



BOOK OF TRANSFORMATIONS

5TH EDITION COMPENDIUM

UNCOVER THE TRUE POWER WITHIN YOU, NO MATTER HOW CORRUPT IT MAY BE

Book of Transformations



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Prestige Classes

How Prestige Classes Work

Hey everyone, Monkey here. So in this book the main focus was prestige classes, which means that there are quite a few of them.

The way I made them is by copying the structure that was introduced in *Unearthed Arcana*. Even though it was never adopted in the official books later, but hey, that's what homebrew is for!

The way they work is simply by multiclassing into the prestige class. You must meet the prerequisites, perform the task required, which is there so the GM can have a say on when you get access to the prestige class, and then simply take the levels as if they were from another class. It's super straight forward. If you need a refresher on how multiclassing works, here is a helpful link:
<https://5thsrd.org/rules/multiclassing/>

Enjoy!



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Vampire

You must meet certain prerequisites, listed below, in order to multiclass in or out of this class.

Prerequisites

- **Constitution 13.** Vampires require a body that can withstand the curse of the afterlife.
- **Charisma 13.** Vampires have a powerful will and inhuman charm.
- **Character level 5.** Vampirism only leaves the powerful in control of their body, as such you must be a 5th-level character before you can gain levels in the vampire prestige class.
- **Complete a special task.** You must find a vampire that you can either subdue or convince to bite you before drinking their blood. You cannot gain more levels in this prestige class than your vampiric progenitor has. You might need to seek out more powerful vampires and obtain their blood in order to reach 5th level in this prestige class.

Class Features

As a vampire, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per vampire level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per vampire level after 1st

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: Persuasion

Vampiric Curse

Becoming a vampire strengthens you beyond belief, but it also curses your life. As you gain levels in the class, you lose your humanity and your curse progresses in the following way.

Forbiddance. Starting at 1st level, you can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. Starting at 2nd level, if a piercing weapon made of wood is driven into your heart while you are incapacitated, you become paralyzed until it is removed.

Harmed by Running Water. Starting at 3rd level, you take 10 acid damage if you end your turn in running water.

Sunlight Hypersensitivity. Starting at 4th level, you take 10 radiant damage when you start your turn in sunlight. While in sunlight, you have disadvantage on attack rolls and ability checks.

Undead. Starting at 5th level, your creature type becomes undead.

Vampiric Weapons

At 1st level, you manifest vampiric weapons in the form of fangs and claws. They count as simple melee weapons for you, and you add your Strength or Dexterity modifier to the attack and damage rolls when you attack with it.

Bite. Your canines become as sharp as knives. They deal 1d6 piercing damage on a hit. Once on each of your turns when you damage a humanoid with this bite, you regain a number of hit points equal to your Constitution Modifier.

Claws. Your hands transform into claws, which you can use as weapons if they are empty. It deals 1d8 slashing damage on a hit. During your turn, if you make a melee attack against a creature with this weapon, that creature can't make opportunity attacks against you for the rest of your turn.

Life Drain

Also at 1st level, your vampiric powers allow you to siphon life out of your foes in order to maintain your powers. When you deal damage to an enemy that isn't an Undead or Construct, you can use your reaction to drain their life and regain a number of hit points equal to 1d8 + your Constitution modifier.

You can use this ability a number of times equal to 1 + your level in this class and regain all expended uses after completing a long rest.

Spider Climb

At 2nd level you gain a climbing speed equal to your walking speed and gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Life Sense

At 2nd level you gain the ability to sense the pulse of living creatures near you. As an action you can sharpen your senses, doing so you detect the location of any creature with a heartbeat within 60 feet of you. If a creature is frightened, you detect that creature in a 120-foot range instead.

Vampiric Charm

At 3rd level, you can influence those around you. You can add double your Constitution modifier to any Deception or Persuasion check that you make.

In addition, as an action you can target one humanoid it can see within 30 feet of you. If the target can see you the target must succeed on a Wisdom saving throw (DC: 8 + Proficiency + Constitution Modifier) or be charmed by you. On a successful save the target realizes that you attempted to charm them. The charmed target regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes the your requests or actions in the most favorable way it can.

Each time you or your companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you die, are on a different plane of existence than the target, or takes a bonus action to end the effect. You can only have one target under this effect at a time, if you attempt to put another target under such a charm, the effect ends for the previous one.

When you charm a humanoid in this manner, you can make a bite attack against them, if you do so, the bite attack deals an additional 3d6 necrotic damage, and you regain a number of hit points equal to the necrotic damage dealt.

Night Prowler

At 3rd level, when you are standing in dim light and darkness, attacks you make with your fangs or claws deal additional damage of the natural weapon type equal to your level in this class.

Shapechanger

At 4th level, if you aren't in sunlight or running water, you can use your action to polymorph into a Tiny bat or a Medium cloud of mist, or back into your true form.

While in bat form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than your size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you die. While in this form the only attack you can take is your Bite attack granted by your Vampiric Weapons ability.

While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. You have advantage on Strength, Dexterity, and Constitution saving throws, and are immune to all nonmagical damage, except the damage you take from sunlight.

Vampire Lord

At 5th level, you gain resistance to necrotic damage. In addition you gain the ability to turn a charmed creature into your thrall. Over the course of a short rest, you can perform a ritual to turn them into a forever loyal servant. You bite a creature that is charmed by your Vampiric charm ability, if they break free from your charm at any point during the ritual, it fails, and they die instead. After biting the creature, the curse will take place and slowly turn them. At the end of the short rest, the humanoid becomes a **vampire spawn** permanently under your control. In combat, roll initiative for the spawn, which has its own turns. It obeys your verbal commands.

In a pinch you can feed on your spawn to regain life. You can make a bite attack against them, which always hits, and deals an additional 3d6 necrotic damage (which they do not resist). You regain hit points equal to the necrotic damage dealt, and their hit points maximum is permanently reduced by that amount.

Once you create a spawn with this feature, you cannot do so again until the spawn dies.

Extra Attack

Also at 5th level, when you take the Attack Action with your fangs or claws, you can attack twice instead of once. If you already possess the Extra Attack feature from another class, you can make a one additional attack instead, although that attack has to be made with your fangs or claws.



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Werewolf

You must meet certain prerequisites, listed below, in order to multiclass in or out of this class.

Prerequisites

- **Constitution 13.** Werewolves require a body that can withstand their sudden bursts of power.
- **Extra Attack Feature.** Werewolves are savage combatants and only those with such a battle frenzy can inherit their power and retain their sanity.
- **Character level 5.** Lycanthropy only leaves the powerful in control of their body, as such you must be a 5th-level character before you can gain levels in the werewolf prestige class.
- **Complete a special task.** You must find a Loup Garou or Beast of Gévaudan which must bite you or find an artifact imbued with the curse of Lycanthropy.

Class Features

As a werewolf, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per werewolf level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per werewolf level after 1st

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: Athletics

Lycanthrope Curse

Becoming a werewolf strengthens you beyond belief, but it also curses your life. When you first gain a level in this class, you become weak to the call of the moon. On each full moon, you assume your Lycan Form until the moon sets. For that duration you become a bloodthirsty monster that loses all sanity. You become an NPC under the control of the GM.

GM NOTE:

During that time the character can make Wisdom saving throws when attacking a beloved character, to see whether or not they can resist their bloodlust enough.

Lycan Form

Starting at level 1, as a bonus action you can shift into a werewolf for 1 minute. When you do, hair sprouts all over your body, your fingernails grow into claws, your eyes turn feral, your bones snap into new positions, your ears become pointed and your face contorts and splits as your snout forms, adorned with sharp fangs. You gain the following traits:

- Your AC becomes equal to 10 + your Dexterity modifier + your Constitution modifier.
- While conscious, you regain hit points equal to your Constitution modifier at the start of each of your turns, if you are below half your hit point maximum. If you take damage from a silvered weapon, this regeneration doesn't function at the start of your next turn.
- Your fangs and claw grow into deadly natural weapons but you lose the ability to use any other weapon, as they are too unwieldy for your new form. Your fangs and claws count as a simple melee weapon for you, and you add your Strength or Dexterity modifier to the attack and damage rolls when you attack with it. Your claws deal 1d6 slashing damage on a hit and your fangs deal 1d8 piercing damage. You can only make one attack with your fangs per turn.

You can turn into a werewolf in this way a number of times equal to 1 + your level in this class, and regain all expended uses when you complete a long rest.

Feral Weaponry

At 1st level, when you use your Lycan Form, your natural weapons have additional powers. The DC for these abilities is equal to 8+ your proficiency bonus + your Strength or Dexterity Modifier, whichever is higher.

Once per turn, when you damage a creature with your claws, they must succeed on a Strength saving throw or be knocked prone.

Once per turn when you damage a creature of your size or smaller with your fangs, you can attempt to hinder them. The target must succeed on a Strength saving throw or be grappled and restrained. While you are restraining a creature in this way, you cannot use your Fangs on any other creature.

Call of the Pack

At 2nd level, When you are in your Lycan Form, as an action, you can howl at the sky to summon spectral wolves to your aid. 2 **Dire Wolves**, of a translucent blue color, appear in an empty space of your choosing within 30 feet of you. They take their turn immediately after yours and obey your mental command (no action required). If you do not command them, they'll protect you. When your Lycan Form ends, or when their hit points reach 0, the wolves vanish.

You can summon wolves in this way once per use of your Lycan Form.

Wolf Shape

At 2nd level, You gain a better control over your curse, you are now able to transform into a **wolf**. Your statistics remain the same, although you lose the ability to speak, and while transformed your movement speed increases to 50 feet (if it is lower).

Transcendent Powers

At 3rd level, the powers you gain from your curse start to seep into your everyday life. You gain the following benefits

- Your AC is now permanently equal to 10 + your Dexterity modifier + your Constitution modifier.
- You have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Inhumane Body

When you reach 4th level, your body changes and adapts to handle your explosive powers. Your Dexterity and Strength scores increase by 2.

Sturdy Body

At level 5, when you assume your Lycan form, you can choose to grow into an even more powerful monster. Your size becomes Large, as such your natural weapons grow in size with you. Your claws now deal 2d6 slashing damage on a hit and your fangs deal 2d8 piercing damage on a hit.

Curse Master

Also at level 5, You gain control over your Lycanthropy. You are no longer prey to the influence of the full moon, and can ignore the Lycanthrope Curse.

Mummy Lord

You must meet certain prerequisites, listed below, in order to multiclass in or out of this class.

Prerequisites

- **Constitution 13.** Mummy Lords require a body that can withstand dealing with constant rot.
- **Wisdom 15.** Mummy Lords must be versed in ancient knowledge and the occult.
- **Spellcasting.** Mummy Lords have a certain knowledge of magic.
- **Character Level 5.** Becoming a Mummy Lord takes a series of rituals and leaves huge strain of a soul, thus, you must be a 5th-level character before you can gain levels in the Mummy Lord prestige class.
- **Complete a special task.** You must undergo a ritual of mummification, in which you place yourself inside an enchanted sarcophagus while fully wrapped in bandages and wearing a golden scarab necklace. Then, you must utter special incantations. Once you've said those words, you must let yourself bleed out to near death. In order to level up in this class, you'll need to find golden scarabs - symbols of other mummies power.

Class Features

As a mummy lord, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per mummy lord level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per mummy lord level after 1st

PROFICIENCIES

Armor: None

Tools: None

Weapons: None

Saving Throws: None

Skills: Religion

Mummy Lord's Condition

The path to becoming a mummy lord is that of an undead, thus taking away the pleasures of ordinary life. As you gain levels in the class, you'll decay and forget your past, as your undeath evolves.

- **Unfeeling.** Starting at 1st level, you can no longer feel physical touch, taste or smell.
- **Cat's Curse.** Starting at 2nd level, as you fully mummify, you develop a weakness to cats. While you can see a feline, you are frightened of it until it is removed from your line of sight. You cannot willingly target felines with any effect or attack.



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- **Aversion to Fire.** Starting at 3rd level, your decayed husk of a body becomes weak. You become vulnerable to bludgeoning damage.
- **Source of Power.** Starting at 4th level, if your sarcophagus or golden scarab necklace are ever destroyed or taken from you, you suffer 3 points of exhaustion which you cannot remove until restoring the stolen or destroyed item.
- **Undead.** Starting at 5th level, your creature type becomes undead.

Mummy's Bindings

At 1st level, you've created a mental connection with your bindings, which allow you to use them as a form. Whenever you hit a creature with a melee attack or a single target spell, you can choose to attach part of your bindings on it, tethering yourself to the target. A tethered target gains one of the following effects:

- **Malicious Binding.** The target remains grappled for as long as you stay within 60 feet of it, unless it takes an action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your Strength (Athletics). You make this check at advantage. You can only have a maximum number of

creatures grappled, which is equal to your Proficiency Bonus.

- **Benevolent Binding.** The target gains +2 AC as long as it stays within 60 feet of you.

Life-Force Absorption

Also at 1st level, your mummy lord powers allow you to transfer life force from creatures onto yourself, then onto others. Whenever you damage a tethered creature with a weapon or spell attack, you gain half of the damage dealt as temporary hit points. As a reaction, you may instead choose to transfer the hit points onto another tethered target (it can't be the same target as the original attack). If the tethered target you transfer the hit points to is tethered with a Malicious Binding, they take damage equal to the transferred hit points. If the tethered target is tethered with a Benevolent Binding, they heal for the transferred hit points instead.

Scarab Lord

Starting at 2nd level, your mummy lord aura has begun attracting all manner of insects, such as locusts, beetles and scarabs. These help you spread your undead reach over the world. You gain the following benefits:

- You cannot be surprised.
- You gain blindsight for 100 feet.
- Your healing spells have their range increased by 30 feet.
- You can cast *beast sense* and *speak with animals* on all insects at will, without expanding a spell slot.

Pharaoh's Endurance

Also at 2nd level, your mummified remains can sustain punishment with ease and return for more. When you are brought to 0 hit points, you return to 1 hit point instead and you may immediately tether yourself to 2 targets within range.

Once you've used this ability, you cannot use it again until you complete a long rest.

Curse of the Mummy

Starting at 3rd level, your mummy lord essence can curse those who dare defy you. You learn the *bestow curse* spell and may cast it without expending a spell slot at its lowest level. For you, the spell has a range of 60 feet. Whenever you cast the spell in this way, you instead suffer 4d6 necrotic damage, which cannot be reduced in any way.

Additionally, you can concentrate on any number of *bestow curse* spells at a time, rolling Concentration Checks together for all of them.

Plague-bearer

As you further decay, your connection to the forces of the desert only grows. When you reach the 4th level, you learn the *insect plague* spell. You may cast this spell at its lowest level at will without expending a spell slot. When you cast it in this way, you take 5d6 necrotic damage, which cannot be reduced in any way. If you are below half of your hit points, you take only half of that damage.

Will of the Desert

At 5th level, you've fully embraced the identity of a mummy lord, having enough power to create any number of mummies with your golden scarab. If a creature of CR 2 or higher is brought to 0 hit points while it is tethered to you, it is instantly turned into a mummy that will follow your command.

You may only control one mummy at a time, the ability failing to function if you already control one. At any point, once per long rest, you can choose to sacrifice a mummy. If you do, it is destroyed and a creature of your choice within 30 feet of it gains hit points equal to the hit points the mummy had when it was sacrificed.

Entomb

Also at 5th level, you can summon a sarcophagus to your aid by magical means. As an action, you may summon it to any point within 120 feet of you. As part of this action, and on subsequent turns, you can have your bindings emerge from the sarcophagus instead of yourself and tether itself to any creature just as in the Mummy's Bindings feature. You may also use your action to reel a creature tethered by the sarcophagus, they must succeed on a Strength saving throw or be pulled into the sarcophagus. A creature can choose to willingly fail this saving throw. A creature reeled in is instantly locked inside, where it is immune to all damage, paralyzed, blinded and incapacitated. An entombed creature can repeat the saving throw at the end of each of its turns, escaping the sarcophagus on a success.



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Siabrae

Class Features

THE SIABRAE		SPELL SLOTS PER SPELL LEVEL		
Level	Features	1st	2nd	3rd
1	<i>Spellcasting, Inner Beast</i>	1	-	-
2	<i>Cursed Horns</i>	2	-	-
3	<i>Beast Armor</i>	3	1	-
4	<i>One with Nature</i>	4	2	-
5	<i>Ancient Wisdom, Rebirth</i>	4	3	1

You must meet certain prerequisites, listed below, in order to multiclass in or out of this class.

Prerequisites

- **Wisdom 13.** Siabraes must be versed in ancient knowledge and the occult to perform their rituals.
- **Spellcasting.** Siabraes have an powerful understanding of magic.
- **Character Level 5.** Becoming a Siabrae requires an ancient and powerful ritual that shatters those too weak to undergo it.
- **Wildshape Feature.** Siabrae are powerful shifters
- **Complete a special task.** You must undergo a ritual of death and rebirth. Siabraes are formed when a creature that meets all the other prerequisite chooses to lay down their life and their humanity to become something greater that can protect nature, even beyond death.

Class Features

As a Siabrae, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per siabrae level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per siabrae level after 1st

PROFICIENCIES

Armor: None

Tools: None

Weapons: None

Saving Throws: None

Skills: Nature

Spellcasting

Drawing on corrupted aspects of nature, you can cast spells to shape that represent to your will.

CANTRIPS

At 1st level, you know one cantrip of your choice from the druid spell list.

PREPARING AND CASTING SPELLS

The Siabrae table shows how many spell slots you have to cast your siabrae spells of 1st level and higher. To cast one of these siabrae spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of siabrae spells that are available for you to cast, choosing from the druid and necromancy spells on the wizard spell list. When you do so, choose a number of spells equal to half your Wisdom modifier (rounded down) + your Siabrae level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of siabrae spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your siabrae spells, since your magic draws upon corrupted druidic essence. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a siabrae spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SPELLCASTING FOCUS

You can use a druidic focus as a spellcasting focus for your siabrae spells.

GM NOTE:

In regards to multiclassing, the siabrae is considered a 2/3 caster, so to determine your spell slots when multiclassing in or out of the subclass, add 2/3 of your level, rounded down. For example if you are a level 8 character with 5 levels in druid and 3 levels in Siabrae, you are considered a level 7 spellcaster ($5 + \frac{2}{3}$ of 3) according to the multiclassing table found on the PHB page 165.

Inner Beast

Starting at 1st level, the CR of creatures you can turn into with your Wildshape feature increases according to the following Beast Shapes table. The other wildshape limitations still apply. This modification doesn't apply to you if you can already transform into beasts of higher CR than the one given to you by this class.

BEAST SHAPES TABLE

Siabrae Level	Beast CR
1	CR 1
3	CR 2
5	CR 3

Cursed Horns

At 2nd level, A pair of horns grows from your skull, or replaces the ones you already have. These horns count as a simple melee weapon for you, dealing 1d10 piercing damage on a hit. You add your Strength modifier to the attack and damage rolls when you attack with them, as normal. The horns constitute a viable target for the *shillelagh* cantrip, although the cantrip doesn't change the damage dice of the horns.

These horns appear even when you use your Wildshape Feature, unless you turn into a beast with a flying speed. Beasts you wildshape into are also proficient with these horns and they can attack with them. If a beast you wildshape into has the Multiattack feature, you can replace one of the attacks with a horn attack. The horns grow in size according to the size of creature you turn into. From a Large creature they deal 2d10 piercing damage, from a Huge creature they deal 3d10 piercing damage.

Beast Armor

Starting at 3rd level, when you use your Wildshape feature, you can choose to have the beast you transform into grow an armor of bones, rendering it more resilient. If you do, while wildshaped you have resistance to fire damage as well as piercing and slashing damage from non magical weapons that aren't adamantite, but have vulnerability to bludgeoning damage from magical weapons. This feature doesn't apply to you if you transform into a beast of higher CR than the one given to you by this class.

One With Nature

At 4th level, you perfectly understand the vibrations of the earth, you gain Tremorsense up to 15 feet.

In addition, you gain a burrowing speed of 30 feet. To use this speed you need both your hands free. Your burrowing leaves behind a tunnel of your size, and makes a very light sound, about as loud as walking. A move earth spell cast in an area in which you are burrowed causes you to emerge to the surface and become stunned until the end of your next turn.

RULES REMINDER:

A creature that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A creature can't burrow through solid rock unless it has a special trait that allows it to do so

Ancient Wisdom

At 5th level, your Wisdom score increases by 2 and your maximum for that score becomes 22 .

Rebirth

Also at 5th level, you've long given your life to protect nature, and now it protects you in return. When you die, if your body is touching earth, your body and mind are absorbed by it. 3 days later you emerge, from a location in nature that you have a particular bond with, alive, although still an undead. Once you've used this ability once you can't use it again for the next year.



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The Living Experiment

Prerequisites

- **Intelligence 16.** Experiments have deep knowledge of the sciences and must be careful with their experimentation.
- **Constitution 13.** Living experiments must have a body that can handle all the modifications they undertake..
- **Character Level 5.** Becoming a living experiment requires powerful magical and mechanical elements, that shatter those too weak to undergo the procedure.
- **Complete a special task.** You must witness the abandonment of flesh, not necessarily yours. You must see another living experiment being created, or attempt to turn someone into a living experiment, whether or not the experiment succeeds, to learn what to do, or not, to your own body.

Class Features

As an Enhanced, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Living Experiment level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Living Experiment level after 1st

PROFICIENCIES

Armor: None

Tools: Tinker's Tool

Weapons: None

Saving Throws: None

Skills: Arcana

Enhanced Body

Some people have created golem, you realized that making yourself the experiment would be more conducive to your goals. At 1st level, you have started altering yourself to become a superior being with the help of technological advancements. Choose one of the following bodies, your body will be permanently altered in function of it

BEAST BODY

You take on a quadrupedal design, although you are still comfortable being on your hind-legs, fighting on all four is where you shine. The modifications have made you larger and sturdier than most. Your Strength and Constitution score both increase by 2, to a maximum of 19. Your movement speed increases by 10 feet. Finally your AC can be calculated in the following way: 13 + your Constitution Modifier.

You also gain a bite or claw weapon (your choice), which is considered a simple melee weapon for you, using your Strength modifier and dealing 1d10 slashing damage on a hit.

WARRIOR BODY

Due to a marvel of mechanical engineering, or forbidden experiments with accursed creatures, you broke the previous limits of your body. Your Strength modifier increases by 2 to a maximum of 20. You now have a power rivaling that of ancient fighters. You gain proficiency with shields, simple weapons, and martial weapons. You also embed in one of your limbs a weapon that can shift shape as you see fit. You can command the weapon to take the form of any simple melee weapon or martial melee weapon as a bonus action. If you present this weapon to a magical melee weapon as part of a short rest, it can absorb it and take its shape, although you still require attunement.

SHARPSHOOTER BODY

Your eyesight and reflexes are now superhuman thanks to your experiments. Your Dexterity modifier increases by 2 to a maximum of 20. Your arm can turn into a launching weapon. It counts as a simple ranged weapon for you. It uses your Dexterity modifier for attack and damage rolls, has a range of 60/240 feet and deals 1d10 piercing damage on a hit.

If you attune to a magical ranged weapon, your arm cannon gains its magical properties so long as you are attuned to it. If you are attuned to multiple ranged weapons, your arm launching weapon can only mimic the properties of one of them.

Mad Tinkerer

Also at 1st level, you gain proficiency with tinker's tool and use them to adjust your body when needed. In addition your proficiency bonus is doubled for any ability check you make with these tools.

Basic Upgrades

Starting at 2nd level you unlock upgrades that you can apply to your body. Choose two of the following upgrades, they become part of you. Choose carefully as you cannot change them until you gain another level. You can't select an upgrade more than once, unless the upgrade's description says otherwise. If an upgrade requires a saving throw or spellcasting, Intelligence is your modifier for it.

PROTECTOR

You gain the protection fighting style

AGGRESSIVE

You gain one of the following fighting styles: Archery, Dueling, or Great Weapon Fighting.

MAGIC CORE

You gain 2 first level spells of your choice. You can cast each spell once at its lowest level, and can't do so again until you complete a long rest.

When you reach 3rd level in this class you can replace these spells with 2nd level spells. When you reach 5th level in this class you learn one additional 2nd level spell that you can cast in the same manner.

HOOK

You gain an appendage, tentacle, meat hook, or other. As a bonus action, you can use this appendage to strike at one creature of your choice that you can see within 15 feet. The target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be pulled up to 10 feet in a straight line towards you. You can also use this appendage as a free hand to grapple creatures.

ARMOR PLATING

You become proficient with the next level of armor. If you have proficiency in no armor, you gain proficiency in light armor. If you have proficiency in light armor you gain proficiency in medium armor. If you have proficiency in medium armor you gain proficiency in heavy armor.

You can select this upgrade multiple times.

LIGHTNING CANNON

You install a lightning cannon on yourself. As an action you can choose a point you can see within range. A bolt of lightning strikes that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. Once you used this cannon, you can't use it again until you complete a long rest.

This damage increases to 4d10 when you reach 3rd level, and to 5d10 when you reach level 5.

FLAMETHROWER

You learn the *burning hands* spell, and can cast it at 1st level without expending spell slots. You can do so twice before taking a short or long rest.

When you reach 3rd level in this class you can cast the spell at 2nd level instead, when you reach 5th level, cast it at 3rd level.

IMPOSING BUILD

Your Strength Score increases by 1 to a maximum of 20. You count as one size larger when determining your carrying capacity, creatures you can grapple, and the weight you can push, drag, or lift. If you take this upgrade you cannot take the nimble build upgrade.

NIMBLE BUILD

Your Dexterity Score increases by 1 to a maximum of 20. You gain proficiency in Stealth. If you take this upgrade you cannot take the imposing build upgrade.

ALL TERRAIN CAPABILITIES

Your walking speed increases by 10 feet and you gain a climbing and swimming speed equal to your walking speed.

Restoration

At 3rd level you learn how to mend your flesh. Your body holds an incredible pool of healing potential that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your Living Experiment level x 10. As a bonus action, you can use tinker's tools and mend your flesh to restore a number of hit points, up to the maximum amount remaining in your pool.

GM NOTE:

It functions like lay on hands, except that its a bonus action, and only applies to yourself.

Advanced Upgrades

At 4th level you unlock additional upgrades. Choose two of the following upgrades, they become part of you. Choose carefully as you cannot change them until you gain another level. You can't select an upgrade more than once, unless the upgrade's description says otherwise. If an upgrade requires a saving throw or spellcasting, Intelligence is your modifier for it.

LIMITED FLIGHT

You altered yourself to be able to partially fly, such as with flesh wings. You can activate this as a bonus action, or as a reaction when you fall. Whatever form this takes, when it's activated, you gain a flying speed of 30 feet, which lasts until the start of your next turn.

BRUTAL WEAPONS

You increase the effectiveness of your weapons, increasing your lethality. When you make an attack, you can choose to subtract your proficiency from the attack roll. If you do so, and the attack hits, you can add double your proficiency bonus to the damage roll of the attack.

GIANT ARMAMENT

You can temporarily increase the size of your natural weapons, or of weapons you wield, damaging your foes more. The weapon's base damage dice increases by 1—from 1d8 to 2d8, for example. You can only attack with this oversized weapon once per turn, it then returns to its normal size until the end of the turn.

MULTIATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

OVERHEAT

(prerequisite Lightning Cannon or Flamethrower upgrade)

As an action, you can explode in a roar, causing all creatures in a 5 foot radius centered on you to succeed on a Dexterity saving throw or take 3d6 fire (Flamethrower) or 2d8 lightning damage (Lightning Cannon) and be pushed back 10 feet in a straight line. A creature takes half damage and isn't pushed back on a success.

LIMIT BREAK

You can push beyond your body beyond limitations. As an action, you can overwhelm yourself with energy, gaining the effects of the *haste* spell for a number of rounds equal to your Constitution modifier. Once you limit break yourself in this way, you can't do so again until you finish a long rest.

Perfect Design

At 5th level, you can add your Intelligence modifier to all of your attack rolls and all your Strength, Dexterity and Constitution saving throws. In addition your Constitution modifier increases by 2 and your limit for this score increases to 24.



ART BY WARM TAIL

Subclass

Rogue: Survivalist

They specialize in surviving, no matter what.

Tricks up your Sleeves

At 3rd level, you gain proficiency with Tinker's Tools and have used them to create a few contraptions that help you survive. You gain the following items, they are considered to be always equipped by you.

GOGGLES OF CLARITY

These glasses allow you to see through heavy obscurement caused by fog (such as the one caused by the fog cloud spell) and similar effects. It doesn't allow you to see through magical darkness.

FACE CLOTH

With these wrapped around your mouth and nose you become immune to inhaling gases of any kind.

HAND WRAPS

These wraps protect you and allow you to manipulate dangerously sharp objects or particularly hot or cold ones without suffering damage. In addition as a reaction you can use these wraps to diminish incoming fire, cold or slashing damage by 1d6. When you access the Uncanny Dodge feature, you can apply this reduction before halving the damage.

Survivor

Also at 3rd level, You've spent time in the most dreary of places with nothing but a rag cloth and your wits to survive. You gain proficiency in the Survival skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it. You can hold your breath for twice as long as normal, and you have advantage on saving throws against diseases.

Scrappy

Finally, at 3rd level, you know how to fight without any traditional weapon at your disposal. In your hands, a fork, a shard of wood, or a needle can get the job done just fine. You gain proficiency with improvised weapons, as long as they weigh less than 3 pounds. For you they count as finesse weapons.

Bola Shot

At 9th level, You aren't unfamiliar with running away from a bad situation. As part of a long rest you can create bolas that aid you in your escape. You can use these bolas a number of times equal to your proficiency bonus. As a bonus action you can throw it at a creature that you can see within 30 feet of you, they must make a Dexterity saving throw (DC = 8+ your Proficiency Bonus + your Dexterity Modifier). On a failure their movement speed is reduced to 0 and they fall prone, and if they fail by 5 or more, they are also restrained. On a success nothing happens. A target wrapped in your bola, or a creature within 5 feet of it, can make a Strength or Dexterity check as an action against the DC, on a success they escape the wrappings.

Dodge Roll

At 13th level, When you use your Uncanny Dodge ability, you can also move up to 5 feet to an empty space that you can see, potentially moving out of the range of the attack targeting you and escaping it entirely.

Hard to Kill

At 13th level You gain advantage on all Constitution saving throws and your hit points maximum increase by 13, and increase by and whenever you gain a level in this class thereafter, your hit point maximum increases by an additional 1 hit points.

Unbreakable

At 17th level, the first time in a day you should be reduced to 0 hit points, or lower you fall to 1 hit point instead and can make a single melee attack with advantage. You can then move up to 30 feet without triggering attacks of opportunity. Once you've used this ability you can't use it again until you complete a long rest.

Magic Items

Art by Arman Akopian



Tarot Deck

wondrous item, very rare

This tarot deck may have a normal appearance, but it holds tremendous power, the power of destiny. It contains 2 charges that it regains daily at dawn.

After initiative is rolled, you can draw from this deck and call upon fate. To do so, as an action expend 1 charge and draw 3 cards from the deck. Upon drawing a card, its effect is cast immediately and the card is removed from the deck until all 3 cards have been drawn, at which point they magically re-enter the deck.

Alternatively, outside of combat you can expend 1 charge as an action to read the future through the deck and cast the *divination* spell. The spell uses your Tarot Deck as a material component but doesn't consume it. The DC for spells is 14.

CARD	EFFECT
1. The Fool	Exchange your initiative order with any creature of your choice that you can see within 60 feet of you
2. reversed	An allied creature within 60 feet of you that can see you exchanges initiative order with you.
3. The Magician	You regain an expended spell slot of a level 1d8, if you don't have that level of spell slot, you regain the highest one you can.
4. reversed	Cast a spell of casting time an action or shorter that you have prepared using your highest level spell slot. If you don't have spell slots, cast magic missile at 3rd level.
5. High Priestess	give 2d6 temporary Hit Points to a creature that you can see within 60 feet.
6. reversed	Gain 2d6 temporary Hit Points
7. The Empress	A creature that you can see within 60 feet gains a 1d8 bonus to its next Intelligence, Wisdom or Charisma saving throw that it makes within the next minute.
8. reversed	A creature that you can see within 60 feet gains a 1d6 penalty to its next Intelligence, Wisdom or Charisma saving throw that it makes within the next minute.
9. The Emperor	A creature that you can see within 60 feet gains a 1d8 bonus to its next Strength, Dexterity or Constitution saving throw that it makes within the next minute.
10. reversed	A creature that you can see within 60 feet gains a 1d6 penalty to its next Strength, Dexterity or Constitution saving throw that it makes within the next minute.
11. Hierophant	Give a creature other than yourself that you can see within 60 feet a bardic inspiration (as per the Bard's Bardic Inspiration), it is a d6.
12. reversed	Give yourself a bardic inspiration
13. The Lovers	2 creatures of your choice other than yourself within 60 feet of you that you can see and that can see each other regain 2d8 hit points.
14. reversed	You regain 2d8 hit points.
15. The Chariot	Increase your movement speed by 20 feet for the next 1d4 rounds.
16. reversed	Increase an ally's movement speed by 20 feet for the next 1d4 rounds.
17. Justice	A creature of your choice within 60 feet must make a DC 14 charisma saving throw the next time it damages a creature within the next minute, or suffer half the damage dealt in radiant damage on a failure.
18. reversed	The next time a creature of your choice within 60 feet receives damage, it can reduce the damage it takes by a number equal to the attacker's CR or level.

GM NOTE:

This item requires the Major Arcana of a tarot deck to play. If you don't have one you can emulate the tarot deck by rolling 1d44, removing the result, followed by 1d42, removing the result, followed by 1d40 (probably roll those online); or rolling a d100 until you get a result inferior or equal to 44, 42 and 40

CARD	EFFECT
19. The Hermit	You cast the <i>invisibility</i> spell on yourself
20. reversed	You cast the <i>invisibility</i> spell on a creature that you can see within 60 feet of you.
21. Wheel of Fortune	For the next minute, you score critical hits on a roll of 7 or 20 on the dice.
22. reversed	For the next minute, you score critical failures on a roll of 7 or 20 on the dice.
23. Strength	A creature of your choice within 60 feet of you gets a 1d6 bonus to Strength checks and attack rolls using Strength for the next minute
24. reversed	A creature of your choice within 60 feet of you you get a 1d6 penalty to Strength checks and attack rolls using Strength for the next minute
25. The Hanged Man	Reduce the speed of a creature that you can see within 60 feet of you to 0 for 1d2 rounds.
26. reversed	Reduce the speed of a friendly creature that you can see within 60 feet of you to 0 for 1d2 rounds.
27. Death	Deal 3d10 necrotic damage to a creature that you can see within 60 feet of you.
28. reversed	Deal 3d10 radiant damage to a creature that you can see within 60 feet of you.
29. Temperance	Reduce the next instance of damage that you take by 2d6.
30. reversed	Reduce the next instance of damage that a creature within 60 feet of you takes by 2d6.
31. The Devil	Deal 4d8 fire damage to a creature within 60 feet of you that you can see.
32. reversed	You take 3d6 fire damage.
33. The Tower	Cast the spell <i>shatter</i> at 4th level.
34. reversed	Cast the spell <i>shatter</i> at 3rd level centered on yourself.
35. The Star	End a charm condition on a creature within 60 feet of you.
36. reversed	A creature that you can see within 60 feet of you must succeed on a DC 14 Wisdom saving throw or be charmed by you for the next minute.
37. The Moon	End a fear condition on a creature within 60 feet of you.
38. reversed	A creature that you can see within 60 feet of you must succeed on a DC 14 Wisdom saving throw or be frightened of you for the next minute.
39. The Sun	Your next hit deals 2d10 radiant damage
40. reversed	A creature that you can see within 60 feet of you is flooded with light, it must succeed on a DC 14 Constitution saving throw or be blinded until the end of your next turn
41. Judgement	You cast <i>fireball</i> at its lowest level, it deals radiant instead of fire damage.
42. reversed	You become frightened of the nearest hostile creature for 1 minute.
43. The World	You teleport up to 30 feet to an unoccupied space that you can see.
44. reversed	A creature that you can see within 60 feet of you must succeed on a DC 14 Charisma Saving throw or be teleported 30 feet to an empty square that you can see.



ARTBYIOBARD

Lightning Mace

weapon (mace), rare

A unique weapon conceived by Esmera, an infamous eccentric of the Church of Purity, when she was tasked with creating a power that could match that of the Sacred Blood but didn't require the substance. Striking this peculiar iron mace like a match generates the same blue sparks that blanket corrupted beasts.

This weapon has 2 charges that it regains daily at moon high. As an action, you can expend 1 charge to ignite this mace. Blue streaks of lightning explode from the weapon. Any creature other than you in a 10 feet radius centered on you must succeed on a DC 14 Dexterity saving throw or take 3d8 lightning damage. For the next 1d4 rounds the mace deals an additional 1d8 lightning damage on a hit and cannot be ignited again.

Saw Cleaver

Weapon (battle axe, greataxe), uncommon

One of the trick weapons of the workshop, commonly used in the hunting business. This saw, effective at drawing the blood of beasts, transforms into a long cleaver that makes use of centrifugal force. The saw, with its set of blood-letting teeth, has become a symbol of the hunt, and only grows in effectiveness the more grotesquely transformed the beast.

In its regular form this weapon is a battleaxe, dealing 1d8 slashing damage, and it gains a +1 bonus to damage rolls against beasts.

As a bonus action, you can change the weapon's form and extend it, transforming it into a greataxe, which requires both hands to wield. If you are wielding a shield in your hand when you transform the weapon, you can stow it as part of the same bonus action. In that form the axe deals 1d12 slashing damage and gain a +1 bonus to damage rolls against humanoids. On subsequent turns, you can use a bonus action to revert the weapon's form.



ARTBYWARTAIL

Monsters



ART BY WARMTAIL

The Beast of Gévaudan

An Old Tale

The legend of the Beast of Gévaudan, almost as ancient as civilization itself. There once was a powerful werewolf, that rose to become king of his kin. But his hunger for power couldn't be quenched. None could oppose his might when he transformed into a beast, and with no one to stop him, he laid waste to all that stood in his way, creating the kingdom of Gévaudan. Until one day, during one of his rampages, he killed the wrong person, the child of a powerful witch. As punishment she trapped the man in his beast form forever, and turned him into a ravenous beast incapable of rational thought, a monster that was only guided by its hunger. It wasn't long before this king turned on his armies and devoured them one by one, until he was one day killed, after turning the kingdom he fought so hard to build, to ash.

GM NOTE:

The curse of the beast as in the statblock is said to reappear immediately after the beast is slain. If you want you can make it so that the curse stays dormant for years at a time, this way there isn't always a beast on rampage, especially at early levels of a campaign for example.

Never Ending Curse

Although the king who was originally cursed died long ago, the curse of Gévaudan still lives on. It is said that there is only one beast roaming the world, but that it is impossible to truly kill. Indeed, each time the creature is slain, the curse manifests itself in someone else, usually another werewolf, although other shapers have also been affected in the past. It might take a few days or a few years, but a Beast of Gévaudan will always roam.

Ravenous Hunger

The Beast of Gévaudan feeds on livestock, but it also preys on humans, and in a tragic twist, devours other werewolves for sustenance with glee. The hunger of the beast can never be truly satiated, and as such it isn't rare for entire villages to be decimated in a single night, leaving nothing behind but splatters of blood and empty homes.

BEAST OF GÉVAUDAN

Large monstrosity (Shapechanger), chaotic evil

Armor Class 16 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	10 (+0)	17 (+3)	13 (+1)

Skills Athletics +10, Perception +13, Stealth +9

Senses passive Perception 23

Languages —

Challenge 15 (13,000 XP)

Bestial Fury (3/day). As a bonus action, the Beast of Gévaudan can enter a feral rage fuelled by its ravenous hunger. It becomes Huge, gains 20 temporary Hit Points and the number of damage dice of its natural weapons increase by one (3d4 for the Claw and 3d8 for the Bite). This transformation lasts for 1 minute.

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

Curse of Gévaudan. If the Beast of Gévaudan dies, the *Curse of Gévaudan* is transmitted to the nearest Shapechanger within 1 mile. If there is no such creature, the curse ends. Alternatively this curse can only be dispelled by a *remove curse* spell of 8th level or higher.

Keen Hearing and Smell. The Beast of Gévaudan has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (3/day). If the Beast of Gévaudan fails a saving throw, it can choose to succeed instead.

Regeneration. The Beast of Gévaudan regains 15 hit points at the start of each of its turns. If the Beast of Gévaudan takes damage from a silver weapon, this trait doesn't function at the start of the Beast of Gévaudan's next turn. The Beast of Gévaudan dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The Beast of Gévaudan uses its Frightful Presence and then makes three attacks: one with its bite and two with its claws.

Frightful Presence. Each creature of the Beast of Gévaudan's choice that is within 120 feet of the Beast of Gévaudan and aware of it must succeed on a DC 17 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. A creature that is frightened in this way has its movement speed reduced by 20 feet. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Beast of Gévaudan's Frightful Presence for the next 24 hours.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. This attack scores a critical hit on a roll of 19 or 20 on the attack roll. On a critical hit, the monstrous jaws rip off a limb of the target. Roll a d12 on the following table for the result:

1-2: Right forearm
2-4: Left forearm
4-6: Right hand
7-8: Left hand
9: Left leg
10: Right leg
11: gut
12: head

A creature that has its gut ripped off suffers an additional 22 (4d10) necrotic damage at the start of each of its turns, as it bleeds out, for 1 minute, or until it receives magical healing. A creature that loses its head dies if it can't live without it.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

LEGENDARY ACTIONS

The Beast of Gévaudan 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 Beast of Gévaudan regains spent legendary actions at the start of its turn.

Swipe. The Beast of Gévaudan makes one Claw attack.

Bite (Costs 2 Actions). The Beast of Gévaudan makes one Bite attack.

Mauling Pounce (Costs 2 Actions). The Beast of Gévaudan moves up to its speed without provoking opportunity attacks, and it can make one Claw attack against each creature it moves past.

PATREON | MONKEYDM



ART BY BREAKERMAXIMUS

Lightning Golem

These golems are the product of the latest advancement in magical research. Chunks of armor infused with the raw power of lightning. These golems can be terrifying, they are usually sent out on nights of thunderstorms, where they are hard to miss, as all bolts of lightning seem to always hit them. Yet instead of damaging them, the lightning makes them phase in and out of existence, and move faster towards their goal. Much like other golems, they are neither good nor bad, as they are completely under the influence of their creator, making them perfect tools for war. There are legends of a lightning golem that became sentient, but no one has been able to confirm that story.

GM NOTE:
 If you want to make this monster more fearsome, you can give it a 10 movement speed, and an ability that reads as follow:

Lightning Step: The golem can expend 5 feet of movement on its turn to teleport up to 30 feet to an empty space that it can see instead.

This allows the creature to make 2 teleports per turn and surprise players by re-appearing behind them.

LIGHTNING GOLEM

Large construct, neutral

Armor Class 18 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	17 (+3)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances thunder
Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 6 (2,300 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead teleports up to 60 feet to an empty space that it can see.

Lightning Rod. Any spell or effect that deals lightning damage within 100 feet of the golem is automatically redirected towards it, even if the range of the spell or effect wouldn't normally reach the golem.

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

Magic Weapons. The golem's weapon attacks are magical.

Psychic Rage. When the golem is hit with psychic damage, it enters a frenzy for 1d3 rounds. While frenzied, it has advantage on all attack rolls, but cannot discern friend from foe. On each of its turns while frenzied, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. The golem's creator, if within 60 feet of the frenzied golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being frenzied and cannot enter a frenzy again for the next 10 minutes.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage and 7 (2d6) lightning damage.

WARDEN OF FLAMES

Large construct, lawful evil

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	17 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str +5

Skills Athletics +5

Damage Resistances acid, fire, lightning, necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands the language of its creator but can't speak

Challenge 5 (1,800 XP)

Unnatural Aura. All monstrosities and beasts can sense the unnatural presence of Warden at a distance of 30 feet. They do not willingly approach nearer than that and if they enter that range they must succeed on a DC 14 Wisdom saving throw or become frightened of the Warden. If the creature ends its turn in a location where it doesn't have line of sight to the Warden, the creature can make a Wisdom saving throw. On a successful save, the frightened condition ends for that creature.

Eldritch Flame. Whenever the Warden takes cold damage or is splashed with three gallons of water or more, roll a d6. On a 6, the flame inside the Warden dies, causing its eldritch armor to take over and the Warden to go berserk. On each of its turns while berserk, the Warden attacks the nearest creature it can see. If no creature is near enough to move to and attack, the Warden stops moving until another creature appears. Once berserk the fire damage that the Warden deals becomes necrotic damage and it cannot light creatures ablaze. Once the Warden goes berserk, it continues to do so until it is destroyed or takes 5 points of fire damage in a single turn, at which point the flame restarts.

ACTIONS

Multiattack. The Warden makes two fire blade attacks.

Fire Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage plus 5 (1d10) fire damage. If the target is a monstrosity or beast, it must succeed on a DC 14 Constitution saving throw or be lit on fire. A target that's aflame takes 5 (1d10) fire damage at the start of each of its turns, until it uses an action to douse the flames.

Meteor Leap (Recharge 4-6). If the Warden jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each creature within 15 feet of the Warden must succeed on a DC 14 Dexterity saving throw or be knocked prone and take 28 (8d6) fire damage, a creature in the Warden's space has disadvantage on this save. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the Warden's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the Warden's space.



ARTBY RATSIVLE

Warden of Flames

Monsters conceived by Esmera from the remains of an Old One, in a desperate attempt to control the Scourge of Beasts. The flames scares those who have lost their humanity and serves as a beacon that attracts the remaining survivors, and other curious beings.

SIABRAE

Medium undead (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	13 (+1)	18 (+4)	12 (+1)

Saving Throws Int +4, Wis +7

Skills Medicine +7, Nature +4, Perception +7

Damage Resistances necrotic; piercing and slashing damage from non magical weapons that aren't adamantite (only in wildshape)

Senses passive Perception 17

Languages Druidic plus any two languages

Challenge 6 (2,300 XP)

Cursed Horns. The siabrae horns are cursed and appear on its body even if it wildshapes, and count as magical. If a beast it wildshapes into has the Multiattack feature, it can replace one of the attacks with a Horn attack. If the beast it turns into is Large, the horns deal 2d10 piercing damage, if it is Huge, they deal 3d10 piercing damage. The horns constitute a viable target for the *shillelagh* cantrip, although the cantrip doesn't change the damage dice of the horns.

Spellcasting. The siabrae is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch*, *druidcraft*, *toll the dead*, *shillelagh*
1st level (4 slots): *entangle*, *faerie fire*, *speak with animals*, *thunderwave*

2nd level (3 slots): *barkskin*, *heat metal*

3rd level (3 slots): *animate dead*, *vampiric touch*

Wildshape (2/Short Rest). The siabrae can use its action to transform into any Beast of CR 2 or lower without a flying speed, or back into its true form, which is humanoid. It takes the statistics of the beast except for its alignment, personality, and Intelligence, Wisdom, and Charisma scores. It retains all of your skill and saving throw proficiencies, in addition to gaining those of the creature, but it can't cast spell in that form. Any equipment it is wearing or carrying isn't transformed. When it reverts to its normal form, it returns to the number of hit points it had before transforming. However, if it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

ACTIONS

Horn. Melee Weapon Attack: +3 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. Hit: 5 (1d10) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage with *shillelagh*.

Quarterstaff. Melee Weapon Attack: +3 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

DRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*
2nd level (3 slots): *animal messenger*, *barkskin*

Wildshape (2/Short Rest). The druid can use its action to transform into any Beast of CR 1/2 or lower without a flying speed, or back into its true form, which is humanoid. It takes the statistics of the beast except for its alignment, personality, and Intelligence, Wisdom, and Charisma scores. It retains all of your skill and saving throw proficiencies, in addition to gaining those of the creature, but it can't cast spell in that form. Any equipment it is wearing or carrying isn't transformed. When it reverts to its normal form, it returns to the number of hit points it had before transforming. However, if it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

ACTIONS

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with *shillelagh* or if wielded with two hands.

ARTBY WARMTAIL



ART BY WARM TAIL

FIRE DANCER

Medium elemental, neutral

Armor Class 15 (natural armor)

Hit Points 110 (17d8 + 34)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	14 (+2)	11 (+0)	14 (+2)	7 (-2)

Skills Athletics +6, Stealth +6

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Primordial

Challenge 6 (2,300 XP)

Fire Stealth. While standing in a fire of Medium size or larger, the fire dancer is invisible.

Illumination. The fire dancer sheds dim light in a 30-foot radius.

Water Susceptibility. For every 5 feet the fire dancer moves in water, or for every gallon of water splashed on it, it takes 3 cold damage. In addition if the fire dancer is splashed by water, it cannot use its Fire Stealth until the end of its next turn.

ACTIONS

Multiattack. The fire dancer makes two fire chain attacks.

Fire Chain. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and 4 (1d8) fire damage. If the target is within 5 feet of the fire dancer, the fire dancer has disadvantage on this attack.

Smoldering Stomp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage and 9 (2d8) fire damage, and the target is pushed back 5 feet.

Blazing Dance (Recharge 5-6). The fire dancer swirls its chains around itself defensively. Each creature in a 15-foot radius centered on the fire dancer are pushed back in a straight line to an empty space on the outside edge of the radius. In addition, they must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) bludgeoning damage and 9 (2d8) fire damage or half as much on a success.

Fire Dancer

The fire dancer, also known as a lava dancer, is a creature that protects the various volcanoes of the world. They appear, seemingly randomly, inside the lava and make their way to the outside world, where they hide within flames, only revealing themselves when intruders enter their home.

There is a legend of a group of fire dancer that went crazy and started one of the biggest forest fire in the world, hiding within it, and spreading it with their chains of fire, hacking down trees and foes alike.



ART BY SVEILANA GARDUS

Idols of Decay

These monsters are mummies that draw their powers from the wrappings that cover them. They rise from the corpses of mummies that refused their gods in their final moments. Instead their soul is trapped inside their body, despite their death, caged inside by the cursed wrappings. To sustain their permanently decaying bodies they need to feed on life, as such, they drain the energy of any creature that comes too close to them, cursing them to make sure they cannot escape their dire fate.

IDOL OF DECAY

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	12 (+1)	17 (+3)	13 (+1)

Saving Throws Con +7, Int +5, Wis +7, Cha +5

Skills History +5, Religion +5

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 9 (5,000 XP)

Curse Weaver. The *bestow curse* spell of the idol of decay has a range of 60 feet.

Magic Resistance. The idol of decay has advantage on saving throws against spells and other magical effects.

Malicious Bindings. Whenever the idol of decay hits a creature with a melee attack or a single target spell, it can choose to attach part of its wrappings to it, tethering itself to the target. A tethered target is grappled, and each time the idol of decay deals damage to it, the target suffers an additional 2d6 necrotic damage and the idol of decay regains that many hit points. The idol of decay can tether itself to up to 4 targets.

Spellcasting. The idol of decay is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The idol of decay has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*
 1st level (4 slots): *command*, *guiding bolt*, *shield of faith*
 2nd level (3 slots): *hold person*, *silence*, *spiritual weapon*
 3rd level (2 slots): *bestow curse*, *dispel magic*

ACTIONS

Multiattack. The idol of decay makes two attacks with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

REACTIONS

Damage Transfer. When the idol of decay takes damage while it is tethered to a creature, it transfers half the damage it takes (rounded up) to that creature.

LIVING PUPPET

Medium undead, unaligned

Armor Class 11 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Saving Throws Con +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

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

Malicious Bindings. Whenever the living puppet hits a creature with a melee attack, it can choose to attach part of its wrappings to it, tethering itself to the target. A tethered target is grappled, and each time the living puppet deals damage to it, the target suffers an additional 2d6 necrotic damage and the living puppet regains that many hit points. The living puppet can tether itself to a single creature at a time.

ACTIONS

Rotting Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

REACTIONS

Attack Drain. When the living puppet is targeted by an attack roll from a creature it has tethered, it can drain the creature's energy and cause that attack roll to become a 1.

Living Puppets

Living puppets are created from the poor souls that die to the hands of idols of decay. They are humanoids covered in wrappings, left to wander the world without a soul. They drift mindlessly, acting on instinct, attaching themselves to other creatures, perhaps in the hopes of regaining a semblance of human connection?

THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

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