



DRAGON'S HOARD 2

A COMPILATION OF WAYYYY TOO MANY HOMEBREWS

The background of the cover is a dark, fiery illustration. A large dragon with dark scales and glowing red eyes is breathing a massive stream of fire. In the foreground, a warrior in a dark, hooded cloak stands on a ruined structure, looking up at the dragon. The scene is filled with falling debris and a sense of destruction.

 **MONKEYDM**

THE 4 DRAGONS OF THE APOCALYPSE

5TH EDITION COMPENDIUM

EPIC CREATURES TO SHATTER THE HOPES AND DREAMS OF YOUR PLAYERS



CONQUEST

Huge dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 23 (+6) | 11 (+0) | 25 (+7) | 9 (-1) | 13 (+1) | 13 (+1) |

Saving Throws Dex +6, Con +13, Wis +7, Cha +7

Skills Perception +13, Stealth +6

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

Ice Walk. Conquest can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Dread Made Flesh. Conquest ignores resistance to fear, and treats immunity as resistance.*

Break Their Will. Creatures within 120 feet of Conquest that are frightened of it have their speed reduced to 0, and take 5 (1d10) psychic damage at the start of their turn.

Legendary Resistance (3/Day). If Conquest fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. Conquest can use its Conquering Presence. It then makes three attacks: one with its bite and two with its claws.

Conquering Presence. Each creature of Conquest's choice that is within 120 ft. of Conquest and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage and the target is knocked prone if it's afraid of Conquest.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and the target is knocked prone if it's afraid of Conquest.

Breath of the Conqueror (Recharge 5-6). Conquest exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 54 (12d8) cold damage on a failed save and have disadvantage on their next saving throw against Conquering Presence, or half as much damage and not suffer additional effect on a successful one.

LEGENDARY ACTIONS

Conquest can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Conquest regains spent legendary actions at the start of its turn.

Detect. Conquest makes a Wisdom (Perception) check.

Tail Attack. Conquest makes a tail attack.

Wing Attack (Costs 2 Actions). Conquest beats its wings. Each creature within 10 ft. of Conquest must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Conquest can then fly up to half its flying speed.

CONQUEST, THE FIRST DRAGON OF THE APOCALYPSE

HISTORY:

Conquest, the white dragon, terrorizes, and brings fear in the heart of men. Causing empires to fall from internal conflicts, from the separation of a couple, by eroding trust; to the assassination attempt on the crown due to the fear of being ruled by an incompetent king.

Conquest is said to arrive and sweep across the world, unleashing civil war and internal strife, which separates him from War, who embodies a more open warfare. He delights in the fear he causes, and his goal is to sow the seeds of discord that Pestilence will thrive on. In the legends it is said that he will be the first of the dragons to appear when the Apocalypse begins.

BEHAVIOR:

Conquest will not fight in the open in the beginning, letting the pervasive nature of his presence do the work for him. Once enough discord is abound, he will strike. Attacking small villages, preferring to prey on the defenseless, woman and children are but a treat for his palate. He prefers to skirmish to force retreat to the big capitals and weaken the empire he has his sights on. When people are all gathered in the same place, that's when Pestilence will appear. He revels in the fear he causes. A true sadist, Conquest loves to play with his preys, giving them the illusion of a chance of escape before delivering the final blow.

IN BATTLE:

Conquest will try to inflict fear on as many of the players as possible, using his breath attack to target the ones with the highest wisdom. Once they are afraid, he will use his Wings or Tail or Bite to knock the creatures prone, and use his Break their Will ability to keep them there with 0 movement speed. Once creatures are prone he will swoop down and try to murder any who has ranged attacks. He doesn't fight fair and will murder any unconscious creature if given the chance. If he falls under 25% of his health, he will try to flee, and come back to fight another day. His lair has a secret exit blocked by ice that he can go through without expending extra movement.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Conquest takes a lair action to cause one of the following effects; Conquest can't use the same effect two rounds in a row:

- A nightmare inducing fog fills a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The fog spreads around corners, and creatures in its area must roll a d4 and subtract the number rolled from attack rolls and saving throws. Each creature in the fog when it appears must make a DC 10 Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) psychic damage. A creature that is afraid of Conquest has disadvantage on that save. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the dragon uses this lair action again or until the dragon dies.
- Jagged ice shards erupt from the earth, striking up to three creatures above that the dragon can see within 120 feet of it. The dragon makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.
- The dragon creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when the dragon uses this lair action again or when the dragon dies.

REGIONAL EFFECTS

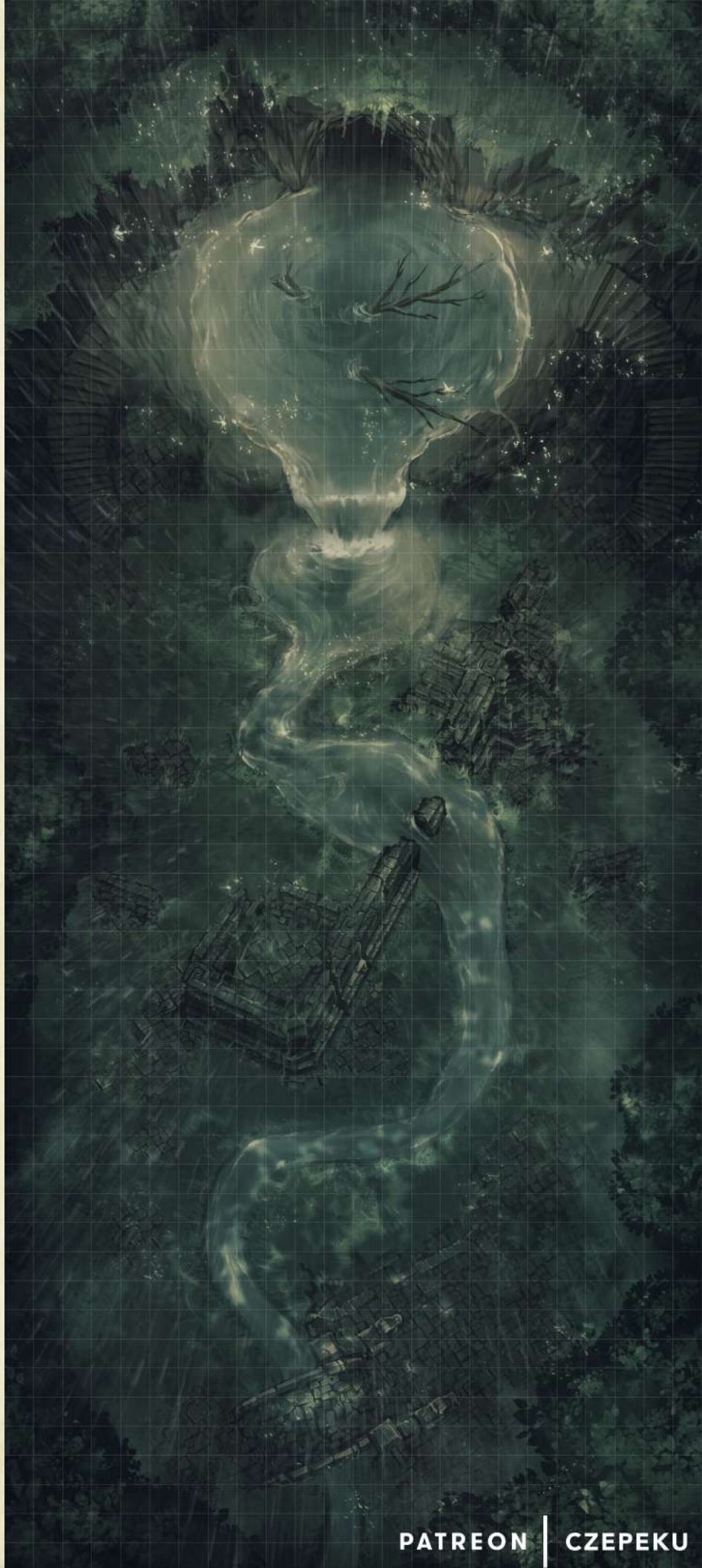
The region containing Conquest's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Chilly fog lightly sporadically obscures the land within 6 miles of the dragon's lair. After each hour spent in the fog a creature must succeed a DC 14 Wisdom saving or become frightened and run away towards what it judges to be the closest safe area.
- Fear grabs the heart of all creatures. Critters and small animals do not enter the radius within 1 mile of the lair. All creatures within 6 miles experience a sense of unease and paranoia, and their sleep are filled with nightmares about their own demise.
- Icy walls block off areas in the dragon's lair. Each wall is 6 inches thick, and a 10-foot section has AC 5, 15 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If Conquest wishes to move through a wall, it can do so without slowing down. The portion of the wall the dragon moves through is destroyed, however. If the dragon dies, the fog and precipitation fade within 1 day. The ice walls melt over the course of 1d10 days.

CONQUEST'S LAIR

Conquest is hidden underneath the water and erupts at the beginning of the fight. Follow the fighting tactics described above.

MAP CREATED BY [CZE AND PEKU](#)





WAR

Gargantuan dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 351 (19d20 + 152)

Speed 40 ft., climb 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 29 (+9) | 10 (+0) | 27 (+8) | 16 (+3) | 13 (+1) | 23 (+6) |

Saving Throws Dex +7, Con +15, Wis +8, Cha +13

Skills Perception +15, Stealth +7

Damage Immunities fire

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 180 ft., passive Perception 25

Languages Common, Draconic

Challenge 24 (62,000 XP)

Legendary Resistance (3/Day). If War fails a saving throw, it can choose to succeed instead.

Rage Made Flesh. A creature that touches War or hits him with a melee attack while within 5 feet of him takes 10 (3d6) psychic damage.

Rampage. When War reduces a creature to 0 hit points with a melee attack on its turn, he can take a bonus action to move up to half its speed and make a Bite attack.

Reckless. At the start of its turn, War can gain advantage on all melee weapon attack rolls he makes during that turn, but attack rolls against him have advantage until the start of his next turn.

Regeneration. War regains 30 hit points at the start of his turn if he has at least 1 hit point.

ACTIONS

Multiattack. War can use his Violent Presence. He then makes three attacks: one with his bite and two with his claws.

Violent Presence. Each creature of War's choice that is within 120 ft. of War and aware of him must succeed on a DC 21 Wisdom saving throw or view the ally closest to them as a threat to be dealt with immediately, spending all their subsequent turns attacking it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to War's Violent Presence for the next 24 hours.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Breath of War (Recharge 5-6). War exhales fire in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save and the targets immediately make a melee weapon attack towards an ally, if there are no ally nearby they attack themselves; or half as much damage on a successful one and not make the attack.

LEGENDARY ACTIONS

War can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. War regains spent legendary actions at the start of its turn.

Detect. War makes a Wisdom (Perception) check.

Tail Attack. War makes a tail attack.

Wing Attack (Costs 2 Actions). War beats his wings. Each creature within 10 ft. of War must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. War can then fly up to half his flying speed.

WAR, THE SECOND DRAGON OF THE APOCALYPSE

LAIR ACTIONS

On initiative count 20 (losing initiative ties), War takes a lair action to cause one of the following effects; War can't use the same effect two rounds in a row:

- Magma erupts from a point on the ground War can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- Maddening screams fill the air in a 60-foot radius around War. Each creature other than War in that area must succeed on a DC 15 Wisdom saving throw or suffer one random effect from the short-term madness table (DMG p.259).
- Violence-inducing gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or spend its next turn attacking itself.

REGIONAL EFFECTS

The region containing a legendary red dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Cities within 6 miles of War's lair are taken by madness and declare war on their neighbours.
- Water sources within 1 mile of the lair evaporate entirely.
- Rocky fissures within 1 mile of the dragon's lair let out maddening gases, causing wildlife to go berserk.

If the dragon dies, these effects fade over the course of 1d20 days.

LORE

HISTORY:

A true monster, War is a draconic abomination that revels in violence, craving it. The more destruction he can cause, the more chaos, the more suffering, the more blood spilled, the happier he is. He specialises in pitting countries and kingdoms against each other, using the war and chaos that is caused to satiate his hunger for violence. Like a maddening battlefield, He turns brothers against each other, rips families apart, tears cities down. In the Tales of old is it said that the madness that he created would cause mother to choke their own children, their minds lost to violence and savagery.

BEHAVIOR:

War has a madness that he can impart on any of the unfortunate souls that come too close to him. The never-ending madness causes creatures to revert to a sort of savage and primal instinct. Uncommon phenomena are sighted, such as dogs turning against their owner and biting their face off, when but a day prior they were still hugging like best friends. This cycle of violence and hatred amplifies until wars are declared, if you can't trust you family, why would you trust your neighbour? When the combat unleashes and the chaos of the battle is absolute, War can be seen falling from the skies, similar to a meteor striking the battlefield, devouring soldiers from any factions, amplifying the chaos and the madness. When the ashes fall down the next day, the devastation is stunning, thousands upon thousands of lives gone, waiting for Pestilence to finish the job.

IN BATTLE:

War lives his life in an unending frenzy, that only quiets during the tumult of battle. His fighting method reflects that, he will try to turn as many people against each other as possible, to amplify the chaos, and jump into the fray himself. He loves strong warriors and kills them last. He will first attack and kill spell casters which he considered less honourable, before moving on to his favourite prey. Using his breath of war whenever it recharges, he then jumps in battle recklessly attacking all the time. He enjoys staying in melee against opponents since he has permanent chip damage. He only uses his wings legendary action to get closer to opponents, and will never run away from a battle, death is not something he envisions.

WAR'S LAIR

War is patiently waiting for the heroes here, feasting on corpses from unfortunate adventurers

MAP CREATED BY [CZE AND PEKU](#)





PESTILENCE

Huge undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., fly 80 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 16 (+3) | 23 (+6) | 14 (+2) | 13 (+1) | 19 (+4) |

Saving Throws Dex +9, Con +12, Wis +7, Cha +10

Skills Perception +13, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities petrified, poisoned

Senses blindsight 60 ft., truesight 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 20 (25,000 XP)

Legendary Resistance (3/Day). If Pestilence fails a saving throw, it can choose to succeed instead.

Plague Made Flesh. Pestilence ignores resistance to the poisoned condition, and treats immunity as resistance*

Rotting Agony. Creatures within 120 feet of Pestilence that are poisoned suffer disadvantage to all their saving throws.

Undead Fortitude. If damage reduces Pestilence to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Pestilence drops to 1 hit point instead.

Innate Spellcasting. Pestilence's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *contagion*, *cloudkill*

ACTIONS

Multiattack. Pestilence can use its Toxic Miasma. It then makes three attacks: one with its bite and two with its claws.

Toxic Miasma. Each creature of Pestilence's choice that is within 300 feet of the dragon and aware of it must succeed on a 18 Constitution saving throw or become poisoned for 1 hour. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 7) piercing damage plus 13 (3d8) acid damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Pestilent Breath (Recharge 5-6). Pestilence exhales poison in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Constitution saving throw, taking 27 (6d8) poison damage and 27 (6d8) acid damage on a failed save and the creature spends its action next turn retching and reeling, or half as much damage on a successful one and not suffer additional effects.

LEGENDARY ACTIONS

Pestilence can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Pestilence regains spent legendary actions at the start of its turn.

Detect. Pestilence makes a Wisdom (Perception) check.

Tail Attack. Pestilence makes a tail attack.

Cast a Spell (Costs 2 Actions). Pestilence casts a spell from its spell list.

PESTILENCE, THE THIRD DRAGON OF THE APOCALYPSE

HISTORY:

Pestilence is a walking disaster, coming after the passing of Conquest and War, it brings to the grave the poor souls that are still alive. His mere presence poisons crops and water sources, the debilitating miasma that it exudes rots the bodies of those left standing. Once a dead dragon, Pestilence was brought back from the dead by Death, but never quite recovered.

It is an emotionless killer, killing more by duty and habit than for any other reasons. Although it doesn't enjoy killing, it doesn't dislike it either, the poor fools that try to challenge it come to realise that fact too late.

BEHAVIOR:

Pestilence doesn't enjoy daylight, reminding it too much of his former life. He leaps out from his lair when the dark takes over. Flying over devastated battlefield and villages, it targets those left standing with his plague, sometimes leaving them the time to go back home, so that its targets can better spread the infection. A cold killer it goes for the most efficient kills. King or beggar, no one is safe from its toxins.

IN BATTLE:

Pestilence will try to kill any cleric as fast as possible, due to its undead nature. Paladins are next on its list, because they possess the ability to heal his poison. Once targets with the ability to deal with his poison have been dealt with, it'll focus on the rest of the attacking party. Pestilence will try to use its legendary actions to cast cloud kill, using the fact that its ability gives disadvantage on saves to poisoned creatures, its breath attack is used as often as possible as well. If a player somehow manages to tick it off, it will cast *contagion* to give it the most agonising death possible.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Pestilence takes a lair action to cause one of the following effects; Pestilence can't use the same effect two rounds in a row:

- A cloud of swarming rotting insects fills a 20-foot-radius sphere centered on a point Pestilence chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 16 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- Tentacles of animated acid sprout from the back of Pestilence, grasping foes. Choose 3 creature within 120 feet of the dragon, they must succeed on a DC 16 Strength saving throw or be pulled up to 20 feet closer to Pestilence and knocked prone.
- Pestilence summons 1d3 **Chuuls** that obey its command (no action required by it) in a space that it can see within 60 feet of it. Roll initiative for each of them.

REGIONAL EFFECTS

The region containing Pestilence's lair is warped by the dragon's magic, which creates one or more of the following effects:

- A sickening fog lightly obscures the land within 6 miles of the lair, any creature within that inhales the fog for the first time must succeed a DC 12 Constitution Saving Throw at the end of each of its turn. A creature is affected after failing three of these Saving Throws, the disease's effects last for 1 month, and the creature stops making these saves. After succeeding on three of these Saving Throws, the creature recovers from the disease, and becomes immune to those effects for 1 month. An affected creature suffers a crippling fever and begins to bleed uncontrollably, its maximum hit points are reduced by 1 every hour that passes. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature is affected by the spells *greater restoration* or *wish*.
- In a 6 mile radius around the lair, *Oozes* of various kinds, as well as *Chuuls* start appearing and attacking the wild life indiscriminately, hinting at the presence of an unnatural monster.
- Water sources within 1 mile of the lair are supernaturally fouled. Creatures that drink such water regurgitate it within minutes.

If the dragon dies, the these effects fade over the course of 1d6 days.

PESTILENCE'S LAIR

Pestilence is hidden in the skull underneath the tar and poison, he doesn't want to engage the fight, but if he is detected he will.

MAP CREATED BY [CZE AND PEKU](#)





DEATH

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 26 (+8) | 10 (+0) | 22 (+6) | 21 (+5) | 17 (+3) | 25 (+7) |

Saving Throws Dex +7, Con +13, Wis +10, Cha +14

Skills Arcana +12, History +12, Perception +17, Stealth +7

Damage Immunities cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, incapacitated, poisoned, unconscious

Senses blindsight 60 ft., truesight 300 ft., passive Perception 27

Languages All

Challenge 23 (50,000 XP)

Embodiment of Death (Mythic Trait; Recharges after a Short or Long Rest). If Death is reduced to 0 hit points, she doesn't die or fall unconscious. Instead, she regains 250 hit points. In addition, undeath protects her, the spell *armor of agathys* is casted on her at 9th level.

Legendary Resistance (3/Day). If Death fails a saving throw, she can choose to succeed instead.

Innate Spellcasting. Death's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *darkness*, *raise dead*, *resurrection*

3/day each: *finger of death*, *negative energy flood*, *eyebite*

1/day each: *power word kill*, *true resurrection*, *Abi-Dalzim's horrid wilting*

Necrotic Absorption. Whenever Death is subjected to necrotic damage, she takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Shadow Stealth. While in dim light or darkness, Death can take the Hide action as a bonus action.

ACTIONS

Multiattack. Death can use its Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Frightful Presence. Each creature of Death's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Death's Frightful Presence for the next 24 hours.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage and 9 (2d8) necrotic damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Breath Weapons (Recharge 5-6). Death uses one of the following breath weapons.

Death Breath. Death exhales a necrotic blast in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 58 (13d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature killed by this attack rises up as a zombie under Death's command at the start of her next turn.

Paralyzing Breath. Death exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. Death magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Death's choice).

In a new form, Death retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. Death makes a Wisdom (Perception) check.

Tail Attack. Death makes a tail attack.

Strike From Beyond. Death vanishes before reappears within 5 feet a creature of her choice with 120 feet of her and makes a bite attack.

Cast A Spell (Costs 2 Actions). Death casts a spell of her choice from her spell-list

MYTHIC ACTIONS

If Death's Mythic trait is active, she can use the options below as legendary actions, as long as she has temporary hit points from *armor of agathys*.

Call Of Death (Costs 2 Actions). Death empowers herself, and feeds on the souls of the unfortunate. For 1 minute, all the necrotic damage that she deals reduces hit points maximum by an amount equal to the necrotic damage inflicted. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

Swift Strikes. Death makes 2 attacks, one with her bite and one with her tail.



DEATH AS A MYTHIC ENCOUNTER

Death serves as a potent threat against even high level characters, but you can increase the challenge by using the Embodiment of Death trait. When this happens, Death heals many of her wounds and protects herself further, and then she can choose one of her mythic actions when she uses a legendary action. You might foreshadow Death using her mythic trait by describing her skin cracking and a darker shadow seen underneath as she suffers wounds. Read or paraphrase the following text when Death finally uses her Embodiment of Death trait:

The dragon's skin cracks, turns into a sinister black, and melts! The monster crumbles to dust-but what clatters to the ground isn't scale and bone, but a black tar. The sound of shattering bones precedes the dragon rising up anew, the last of her shed skin dropping away, revealing sullen and untouched scales of shadows.

Fighting Death as a mythic encounter is equivalent to taking on two challenge rating 23 creatures in one encounter. Award a party 100,000 XP for defeating Death after she uses Embodiment of Death.

DEATH, THE LAST DRAGON OF THE APOCALYPSE

HISTORY:

Death, the silver dragon, used to be a paragon of good. Protecting mortals from undeath, she would fly through the lands and cleanse it from this curse. She had a partner, whose name, just like hers, has long been forgotten. One day, in their fiercest battle yet, fighting off a lich and its legion, the black dragon keeping her company fell to his wounds. Lost in anger, she ravaged and destroyed the battlefield, but it was too late for her companion.

Searching for a solution, she sifted hours through the cursed research notes of the lich. What was at first a small voice in the back of her head, tempting her with unholy gifts, become louder and louder as days passed, until that fateful day. Desperate for a way to bring her companion, the silver dragon finally succumbed to the temptations of the voice, and that day, she merged with the phylactery of the lich. Death was born.

With her newfound powers she brought the black dragon, but the wounds were too severe, and he never fully recovered, his body constantly breaking apart, and his memory lost. Seeing what she had done and her failure, Death tried to reject the gift she had accepted, turn back the flow of time. But it was too late. The corruption that she merged with slowly driving her sanity away, wiping her thoughts, until one thing was left, the Apocalypse.

BEHAVIOR:

Death might have lost her moral compass, but she is still a cunning enemy that will exploit every tool of her arsenal to gain victory. As the herald of the Apocalypse, she brings back legions of the dead using the corpses laid before her by the other members of the Apocalypse. But before making her appearance she summons the other 3 dragons, knowing that her role is vital. She intends on ending all of creation, and she knows its not a duty that can be done in a day. Some part of her still holds on to the love she shared with Pestilence, which is why she sends him last. If all the other members are defeated, she will cause a permanent night to reap as many souls as possible, and try to root out the threats.

IN BATTLE:

Death in battle will try to maintain a range with the heroes. She will try to deal with the ones possessing ranged attacks first, using her destructive spells, and dropping a power word kill on the person she judges to be the most powerful threat. She will also use darkness a lot to blind them, and give herself advantage on her attacks. If her Mythic form is triggered, this is when she becomes the most dangerous (make sure your players are equipped for it). She will immediately use her call of death ability, and abuse all the ways with which she can deal necrotic damage.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Death takes a lair action to cause one of the following effects; Death can't use the same effect two rounds in a row:

- A sinister wind from beyond blows through the air near Death. Each creature within 120 feet of the dragon must succeed on a DC 14 Constitution saving throw or take 5 (1d10) necrotic damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.
- Death creates magical darkness as if it had cast the *darkness* spell. The fog lasts until initiative count 20 on the next round.
- Corpses rise from the earth to aid their Mistress. Death summons 1d2 wights in squares adjacent to her. Roll initiative for each of them, they obey Death's command (no action required).

REGIONAL EFFECTS

The region containing Death's lair is warped by the dragon's magic, which creates one or more of the following effects.

- Once per day, the dragon can extinguish daylight, plunging the area in a 6-mile radius centered on her lair into non-magical darkness for 24 hours.
- Within 1 mile of the lair, undeath plagues the land. Most Fallen creatures rise back as wights, zombies, skeletons and ghosts.
- Death calls, all creatures in a 6-mile radius centered seem to die in situations which normally would have never been fatal. All creatures in that radius roll death saving throws with disadvantage.

If the Death dies, there is a 50% chance for all the undead to find repose and for the other effects to fade in 1 day. There is also a 50% risk for her death to create a hole in the Material plane after 1d4 days, which legions of undead pour out off.

In addition if Death passes away, Pestilence does as well.

DEATH'S LAIR

Death's room is plunged in darkness, she is behind her portal that leads to the *ethereal plane*, She will positively try to murder anyone that dares enter her lair.

MAP CREATED BY [CZE AND PEKU](#)



ROGUE : THE SHADOW

Shadow rogues have an uncertain origin. Whether blessed or cursed by a being of great power, left to dwell too long close to the lower planes of existence, one thing is for certain, they find their home where no light shines. This order is one of the thieves' guild most well guarded secret. Inexplicable murders and feelings of dread might all be the work of a Shadow.

UMBRAL VISION

Starting at 3rd level, your eyes are adapted to tenebrosity. You can see normally in darkness, both magical and nonmagical, to a distance of 90 feet.

SHADOW STRIKE

At 3rd level, you gain the ability to step into the shadows. As a bonus action you can teleport up to 30 feet to an unoccupied space you can see that is in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn. You can use this ability a number of times equal to your charisma modifier before needing to take a short or long rest.

The range of your teleportation increases to 60 feet at level 9 and 90 feet at level 15.

DREADFUL ASPECT

At 9th level, your presence terrifies even the bravest. As an action, you can make a Charisma (Intimidation) check contested by a creature's Wisdom (Insight) check.

If you succeed on the check and the creature is hostile to you, it becomes frightened of you, terrified that you will come and strike out of any shadow. This effects applies even if you are not within its line of sight, in which case the creature can still move. This effect lasts for 1 minute, or until you and the target are more than 120 feet apart, or until you fall unconscious.

If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it will try its utmost to satisfy your requests, not wanting to incur your wrath. This effect ends immediately if you or your companions do anything harmful to it.

DARK ABSORPTION

Beginning at 13th level, you can temporarily become a shadow. When you use your uncanny dodge feature, you can choose, once per short rest, instead of halving the incoming damage, to reduce it to 0 and make a single weapon attack against that foe as part of the same reaction.

ONE WITH THE SHADOWS

At 17th level, you are one with the shadows. While you are standing in dim light or in darkness you can become invisible at will (no action required).

SUBCLASSES

WARLOCK: THE SEED OF EVIL

You have made a pact with the Seed of Evil, whether willingly or not. This tree-like entity, hidden within its thorn-filled forest, is a being of unyielding corruption, seeping into the very ground of the earth, turning every leaf into a thorn and every tree into a husk with grey, deformed bark. The only things said to survive the corruption this entity are pink lily flowers, the perfume of which serves as an augury of deformed nature and death.

EXPENDED SPELL LIST

The Seed of Evil lets 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.

SEED OF EVIL EXPENDED SPELLS

| Spell Level | Spells |
|-------------|--------|
|-------------|--------|

| | |
|-----|-----------------------|
| 1st | <i>bane, entangle</i> |
|-----|-----------------------|

| | |
|-----|-------------------------------|
| 2nd | <i>barkskin, spike growth</i> |
|-----|-------------------------------|

| | |
|-----|-----------------------------------|
| 3rd | <i>bestow curse, plant growth</i> |
|-----|-----------------------------------|

| | |
|-----|--|
| 4th | <i>grasping vine, guardian of nature *</i> |
|-----|--|

| | |
|-----|-----------------------------------|
| 5th | <i>contagion, wrath of nature</i> |
|-----|-----------------------------------|

The Great Tree form of *guardian of nature* allows you to make Dexterity-, Wisdom-, and Charisma-based attack rolls with advantage. *

CORRUPTED FLOWER

At 1st level, your patron allows you to sap the energy of others. Each time you damage a target you can leave a trace of your magic in the form of a single lily (no action required). You can have a maximum number of these lilies at a time equal to half your charisma modifier (rounded up, minimum of 1). Each lily forces the target to subtract 1 from its attack rolls.

You can shatter any number of lilies as a bonus action. If you do so, the infected target takes necrotic damage equal to your proficiency modifier for each lily, and you gain half as much temporary hit points (rounded up). This counts as a single attack, and doesn't trigger your corrupted flower ability.

BLOOMING VINES

Beginning at 6th level, your connection to the Seed of Evil buds. Once per short or long rest, as an action, you can make your lilies burgeon. All infected creatures must succeed a Strength saving throw against your spell save DC or be restrained and blinded until the end of your next turn by vines that sprout from the lilies. A creature that is infected by more than one lily has disadvantage on that save.

PROTECTIVE ROOTS

At 10th level, before suffering damage, you can instinctively call upon your Patron to wrap your body in roots and vines, protecting you. When an infected creature that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you, unless it's fire damage.

SPROUTING CHAOS

Starting at 14th level, before allowing death to grasp you, lilies bloom from your body to help you. When you fall unconscious, you can force any number of creatures of your choice within 60 feet of you to make a Dexterity saving throw. If that creature fails the saving throw, it is infected with one of your lilies, which immediately drains their life and shatters, dealing damage equal to 3 times your proficiency modifier. You regain that many hit points. Once you use this ability, you can't use it again until you complete a long rest.

WARLOCK: THE FLAME RIDER

You have made a pact with a powerful spirit of vengeance, perhaps by your own greed, or perhaps to save a dying father. With this pact you are granted parts of its powers. Flames seem to obey it, burning everything in its path, letting its searing hatred cleanse the world.

EXPENDED SPELL LIST

The Flame Rider lets 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.

FLAME RIDER EXPENDED SPELLS

| Spell Level | Spells |
|-------------|--|
| 1st | <i>burning hands, ensnaring strike</i> |
| 2nd | <i>flame blade, heat metal</i> |
| 3rd | <i>conjure barrage, fireball</i> |
| 4th | <i>fire shield, phantasmal killer</i> |
| 5th | <i>immolation, steel wind strike</i> |

DREADED HELLFIRE

At 1st level, your patron's presence inside you renders you terrifying and powerful. You gain proficiency in the Intimidation skill.

In addition you can focus your patron's energy when fighting. You can change the damage type of any warlock spell and ability that deals force or necrotic damage to deal fire damage instead.

UNBREAKABLE SPIRIT

Also at 1st level, you have an otherworldly constitution, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. In addition you gain resistance to fire damage.

SKELETAL RIDER

Beginning at 6th level, You learn the *phantom steed* spell and can cast without using a spell slot once per short or long rest. The summoned horse is immune to fire damage and instead of its normal duration, the spell lasts until you dismiss the horse (no action required) or it falls to 0hp. In addition the steed can walk on any surface, and has the ability to move up, down, and across vertical surfaces, as long as it moves at least 10ft during a turn.

OVERHEATED

At 10th level, the fire that consumes your soul intensifies, threatening to burst out of you. When you deal fire damage using a spell or an ability, you ignore resistance to fire damage and treat immunity as resistance. In addition, instead of using your Strength modifier for ability checks, saving throws, attack and damage rolls, you may use your Charisma modifier.

PENANCE STARE

Starting at 14th level, as an action, you can look directly into a target's soul, forcing a creature within 10 feet of you to stare into the depth of hell consuming you. The target must succeed a Wisdom saving throw or take 5d8 fire damage and 5d8 radiant damage and be incapacitated until the beginning of your next turn on a failure. Once a creature fails their saving throw against that ability, you can't use it again until your take a long rest.

Innocent creatures, such as children, beasts, and creatures the GM deems appropriate, are immune to this ability.

PACT OF THE TRIGGER

You can use your action to create a hex gun in your empty hand. You can choose the form that this ranged weapon takes each time you create it. It can either be a Sniper or a Revolver (detailed below).

Your hex gun disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You are proficient with your hex gun and you can channel cantrips through it as bullets, using it as an arcane focus. If you do so, instead of increasing the damage of the cantrip when you reach certain levels, you can cast the cantrip additional times as part of the same action (except for Eldritch Blast), the cantrip must deal damage and it must make a spell attack or require a saving throw. You can cast it 2 times at level 5, 3 times at level 11, and 4 times at level 17. If you do, the cantrip can deal its damage more than once, but its other effects aren't applied to the same target again.

- **Sniper Form:** The range of your ranged spell attack rolls cast through the hex gun is doubled. While wielding this weapon you know the *ray of frost* cantrip.
- **Revolver Form:** Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls cast through the hex gun. While wielding this weapon you know the *shocking grasp* cantrip.

ELDRITCH INVOCATIONS

DEAD EYE

Prerequisite: level 12, Pact of the Trigger feature (sniper form)

If you haven't moved this turn, you can take aim as a bonus action, reducing your speed to 0 and granting you advantage on all attacks you make using your hex gun feature until the end of your turn.

SAWN BARREL

Prerequisite: level 5, Pact of the Trigger feature (revolver form)

You can create shattering deflagrations. As an action you can fire a special round. All creatures within a 10 foot cone in front of you must succeed a Dexterity saving throw versus your spell save DC or take 2d10 force damage. This damage increases to 3d10 at level 11 and 4d10 at level 17.

HEATSEEKER

Prerequisite: level 5, Pact of the Trigger feature

If you cast a cantrip through your hex gun you can ignore half and three quarter cover.

HEADSHOT

Prerequisite: level 7, Pact of the Trigger feature

You can see the weak spots of your foes, attacks you make using your hex gun score a critical hit on a roll of 19 or 20 on the dice.

RICOCHET

Prerequisite: level 7, Pact of the Trigger feature

When you hit a creature with a cantrip cast with your hex gun, you can immediately cause the hit to wound another creature within 15 feet of the original target. The second target takes damage (of the type of the cantrip) equal to your Charisma modifier (minimum of one). You can redirect a hit in this way a number of times equal to your Charisma modifier, and regain all expended uses after a short or long rest.

ESCAPE ROLL

Prerequisite: level 12, Pact of the Trigger feature

Your reflexes are honed. As a reaction to an enemy making a melee attack against you, before being hit, you can cast a cantrip with your hex gun (it deals half damage) and, if your speed isn't 0, move 10ft away from the foe without triggering attacks of opportunity, potentially avoiding the attack if you leave the foe's range.

RECKLESS FIRE

Prerequisite: level 12, Pact of the Trigger feature (revolver form)

You can let out a rain of fire. If you cast a cantrip with your hexgun you can reroll any 1 or 2 on your damage die until you get a different score.

CRIPPLING SHOT

Prerequisite: Pact of the Trigger feature

Once per turn, when you damage an enemy with an attack made using your hex gun, you can force them to make a Strength saving throw against your spell save DC or fall prone and have their speed reduced to 0 until the start of your next turn. You can use this ability 3 times per short or long rest.

DESTRUCTIVE SHOT

Prerequisite: level 15, Pact of the Trigger feature

Once per long rest you can focus all the destructive energy of your hexgun in a single shot. Make an attack roll, on a hit you deal 8d10 force damage, and the target is knocked back 20 feet from the force of the impact.

AGONIZING SHOTS

Prerequisite: Pact of the Trigger feature

When you cast a cantrip, add your Charisma modifier to the damage it deals on a hit (if you don't already add your Charisma modifier to it).

RACES

CURSED BLOODS

Cursed Bloods are human bloodlines that were cursed by a being of great power. A distant ancestor committed a crime for which not only was he punished, but for which his children should also suffer. And their children...and down the line, in a never-ending cycle of agony.

Cursed Bloods are often found on the edges of society, away from prying and judging eyes. Easily distinguished by their protruding veins and various blood-related abilities, many choose not to attract attention. Indeed, the knowledge that someone is a Cursed Blood can place their whole family in danger, rousing the anger of the common folk.

Because of the nature of their curse, its dark origin, and the fear that it will spread, Cursed Bloods are barred from cities and live a life of exile in which they had no say.

The exact details of the curse are not known, but it is known that their blood is coagulated while circulating in their veins, causing them terrible pain that they have to endure until the early call of death.

Appearance: These humanoids often appear much sturdier than their uncursed counterparts. Their skin has a dark purple tint to it, reflecting the curse in their blood. Many bear varices, forming intricate, tattoo-like features on their body twisting their appearance.

CURSED BLOOD TRAITS:

Your Cursed Blood human character has the following traits.

Age. Cursed blood humans reach adulthood in their late teens and live no more than 30 years, their curse consuming them.

Alignment. Cursed Bloods do not tend toward a particular alignment. The best and worst are found among them, even though the discrimination they face pushes many towards evil.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Cursed. You have resistance to necrotic damage.

Languages. You can speak, read, and write Common and one extra language of your choice. Cursed bloods typically learn the languages of other peoples they deal with.

Ability Score Increase. Your Constitution score increases by 1.

Coagulated Blood. When you take bludgeoning damage you take 1 extra point of damage.

Subrace. The blood corruption within shapes each Cursed Blood physically and mentally. The three major subraces include: Warrior's Blood, Guardian's Blood, Warden's Blood. Choose a subrace for your Cursed Blood character.

WARRIOR'S BLOOD

The original ancestor of the cursed blood of the warrior - the one from whom the curse came - was a renowned fighter on the battlefield. The curse weakened him, but the traits he passed down reflect his abilities, and now the blood is wielded in a fashion akin to the great warriors of old.

Ability Score Increase. Your Dexterity or Strength score increases by 2.

Military ascendance. You are proficient in athletics and acrobatics.

Blood weaponry. You can shape your blood into a weapon. You can use your action to take one point of necrotic damage and to create a weapon made of blood in your empty hand. You can choose the form that this weapon takes each time you create it. You are proficient with it while you wield it. This weapon disappears if it is more than 5 feet away from you for 6 seconds or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

Increased suffering. Once per short rest, when you deal damage, you can add 1d8 necrotic damage to the damage roll, corrupting the essence of the creature. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

GUARDIAN'S BLOOD

The original ancestor of the cursed blood of the guardian - the one from whom the curse came - was a person who never let his allies perish under his watch on the battlefield. The curse weakened him, but the traits he passed down reflect his abilities, and now the blood is wielded in a fashion akin to the great defenders of old.

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

Vigilant ascendance. You are proficient in perception.

Blood tether. When a creature you can see attacks a target other than you that is within 30 feet of you, you can use your Reaction to create a tether of blood between you and the target, allowing to take the damage instead of the target. Once you use this feature, you must finish a short rest before you can use it again.

WARDEN'S BLOOD

The original ancestor of the cursed blood of the warden - the one from whom the curse came - was a person who shielded himself and the world from the forces of Evil.

Ability Score Increase. Your Constitution score increases by 1 and one other ability score of your choice increases by 1.

Blood burn. You can alter your blood to increase your resilience. As a reaction, right before being damaged, you can expend one hit die and take that much necrotic damage (this damage cannot be reduced in any way). In exchange, you gain resistance to the triggering damage type until the end of your next turn. Once you use this ability you can't use it again until you complete a long rest.

Blood magic. You know the *chill touch* cantrip. Once you reach 3rd level, you can cast the *protection from evil and good* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *warding bond* spell once. You must finish a long rest to cast these spells again with this trait. Constitution is your spellcasting ability for these spells.

GNOLLS

No goodness or compassion resides in the heart of a gnoll. Like a demon, it lacks anything resembling conscience, and can't be taught or coerced to put aside its destructive tendencies. The gnolls' frenzied bloodlust makes them an enemy to all, and when they lack a common foe, they fight among themselves. Even the most savage orcs avoid allying with gnolls.

Grand Explorer Gran'ur.

APPEARANCE

Gnolls are extremely tall, with the average member of the race standing on average between 7'0"-7'6" (2.1-2.3m). Though gnolls were relatively lean for their height, weighing in usually between 280-320lb (130-150kg), they cut an impressive visage. Gnoll skin is greenish-gray, and their furry hide a light or dark brown hue, sometimes marked with spots or stripes. Many gnolls also have a dirty yellow to a reddish-gray crest-like mane that stands on end when they are angry.

TRIBAL AT HEART

Gnolls have placed a very strong value on the family, for instance, respecting blood ties perhaps more than any other aspect of a relationship. Though gnolls within a pack will commonly fight with each other for dominance, these battles are quickly forgotten after their resolution, and in most situations, gnolls of the same bloodline are loyal friends and allies to one another. These bloodlines are almost always traced maternally.

GOD-TOUCHED

A lot of the individuality of gnolls has been crushed by their overbearing god, Yeenoghu. The hyena god craves violence and demands it from his worshippers, bringing glory and feast to those who obey him. This religion is so deeply ingrained in gnoll culture that those who dare go against are either eaten alive, or exiled in the best case. This brutal maintenance of the mind-washing religion is one of the main reasons why gnolls are hard to reason with.

The first gift is hunger.

It is His blessing.

It is our call to bring death.

The second gift is death.

Death proves our strength.

Death purges our fear.

The third gift is fear.

We fear that we will fail him.

We fear the onset of hunger.

— THE HUNTER'S CHANT

Some gnolls have been known to escape the violent religious practice, but they are few and far in between.

GNOLL TRAITS

Ability Score Increase. Your Constitution score increases by 1.

Age. Gnolls reach maturity around age 14 and rarely live longer than 70 years.

Alignment. The craving of the hunt, primal bloodlust that inhabits gnolls' minds, and influence of Yeenoghu have made many of the race lean towards a chaotic evil alignment.

Size. Gnolls are bulkier and taller than humans, often 7'0"-7'6" for a weight of 280-320lb, their mane making them appear even larger. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Darkvision. Being a hunter any hour of the day, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Voracious Appetite. Your race thrives by consuming raw and rotting food, you automatically succeed on saving throws against diseases caused by food and ingested poison.

Rampage. When you reduce a creature to 0 hit points with a melee attack on your turn, you can take a bonus action to move up to half your speed and make a bite attack.

Hunter's Knowledge. You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

Languages. You can speak, read, and write Common and Gnoll.

Subraces. Gnolls are located everywhere on the social ladder, some are influenced by their god, some by their clans, some exist only by dark rituals, no matter the case, there are 4 subraces: Tribal, Yeenoghu's Chosen, Witherling and Flind.

TRIBAL

Forming the bulk of the gnoll population, tribal gnolls are fierce in battle and in their loyalty. Always prioritizing family they will go to any length to protect them, and improve their situation. You gain the following traits:

Ability Score Increase. Your Strength score increases by 1 and one ability score of your choice increases by 1.

Family Ties You gain proficiency in one skill of your choice, reflecting the tribe you belong to.

Loyal till death When an ally within 5 feet of you should be hit by an attack, as a reaction, you can interpose yourself, shielding them with your body, if the original attack roll clears your AC, you take the damage, otherwise the attack misses. You then return to your space. You can use this ability a number of times equal to your proficiency modifier before needing to take a short or long rest.

WITHERLING

Gnolls who were killed and devoured by their war band companions, and whose skeletons were then raised through a ritual to Yeenoghu. These undead gnolls traveled with the band killing and destroying as they did in life, but do not eat, leaving more food to the rest of the band. You gain the following traits:

Ability Score Increase. Your Constitution score increases by 1 and another ability score of your choice increases by 1.

Undead. You are considered undead instead of humanoid, but healing spells still affect you normally.

Resilience From Beyond. Your undead nature gives you the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.

Vengeful Strike. As a reaction to an ally being reduced to 0 hit points within 30 feet of you, you can make a single melee attack.

YEENOGHU'S CHOSEN

Some gnolls have traces of demonic blood, which is evidenced by unusual features found among some of the gnoll bloodlines. These include talons, gleaming red eyes, or black fur with fiery orange spots. You gain the following traits:

Ability Score Increase. Your Wisdom or Charisma score increases by 2.

Tongue of the God You can understand and speak Abyssal.

Poisoned Fangs Your bite attack deals an additional 1d4 poison damage. In addition once per short rest when you hit a creature with a bite attack you can force them to make a Constitution saving throw (DC: 8 + your proficiency modifier + your Constitution modifier), on a failure they are poisoned for one minute.

FLIND

These gnolls were shorter, broader, and stronger than others. They were often found leading a tribe or settlement of gnolls. If they didn't manage to rise to the top, they would become lone hunters roaming the lands. You gain the following traits:

Ability Score Increase. Your Charisma and Strength score increase by 1.

Aura of Blood Thirst. As a bonus action you can cause all allied creatures within 10 feet of you to make a melee attack using their reaction. Once you use this trait you can't use it again until you take a short or long rest.

Flind Weapon Training. You are proficient with all martial weapons.

Flind Armor Training. You have proficiency with light and medium armor.



RACE: HALLOWEEN SKELETON

You have the perfect Halloween costume, all year long ! You gain the following traits:

Ability Score Increase. Your Constitution score increases by 2, but don't forget to drink your calcium !

Age. Not counting their previous lives, skeletons can be nearly any age. Skeletons don't age, and won't die of old age until the magic or curse keeping them alive ends.

Alignment. Skeletons are usually neutral, though evil or chaotic skeletons are common, and spooky scary skeletons even more so.

Size. You are as tall as you were in life and but went on the best diet ever and weigh significantly less. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Not having eyes surprisingly doesn't affect you that much, thanks to the magic that brought you back. In addition to being able to see in normal light, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colors.

Limb Forager. If one of your limbs is severed, you can replace it with another bone of the appropriate type, putting it back in place as an action.

Undead. Your creature type is undead. (Normally healing spells can't affect you, but your GM can lift this restriction.)

False Appearance. You may, as an action, collapse into a non-moving skeleton. While you remain motionless, you are indistinguishable from a normal skeleton. In this state, you are prone and your speed is 0.

I've mastered the ability of standing so incredibly still... That I become invisible to the eye.

- DRAX SKELLINGTON

Skeletal Nature. You are immune to disease and being poisoned and have resistance to poison damage. You do not need to eat or breathe. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and how spooky you look.

Languages. Although your voice is weak and ethereal, a lack of vocal cords isn't something magic can't fix. You can speak, read and write Common, as well as another language you knew in your former life.

Subrace. Pick a sub-race that aligns with your former life.

FAILED EXPERIMENT

A magical mishap happened, killing you instantly, after years of rotting away, your flesh was gone, but somehow magic reanimated your body. You are now a walking and breathi..., well, walking skeleton, you gain the following benefits:

Ability score increase. Your Intelligence score increases by 1

Elon Musk of bad ideas. You can increase the potency of your spells, at a cost.... Your life, your life is the cost. When you cast a spell you can cast it as if using a spell slot level that is one higher, if you do so, roll 1d10, on a 1 you take a number of force damage equal to 4 times the spell's new level, right after casting it. Once you use this ability you can't use it again until you take a short or long rest.

Connection to the Weave. Your death by a violent magic outburst has created a unique connection to you and the source of magic, you gain proficiency in Arcana checks.

FALLEN WARRIOR

You died on the battlefield, or perhaps ambushed by enemy forces. This warrior's will never left you, even in death. The means by which you were brought back are unclear, but you keep on fighting, you gain the following benefits:

Ability score increase. Your Strength score increases by 1

Unbreakable Will. You have advantage on saving throws against being charmed, and on death saving throws.

Martial Master. The training you had in your previous life is still there, you gain proficiency with 3 different martial weapons of your choice. No a chair is not a martial weapon.

TRAPPED SCOUT

You were perhaps scouting a perilous dungeon, or investigating the whereabouts of a powerful political figure, but it wasn't great, nor the greatest for that matter, you died. But you lived ! Partially that is. You gain the following benefits:

Ability score increase. Your Dexterity score increases by 1

Trap sense. Your body remembers what it was like dying from a trap and does not want to relive the experience. it instinctively know when to react to danger, you have advantage on saving throws caused by traps.

Naturally stealthy. Your body is light and does not give you away, You gain proficiency in Stealth checks.

RACE OPTION: SKELETON

Death struck you, hard. You have been left to rot in the earth, but a magical force, or perhaps your own will, had something to say about this. You were brought back, as a skeleton, forever roaming the land until your duty is fulfilled. Curse or blessing, you don't know, but there's a job that you need to finish.

A character can choose this player race as an option with their DMs approval, perhaps as an alternative to death.

Choose a player race, you gain the following additional benefits:

You gain the following benefits:

Age. Not counting their previous lives, skeletons can be nearly any age. Skeletons don't age, and won't die of old age until the magic or curse keeping them alive ends.

Alignment. Skeletons are usually neutral, though evil or chaotic skeletons are common.

Size. You are as tall as you were in life but weigh significantly less.

Darkvision. Magic allows you to see. In addition to being able to see in normal light, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colors.

Undead. Your creature type is undead. (Normally healing spells can't affect you, but your GM can lift this restriction.)

False Appearance. You may, as an action, collapse into a non-moving skeleton. While you remain motionless, you are indistinguishable from a normal skeleton. In this state, you are prone and your speed is 0.

Unbreakable Will. You have advantage on saving throws against being charmed, and on death saving throws.

Depending on your race of your origin you lose some traits or get some maluses, here is the list for the PHB races.

TIEFLING

Lose the **Hellish resistance** trait.

HALF-ORC

Lose the **Relentless endurance** trait.

HALFLING

Lose the **Brave** trait.

HUMAN

One ability score of your choice diminishes by 1.

DRAGONBORN

Your breath weapon now deals necrotic damage, and you lose the resistance granted to you by your **Draconic ancestry** trait.

DWARF

Wearing heavy armor does slow your movement speed now.

ELF AND HALF-ELF

Lose the **Fey ancestry** trait.

GNOME

You gain vulnerability to bludgeoning damage.



SPELLS

BONE SHIELD

1st level abjuration
(druid, ranger, warlock, wizard)

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: V, S

Duration: Instantaneous

You manifest a barrier of shattered bones that protects you. You reduce the incoming damage by 6 and if the attacking enemy is within 10ft of you, deal 6 slashing damage to them, as the bone shield explodes.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, both the damage reduction and the slashing damage increase by 6 for each slot.

EXOSKELETON

2nd level transmutation
(druid, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (A turtle shell)

Duration: Concentration, up to 1 hour

You touch a willing creature that isn't wearing heavy armor. Until the spell ends, the target's skin is reinforced with bony structures and protrusions, animated by magic, increasing their AC by 2 and giving them advantage on all Strength checks and saving throws.

OSSEOUS CAGE

3rd level conjuration
(druid, warlock, wizard)

Casting Time: 1 action

Range: Self (10 feet radius)

Components: V, S

Duration: 10 minutes

You force a cage of elongated bones to erupt from the ground that surrounds a 10-foot radius area centered on you. The bones are thick and provide three-quarters cover to creatures inside and outside. You, and any others you designate, can pass through the cage at will. The osseous cage has AC 12, 100 hit points, and vulnerability to bludgeoning damage. If you cast this spell again whilst already having a cage summoned, the previous cage turns to dust.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the cage's hit point total increases by 20 per spell slot level above 3rd.

RUPTURE

2nd level evocation
(warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of humanoid cartilage worth at least 5 gp)

Duration: Concentration, up to 1 minute

You focus your magic to shatter a target's body. Choose one creature within range, they must succeed a Strength saving throw or take 3d6 piercing damage, and be knocked prone on a failure. On subsequent turns, as a bonus action, you can force the target to make another saving throw, taking 3d6 piercing damage and being knocked prone on a failure. If they fail the save against this spell three times, their walking speed halved until their next long rest and the spell ends. If a creature succeed any of the saves, the spell ends early.

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

MONSTERS

THE LIBRARIAN

Medium undead, Lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 49 (9d8 + 9)

Speed 10 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 13 (+1) | 17 (+3) | 13 (+1) | 12 (+1) |

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5, Religion +5

Damage Immunities fire

Senses passive Perception 11

Languages All

Challenge 4 (1,100 XP)

Dark Devotion. The Librarian has advantage on saving throws against being charmed or frightened.

Spellcasting. The Librarian is a 7th-level spellcaster. Its spell casting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Librarian has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *shocking grasp*

1st level (4 slots): *mage armor**, *burning hands*, *shield**, *disguise self**

2nd level (3 slots): *hold person*, *invisibility**, *mirror image**

3rd level (3 slots): *blink*, *fireball*

4th level (1 slot): *phantasmal killer**

*Illusion or abjuration spell of 1st level or higher

Soul Exchange (Mythic Trait; Rechargers after a Short or Long rest). If the Librarian is reduced to 0 hit points he doesn't die or fall unconscious. Instead, he regains 49 hit points and regains all his spell slots of 1st and 2nd level.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

Mythic Ability

If the Librarian's Mythic Trait is active, he can use the ability below.

After Image. Whenever the Librarian casts an illusion or abjuration spell of 1st level or higher, he teleports up to 30 feet to an unoccupied space that he can see. He also becomes invisible and projects an illusory image that makes the Librarian appear to be in his previous location until the start of his next turn. A creature that uses its action to examine the image can determine that it is an illusion with a successful DC 13 Intelligence (Investigation) check.

THE LIBRARIAN

This ghastly figure resides in the Forgotten Library, collecting knowledge and souls. No one really knows what his true purpose is. Letters that bring unsuspecting adventurers to his lair with unknown magic are part of the tales that mothers tell their children when they misbehave.

He is said to observe with keen interests those who venture inside the walls of his house. Bringing their worst fears to life, agitating them, turning them against one another. In addition he dabbles in necromancy, not quite alive himself, experimenting on the corpses of deceased creatures, to create new toys for him to play with.

Despair is the name of the game, and he intends on winning.

BLOOD STAGS

"Run!" yelled the father before slicing his own wrists.

ORIGIN

Blood Stags are known to roam the deep and lush forests of the world. The most common theory explains that their voracious tendencies for humanoid blood, elven in particular, could be explained by a curse that plagues them. An unknown vampire lord tried to strengthen his armies, experimenting on a herd of stags and deers. In his experiments, he modified the genome of the creatures using dark forces, and even darker pacts. Seeing failure after failure, his subjects dying one after the other, he chose to release them and move his focus to something more productive.

But the curse was latent. Carried in the genes of these originals stags, it would manifest at random, instantly killing the beast and bringing it back as a terrifying monster. Due to its inheritable nature, this curse has yet to be neutralized.

BEHAVIOR

Blood Stags are lonely specimens, mostly due to the fact that when their mutation manifest they devour their whole herd, not even sparing their own children, leaving themselves alone in the world.

From there they start hunting, starting with other large herbivores, until they inevitably taste humanoid flesh; perhaps a group of hunters contracted to hunt it, or simply perhaps some unfortunate travelers; and get addicted to it.

Once a Blood Stag has feasted enough, its curse progresses further turning them into an Albino Bloodstags. These monsters tear through flesh, leaving a trail of blood in their path. Once an Albino Bloodstag has been spotted, most villages go into high alert, closing their gates, until the threat has been dealt with.

BLOOD STAG

Medium monstrosity, Evil

Armor Class 14

Hit Points 105 (14d8 + 42)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 19 (+4) | 16 (+3) | 6 (-2) | 14 (+2) | 5 (-3) |

Skills Athletics +5, Stealth +6

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Ambusher. The blood stag has advantage on attack rolls against any creature it has surprised.

Blood Call. The blood stag can use a bonus action to teleport to a creature within 60 feet of it that doesn't have all its hit points and make one Impale Attack.

Sunlight Sensitivity. While in sunlight, the blood stag has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The blood stag makes two attacks, one with impale and one with its bite, it can replace the bite attack by a tail attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one willing creature, or a creature that is restrained by the blood stag, or incapacitated. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the blood stag regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Impale. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and the target must succeed a Strength saving throw DC 13 or be impaled by the antler and be restrained. The Blood Stag can restrain a maximum of 2 creatures in this manner. A restrained creature can use an action to repeat the saving throw, freeing itself on a success.

Tail. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

ALBINO BLOODSTAG

Medium monstrosity, Evil

Armor Class 17 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 21 (+5) | 20 (+5) | 19 (+4) | 9 (-1) | 17 (+3) | 5 (-3) |

Skills Athletics +9, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 13

Languages the language of the race it ate the most

Challenge 10 (5,900 XP)

Ambusher. The albino bloodstag has advantage on attack rolls against any creature it has surprised.

Blood Call. The albino bloodstag can use a bonus action to teleport to a creature within 60 feet of it that doesn't have all its hit points and make one Impale Attack.

Sunlight Sensitivity. While in sunlight, the albino bloodstag has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The albino bloodstag makes three attacks, only one of which can be a bite attack.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is restrained by the blood stag, or incapacitated. *Hit:* 6 (1d6 + 3) piercing damage plus 13 (2d12) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the blood stag regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Impale. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and the target must succeed a Strength saving throw DC 17 or be impaled by the antler and be restrained. The Blood Stag can restrain a maximum of 3 creatures in this manner. A restrained creature can use an action to repeat the saving throw, freeing itself on a success.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Spine burst (recharge 5-6). The albino bloodstag unleashes the wooden protrusions on its back, all other creatures in a 20 feet radius centered on the albino bloodstag must succeed a Dexterity saving throw DC 17 or take 31 (7d8) piercing damage, or half as much on a success.