranes, while the creature's skin becomes white and translucent.

Unceasing Madness. The minds of these creatures are warped first, before any other mutations, with the earliest sign of corruption being like rabies. Corrupted beasts are tormented by perpetual insanity, and each would wish for death, if they still had the capability to.

PSEUDONATURAL TEMPLATE

Beasts that live near a gateway to the Far Realm or enter that place for even an instant can become pseudonatural. It

PSEUDONATURAL BEAR

Medium aberration, unaligned

Armor Class 13 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1/2 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The bear has advantage on saving throws against spells and other magical effects.

Amorphous. The bear can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

PSEUDONATURAL GIANT EAGLE

Large aberration, neutral evil

Armor Class 13
Hit Points 26 (4d10 + 4)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4
Senses passive Perception 14
Languages Giant Eagle, understands Common and Auran but can't speak them
Challenge 2 (200 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance. The eagle has advantage on saving throws against spells and other magical effects.

Blood Frenzy. The eagle has advantage on melee attack rolls against any creature that doesn't have all its hit points.

ACTIONS

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

retains all its statistics, except a noted below.

Type. The beast's type changes from beast to aberration, and it appears horribly mutated.

Magic Resistance. The beast has advantage on saving throws against spells and other magical effects.

Mutations. Choose two of the following traits at random.

d6 Trait

- All-Around Vision.** The beast can't be surprised and has advantage on initiative rolls.
- Amorphous.** The beast can move through a space as narrow as 1 inch wide without squeezing.
- Blood Frenzy.** The beast has advantage on melee attack rolls against any creature that doesn't have all its hit points.
- Durable Hide.** The beast's armor class increases by 2.
- Incorporeal Movement.** The beast can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage and is shunted to the nearest available space if it ends its turn inside an object.
- Spider Climb.** The beast gains a climb speed equal to its movement speeds.

TSOCHAR

Parasitic infiltrators from a cold and distant world, the tsochari seek to steal the bodies of the wealthy and influential to further their nefarious goals.

Wearers of Flesh. A tsochar resembles a tangled mess of knotted ropes or a ball of barbed wire. It has dozens of thin but strong tentacles, each studded with small, sharp, sicklelike claws. Its body is little more than a thickening and joining of its multiple limbs.

A tsochar can bore its way into a helpless living creature's body, slipping its ropy tendrils into the spaces between organs and muscles and disappearing into the victim's cavities. The tsochar can inhabit this host for years, parasitically feeding on the host's body and nervous system while manipulating it as a living puppet, even against its will. If the host provides too much resistance, the tsochar can bore out the host's nervous system, killing it and replacing the host entirely. This is often the tsochar's last effort, as the body without fail begins to wither and die shortly thereafter.

Appetite for Power. The tsochari crave power in all its forms, but hold arcane might in especially high regard. They eagerly seek out humanoid wizards to replace so they can steal away our world's arcane secrets. In order to achieve this goal, a small number of tsochari might



infiltrate a church, university, or even a nation, inhabiting as much of the leadership as possible to seize a faction to further their efforts. Complex, grand schemes are not outside the scope of tsochari ambition.

The ultimate goals of the tsochari are mysterious. It seems that they seek some deep arcane magic, but its purpose is largely unknown.

Invaders from another World. The tsochari hail from a world distant in space, a cold and lightless place so remote that the sun is little more than a bright star in a black sky. Long ago, powerful arcanists built gates linking certain terrible ruins in the normal world with the horrible world of the tsochari. Through these ancient gates, the tsochari steal into the world to roam human lands and infiltrate human society.

TSOCHAR

Small aberration, lawful evil

Armor Class 14 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 20 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	14 (+2)	11 (+0)	10 (+0)

Skills Deception +4, Perception +4, Stealth +6

Damage Resistances lightning, poison

Condition Immunities blinded, prone

Senses darkvision 60 ft., passive Perception 12

Languages understands Common, but can't speak, telepathy 60 ft.

Challenge 4 (1100 XP)

Grappler. The tsochar has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The tsochar makes two attacks with its tentacles.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) bludgeoning damage. If the target is a Small or larger creature, it is grappled (escape DC 15).

Wear Flesh. The tsochar can attempt to bore its way into the body of a Small or larger humanoid that is incapacitated or has been grappled for three consecutive rounds by the tsochar. This process takes 1 minute of concentration during which the target is incapacitated. This creature becomes the tsochar's host. The tsochar can choose to Inhabit or Replace the host.

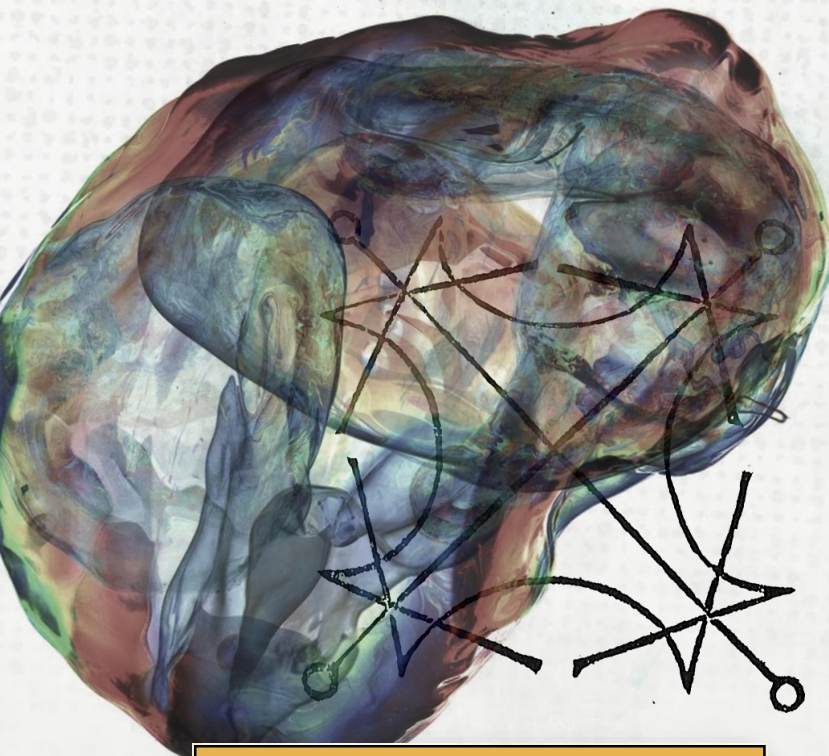
While inside a host, the tsochar cannot be targeted by attacks or spells. When the host takes damage (other than the damage the tsochar inflicts on it), the tsochar takes half this damage.

Inhabit. The tsochar leaves its host alive and aware. The tsochar can take no actions while inhabiting a host other than those described here.

At any time as an action, the tsochar can inflict indescribable agony to its host, dealing 1d8 to 5d8 damage and incapacitating the host for 1 round. Each week the tsochar inhabits the host, the host's Constitution score decreases by 1. If the host dies for any reason, the tsochar can choose to Replace the host or leave it.

Replace. The tsochar bores out the host's nervous system, killing it and animating the body as its puppet. The body is effectively dead and begins to decay at the normal rate. After 1 month, the host is uninhabitable. The host's body has HP equal to half its HP maximum and it can't regain HP.

The tsochar can control the host's body directly and can take any actions of the host of its turn. If the host had spell slots prepared, the tsochar can cast spells as the host, but can't regain spell slots.



XENOPHAGE

Large elemental, unaligned

Armor Class 8

Hit Points 253 (22d10 + 110)

Speed 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	21 (+5)	6 (-2)	11 (+0)	1 (-5)

Damage Immunities psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 12 (8,400 XP)

Amorphous. The xenophage can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The xenophage has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The xenophage makes three pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 21 (3d10 + 4) force damage.

Devour Reality. The xenophage attempts to annihilate all creatures and objects within 5 feet of the it. Nonmagical objects that aren't being worn or carried are obliterated instantly. A creature that is pulled toward the xenophage takes 4d10 force damage.

When a creature is reduced to 0 hit points, it, and everything it is wearing and carrying, except magic items, are decomposed from existence. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

REACTIONS

Morphic Resistance (3/Day). If the xenophage is hit by an attack, it can choose to make that attack miss instead.

XENOPHAGE

These terrible, amorphous abominations, which dwell on the near side of portals to the Far Realm, are most familiar of that alien realm's inhabitants. Though they dwell in the mindless chaos, these creatures are exposed to minute aspects of our reality, like our finite spatial dimensions and the concept of time, and seek to destroy it, for the very fabric of our world is as inimical to them as theirs is incomprehensible to us.

Utterly Alien. Xenophages are native to a reality whose rules are wholly different from our own and look nothing like creatures from our plane of existence. They resemble a single mass of vicious, yet translucent matter, arranged in a manifold of intersecting layers. Rotating around them reveals complex higher dimensionality to their layers that strains the eyes and the mind to observe. Yet as incomprehensible and dangerous as these creatures, they are the simplest and least menacing of the Far Realm's inhabitants.

Few of our laws apply to these bizarre creatures. Gravity is a foreign concept to them, for the Far Realm has no such force, and yet when one of these creatures is transported to our world, it hovers defiantly in the air, refusing the hold of the ground. Even magic has a diminished effect on them, for it has difficulty suffusing their complex layers.

Immunity of Reality. To an outside observer, a xenophage might seem completely mindless, but its aggression is well-deserved. Just as the Far Realm is alien and corrupting to us, so too is our reality to it. The introduction of concepts like finite space and time spread some distance into the Far Realm and agitate its inhabitants, like a light in infinite darkness. Xenophages are some such creatures, and violently surge toward the prominent breaches, sometimes in enough number to form a temporary seal. Other times, the xenophages are pulled through to the near side of our reality, and in the rarest of occurrences, they encounter a poor soul from our reality, tempted to its doom in the Far Realm.

In all cases, the xenophages consume and decompose the material from our reality, somehow including abstract concepts like space and time, transforming it into pseudostuff. This process steadily thins the ties to our reality and diminishes temporary portals into nothing. In this way, perhaps only by coincidence, these creatures act as an immune system for our world, closing small breaches and menacing the great gates which connect us to the Far Realm.

CHAPTER 6: SPELLS

These spells are derived from forbidden knowledge, often from the limitless wisdom of the Great Old Ones themselves. Using them is often directly harmful to one's health, and frequently damaging to one's psyche.

The chapter begins with the lists of additional spells for the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.



BARD SPELLS

1ST LEVEL

Flawed Reconstruction
Lashing Tendrils

2ND LEVEL

Intrusive Thought
Stranger

3RD LEVEL

Yellow Sign

4TH LEVEL

Arcane Convolution

6TH LEVEL

Frenzy

CLERIC SPELLS

1ST LEVEL

Flawed Reconstruction
Lashing Tendrils

2ND LEVEL

Aberrate

4TH LEVEL

Arcane Convolution

6TH LEVEL

Frenzy

DRUID SPELLS

1ST LEVEL

Lashing Tendrils

2ND LEVEL

Aberrate

4TH LEVEL

Conjure Pseudonatural Beasts

5TH LEVEL

Conjure Pseudoelemental

SORCERER SPELLS

1ST LEVEL

Flawed Reconstruction
Heedless Lash

2ND LEVEL

Intrusive Thought
Mistbound
Stranger

3RD LEVEL

Scouring Mists
Yellow Sign

4TH LEVEL

Arcane Convolution

5TH LEVEL

Oblivion

6TH LEVEL

Frenzy

9TH LEVEL

Mists of Time

WARLOCK SPELLS

1ST LEVEL

Flawed Reconstruction
Lashing Tendrils

2ND LEVEL

Aberrate
Intrusive Thought
Stranger

3RD LEVEL

Yellow Sign

4TH LEVEL

Arcane Convolution

6TH LEVEL

Frenzy

WIZARD SPELLS

1ST LEVEL

Flawed Reconstruction
Heedless Lash
Lashing Tendrils

2ND LEVEL

Aberrate
Intrusive Thought
Mistbound
Stranger

3RD LEVEL

Scouring Mists
Yellow Sign

4TH LEVEL

Arcane Convolution
Conjure Pseudonatural Beasts

5TH LEVEL

Oblivion
Conjure Pseudoelemental

6TH LEVEL

Frenzy

9TH LEVEL

Mists of Time

SPELL DESCRIPTIONS

These spells are listed in alphabetical order.

ABERRATE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell uses energies from the Far Realm to distort your body. As a result, your anatomy becomes fluid, constantly refreshing into new and more terrible shapes. For the duration, you do not take extra damage from critical hits.

Additionally, your body adapts to threats as it warps. After you take damage while this spell is active, you can use your reaction to gain resistance to that damage type until this spell ends or until you use this ability again to gain resistance to a different damage type.

ARCANES CONVOULSION

4th-level abjuration

Casting Time: 1 action

Range: Self (120-foot radius)

Components: V, S, M (a pinch of powdered glass)

Duration: 1 minute

This spell distorts the rules of the universe in a short range around you, wreaking arcane havoc. For the duration, some damage types are exchanged with others, as shown on the table below.

Additionally, no creature within range can regain hit points due to magic. Instead, when a creature would regain hit points, it must make a Constitution saving throw or take necrotic damage equal to the amount it would have regained (rounded down.)

Damage Type	Damage Type
Cold	Fire
Necrotic	Radiant
Lightning	Thunder
Acid	Poison
Force	Psychic

CONJURE PSEUDOELEMENTAL

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a cup of human blood)

Duration: Concentration, up to 1 hour

You call forth a horrible creature from beyond the stars, to do your bidding. An elemental creature of your choice (a despair elemental, fear elemental, madness elemental, pain elemental, or rage elemental) emerges from a portal that opens within range.

The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

The GM has the creatures' statistics.

CONJURE PSEUDONATURAL BEASTS

4th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a cup of human blood)

Duration: Concentration, up to 1 hour

You summon pseudonatural beasts (any beast with the pseudonatural template) that appear in unoccupied spaces that you can see within range. You choose one the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each beast disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

FLAWED RECONSTRUCTION

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a needle and thread)

Duration: Instantaneous

You stitch together the wounds of a creature you touch, which regains 4d6 hit points. However, the mending is imperfect, and the target's maximum hit points is decreased by the same amount until it finishes a long rest. A creature that regains hit points due to this spell will be left with some permanent scars.

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

FRENZY

6th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of fresh blood)

Duration: Concentration, up to 1 minute

With a gesture, you reduce a crowd to base instinct and violence. Choose a point you can see within range. Each creature within 20 feet of that point must make a Wisdom saving throw. On a failed save, a creature is frenzied for the duration.

When a creature is frenzied, it draws a melee weapon, if it has one. If it does not have a melee weapon, the creature must use an improvised weapon or unarmed strikes for attacks.

A frenzied creature must use its action at the beginning of its turn to attack a creature within its reach. It uses a melee weapon, if it has one, or an improvised weapon or unarmed strike, if it does not. If multiple targets are within the creature's reach, it chooses its target randomly. If there is no target within the creature's reach, it attacks itself, and automatically succeeds such an attack roll.

At the end of its turn, a frenzied creature can repeat its saving throw, ending the effect on it early on a success.

HEEDLESS LASH

1st-level conjuration

Casting Time: 1 action

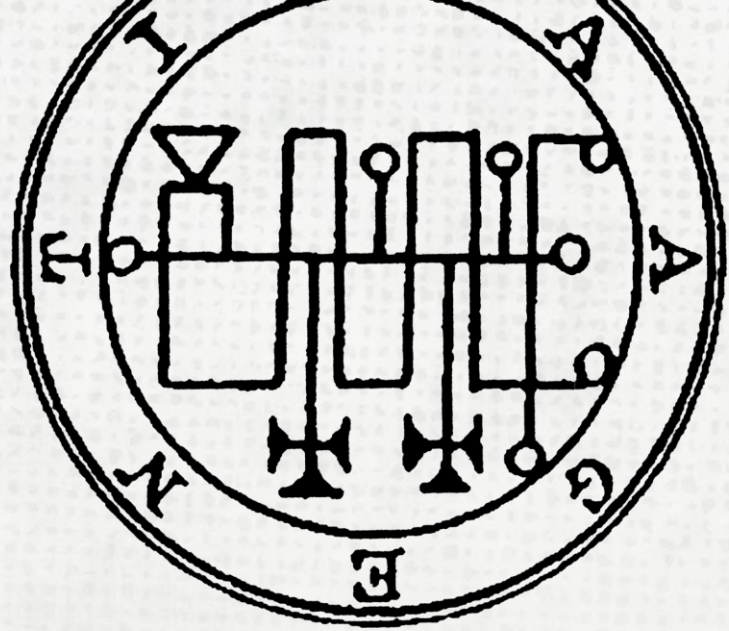
Range: 120 feet

Components: V, S

Duration: Instantaneous

You conjure forth a glowing, white tendril formed of the Dead Mists of R'lyeh, which lashes out at a foe, but also wracks you with pain. Make a ranged spell attack roll against a creature within range; if you hit, the target takes 4d8 necrotic damage. You take 1d8 necrotic damage when you cast this spell. This damage ignores both damage resistance and damage immunity.

At Higher Levels. If you cast this spell using a slot of 2nd level or higher, the damage to your target increases by 2d8 and the damage to yourself increases by 1d8 for each slot level above 1st.



INTRUSIVE THOUGHT

2nd-level transmutation

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you taking an action

Range: 60 feet

Components: V, S

Duration: Instantaneous

As a reaction when a creature you can see within range takes the Attack, Dash, Dodge, or Disengage action, you can attempt to distort its thinking. The target makes a Wisdom saving throw. On a failed save, the creature instead takes your choice of those actions.

LASHING TENDRILS

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (the end of an octopus tentacle)

Duration: Concentration, up to 1 minute

You sprout grotesque, whipping tendrils which automatically attack nearby creatures. When a creature comes within 5 feet of you or begins its turn there, it must make a Dexterity saving throw. A creature takes 2d6 bludgeoning damage on a failed save, or half as much on a successful one.

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

MISTBOUND

2nd-level conjuration

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute



When you cast this spell, glowing white tendrils of smoke reach up from the ground in a 20-foot radius area around the point where you stand. When a creature other than you enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or be grappled by the tentacles until the spell ends. A creature other than you that starts its turn in the area and is already grappled by the tentacles can make a Strength or Dexterity check (its choice) against your spell save DC. On a failure, it can't take actions or reactions until the start of its next turn. On a success, it frees itself.

When you cast this spell, you take 2d8 necrotic damage, and you take an additional 1d8 necrotic damage at the end of each round you concentrate on it. This damage ignores both damage resistance and damage immunity.

MISTS OF TIME

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You throw caution to the wind and wrap yourself in the Mists of R'leyh, imposing a shadow of the past on your mind and body. You regain 4 spell slots of 5th level or lower.

When you cast this spell, you can choose drink deep the Dead Mists and take necrotic damage equal to half your current hit points. This damage ignores both damage resistance and damage immunity. If you do so, you regain the expended uses of up to three abilities which normally recover when you take a rest.

Once you cast this spell, you cannot cast it again for 24 hours, even if you have an available 9th level spell slot.

OBLIVION

5th-level conjuration

Casting Time: 1 action

Range: Self (40-foot radius)

Components: V, S

Duration: Instantaneous

You open an instantaneous portal to the heart of R'lyeh, allowing the Dead Mists to wreak havoc. Each creature within a 40-foot radius area around you (including yourself) must make a Dexterity saving throw. A target takes 6d8 necrotic and 6d8 bludgeoning damage on a failed save, or half as much on a successful one.

When you cast this spell, you can choose to take 10 points of necrotic damage, which ignores both damage resistance and damage immunity. If you do so, you can choose a number of creatures in the area equal to your spellcasting modifier. The chosen creatures automatically succeed on the saving throw against this spell.

SCOURING MISTS

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of white phosphorous)

Duration: Instantaneous

With a gesture, you fling 4 waves of the Dead Mist at targets within range, rending their flesh from their bones. You may fire them at one target or several. A target must make a Dexterity saving throw for each wave they are targeted with. A target takes 3d6 necrotic damage on a failed save, and half as much on a successful one.

When you cast this spell, you take 1d8 necrotic damage for each wave you launch. This damage ignores damage resistance and damage immunity.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, you can fling an additional wave per slot level above 3rd.



STRANGER

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You make a creature that you touch look and sound completely unfamiliar. You don't decide the exact nature of these changes. Instead, the creature's appearance, including its clothing, armor, weapons, and belongings, change to seem completely unremarkable to anyone that sees it. For example, if the target is present at a royal ball, it might appear as a well-dressed nobleman, or if the target is walking among a group of orc mercenaries, it might appear as a typical orc warrior.

Different creatures may perceive different changes wrought by this spell. If two creatures that have seen the target discuss its appearance or voice in detail, they can discern that it is disguised with a successful Intelligence (Insight) check against your spell save DC.

YELLOW SIGN

3rd-level evocation

Casting Time: 1 action

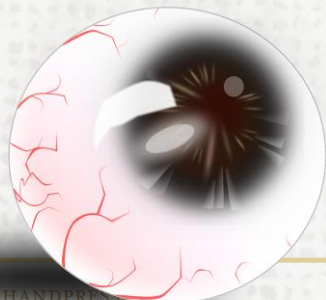
Range: Self

Components: V, S

Duration: Instantaneous

You trace in the air the insidious symbol from Lost Carcosa, the yellow sign, where it hangs for a long moment in a sickening yellow light. Each creature you choose within 30 feet of the sign must make a Wisdom saving throw. On a failed save, a creature takes 6d6 psychic damage, or half as much on a successful save. Aberrations take no damage from this spell. The sign fades at the end of your turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the yellow sign lingers longer in the air. The duration of this spell increases by one round for each slot level above 3rd and requires that you maintain concentration on it. If this spell is active at the beginning of your turn, you can use your action to cause each creature within range to make another saving throw against it, taking damage as normal on a failed save.



APPENDIX A: MADNESS

In a typical campaign, characters aren't driven mad by the horrors they face and the carnage they inflict day after day, but sometimes the stress of being an adventurer can be too much to bear. If your campaign has a strong horror theme, you might want to use madness as a way to reinforce that theme, emphasizing the extraordinarily horrific nature of the threats the adventurers face.

GOING MAD

Various magical effects can inflict madness on an otherwise stable mind. Certain spells, such as *contact other plane* and *symbol*, can cause insanity, and you can use the madness rules here instead of the spell effects of those spells. Diseases, poisons, and planar effects can all inflict madness. Some artifacts can also break the psyche of a character who uses or becomes attuned to them.

Resisting a madness-inducing effect usually requires a Wisdom or Charisma saving throw.

MADNESS EFFECTS

Madness can be short-term, long-term, or indefinite. Most relatively mundane effects impose short-term madness, which lasts for just a few minutes. More horrific effects or cumulative effects can result in long-term or indefinite madness.

A character afflicted with short-term madness is subjected to an effect from the Short-Term Madness table for 1d10 minutes.

A character afflicted with long-term madness is subjected to an effect from the Long-Term Madness table for 1d10 × 10 hours.

A character afflicted with indefinite madness gains a new character flaw from the Indefinite Madness table that lasts until cured.

SHORT-TERM MADNESS

d100	Effect (lasts 1d10 minutes)
1-20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.

- 21-30** The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
- 31-40** The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
- 41-50** The character begins babbling and is incapable of normal speech or spellcasting.
- 51-60** The character must use his or her action each round to attack the nearest creature.
- 61-70** The character experiences vivid hallucinations and has disadvantage on ability checks.
- 71-75** The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
- 76-80** The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
- 81-90** The character is stunned.
- 91-00** The character falls unconscious.

LONG-TERM MADNESS

d100 Effect (lasts 1d10 × 10 hours)

- 1-10** The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
- 11-20** The character experiences vivid hallucinations and has disadvantage on ability checks.
- 21-30** The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
- 31-40** The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the *antipathy/sympathy* spell.
- 41-45** The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.
- 46-55** The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
- 56-65** The character is blinded (25%) or deafened (75%).
- 66-75** The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.

- 76-85** The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.
- 86-90** Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the *confusion* spell. The confusion effect lasts for 1 minute.
- 91-95** The character loses the ability to speak.
- 96-00** The character falls unconscious. No amount of jostling or damage can wake the character.

INDEFINITE MADNESS

d100 Flaw (lasts until cured)

- 1-15** "Being drunk keeps me sane."
- 16-25** "I keep whatever I find."
- 26-30** "I try to become more like someone else I know—adopting his or her style of dress, mannerisms, and name."
- 31-35** "I must bend the truth, exaggerate, or outright lie to be interesting to other people."
- 36-45** "Achieving my goal is the only thing of interest to me, and I'll ignore everything else to pursue it."
- 46-50** "I find it hard to care about anything that goes on around me."
- 51-55** "I don't like the way people judge me all the time."
- 56-70** "I am the smartest, wisest, strongest, fastest, and most beautiful person I know."
- 71-80** "I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time."
- 81-85** "There's only one person I can trust. And only I can see this special friend."
- 86-95** "I can't take anything seriously. The more serious the situation, the funnier I find it."
- 96-00** "I've discovered that I really like killing people."

CURING MADNESS

A *calm emotions* spell can suppress the effects of madness, while a *lesser restoration* spell can rid a character of a short-term or long-term madness. Depending on the source of the madness, *remove curse* or *dispel evil* might also prove effective. A *greater restoration* spell or more powerful magic is required to rid a character of indefinite madness.

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