

# Eldritch Apocalypse Ruleset

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December 2018

# CONTENTS

<b>I Introduction</b>	<b>4</b>	<b>V Setting</b>	<b>20</b>
<b>II Feats</b>	<b>6</b>	<b>THE WORLD</b>	<b>22</b>
<b>COMBAT FEATS</b>	<b>7</b>	<b>SETTLEMENTS</b>	<b>23</b>
Dangerous Equipment . . . . .	7	Ha'ard . . . . .	23
Eldritch Envoy . . . . .	7	The Fens . . . . .	23
Example no list . . . . .	7	<b>CULTS AND ORDERS</b>	<b>24</b>
<b>NONCOMBAT FEATS</b>	<b>8</b>	Cults . . . . .	24
Example no list . . . . .	8	The Ruby Cross . . . . .	24
<b>III Spells</b>	<b>9</b>	Orders . . . . .	24
<b>ATTACK</b>	<b>10</b>	Order of the Yellow Sign . . . . .	24
<b>DEFENSE</b>	<b>11</b>	<b>BOSTON</b>	<b>25</b>
<b>UTILITY</b>	<b>12</b>	The MBTA . . . . .	25
<b>IV New Mechanics</b>	<b>13</b>	<b>VI Races</b>	<b>26</b>
<b>ELDRITCH INFLUENCES</b>	<b>14</b>	<b>ANDROID</b>	<b>27</b>
Monstrosity . . . . .	14	What do androids do . . . . .	27
Crossing the Veil . . . . .	14	Power . . . . .	27
Tears . . . . .	14	<b>VII Classes</b>	<b>28</b>
Vortexes . . . . .	15	<b>PHB CLASSES</b>	<b>29</b>
Eldritch Bloodlines . . . . .	15	Barbarian . . . . .	29
Soggoth . . . . .	15	Flagellant . . . . .	29
<b>GRAND STRATEGY</b>	<b>16</b>	Bard . . . . .	30
Grand Strategy . . . . .	16	Siren . . . . .	30
Rules . . . . .	16	Blood Hunter . . . . .	31
Resources . . . . .	16	Order of the Abomination . . . . .	31
<b>ELIXIRS AND GADGETS</b>	<b>18</b>	Cleric . . . . .	32
Elixirs . . . . .	18	Crusader . . . . .	32
Effects . . . . .	18	Druid . . . . .	33
Gadgets . . . . .	18	Circle of Mars . . . . .	33
Stun Gauntlet . . . . .	18	Fighter . . . . .	34
Two-Way Radio . . . . .	18	Wasteland Survivor . . . . .	34
Entangled Speakers . . . . .	18	Monk . . . . .	35
Form Stealer . . . . .	18	Way of the Void . . . . .	35
Night Vision Goggles . . . . .	19	Paladin . . . . .	36
		Zealot . . . . .	36
		Ranger . . . . .	37
		Eldritch Host . . . . .	37
		Rogue . . . . .	39
		Shadow Tinkerer . . . . .	39
		Sorcerer . . . . .	40



Technomancer . . . . .	40	Episode Three . . . . .	53
Phoenix Cursed . . . . .	40	Fly, You Fools . . . . .	53
Warlock . . . . .	41	Through the Tunnels . . . . .	53
The Old Ones . . . . .	41	The Spider at C'tal . . . . .	53
Wizard . . . . .	42	Onwards, to Mai'Tech . . . . .	53
Eldritch Alchemist . . . . .	42	Episode Four . . . . .	53
<b>VIII Bestiary</b>	<b>44</b>	At the Gates . . . . .	53
<b>PEOPLE</b>	<b>45</b>	He's Only (non)Human . . . . .	53
<b>WILD THINGS</b>	<b>46</b>	Paths Diverge . . . . .	53
<b>ELDRITCH GODS</b>	<b>47</b>	Episode Five . . . . .	53
<b>ELDRITCH CREATURES</b>	<b>48</b>	The Cat's Promenade . . . . .	53
<b>IX Our Campaign</b>	<b>49</b>	Pelfidian Mirthbringer's Performance	53
<b>INTRODUCTION/PROLOGUE</b>	<b>50</b>	A Horrifying Secret . . . . .	53
Welcome to New Boston . . . . .	50	Awakening . . . . .	53
<b>PLAYER CHARACTERS</b>	<b>51</b>	Death on the Surface . . . . .	53
<b>THE FALLEN</b>	<b>52</b>	Episode Six . . . . .	53
<b>THE STORY THUS FAR</b>	<b>53</b>	As Above, So Below . . . . .	53
Episode One . . . . .	53	Benoweth Falls . . . . .	53
Soren and Benoweth Arrive at Ha'ard	53	A New Threat Rises . . . . .	53
The Living are Hungry . . . . .	53	Away on the Rooftops . . . . .	53
The Dogs of War . . . . .	53	A Dream . . . . .	53
Episode Two . . . . .	53	Episode Seven . . . . .	53
A Pitched Battle . . . . .	53	A Torturous Awakening . . . . .	53
A Friendly Face . . . . .	53	To the Docks . . . . .	53
Deep Wounds . . . . .	53	<b>FACTIONS</b>	<b>54</b>
Day Becomes Night . . . . .	53	<b>DETAILS</b>	<b>55</b>
		Ha'ard . . . . .	55
		People . . . . .	55
		Places . . . . .	55
		<b>X Administrative</b>	<b>56</b>
		<b>ROLES AND CONTACT INFO</b>	<b>57</b>



**Part I**

**Introduction**



The Eldritch Apocalypse Ruleset is very much what it sounds like on the tin: an unofficial add-on to the Dungeons and Dragons Fifth Edition ruleset which helps game masters run campaigns in a future whose past is much like our present, but which has been ravaged into a state of apocalypse by horrors from beyond the veil.

The ruleset is tested and maintained by Noah Houghton and Kyle Deeds, whose contact information can be found at the end of this document in section X.



## **Part II**

## **Feats**



# COMBAT FEATS

## DANGEROUS EQUIPMENT

You've learned a great deal about how to use the strange arcane and electrical implements in this world.

- Gain proficiency in Dangerous Gadgets.

## ELDRITCH ENVOY

You've begun to speak back to the creeping voices that haunt the shadows.

- Gain proficiency in Deception, Persuasion, and Insight checks against Eldritch creatures.
- Your Monstrosity floor raises by 10 points.

## EXAMPLE NO LIST

See, no list!



# NONCOMBAT FEATS

## EXAMPLE NO LIST

See, no list!



## **Part III**

# **Spells**



# ATTACK

## SUNDER

*3rd-level Abjuration*

**Casting Time:** 1 action

**Range:** 40 feet

**Components:** S, M

**Duration:** Instantaneous

That which is done can be undone – at least, where the flesh is concerned. You lash out at an enemy of your choice, the shadows bending to your will. The target must make a Constitution saving throw. The target takes 6d8 necrotic damage on a failed throw or half as much on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each spell slot above 3rd.



# DEFENSE



# UTILITY



**Part IV**

**New Mechanics**



# ELDRITCH INFLUENCES

## MONSTROSITY

Monstrosity is a numeric representation of how close to the void any character is. It can be raised or lowered by: certain class-specific actions; spells; drinking Elixirs; taking a Long Rest; and entering or exiting areas of intense Eldritch activity.

Monstrosity (MST) can be thought of as a separate health bar, with the difference being that lower MST is better. MST has two values for the player to manage: the first is a 20-point scale, against which the player must make checks. For example, a player with 10 MST would have a DC 10 saving throw on MST. All normal rules concerning saving throws apply to MST. As the character approaches 20 MST, they become increasingly attuned to their Eldritch heritage, and act accordingly. This rule is left intentionally vague so that individual DMs and players can decide for themselves how they wish to roleplay or integrate MST scaling into gameplay.

The second aspect of Monstrosity tracks a character's long-term relationship with the Void. If the player ever goes above 20 MST, they gain a level in this system. Gaining a prestige level in MST means that the character has gone so far into the void that it is impossible to return to normalcy afterwards. The character manifests a new, permanent Eldritch-influenced feature and they are subsumed into their Eldritch Manifestation for 1d6 days, after which point their MST drops to 0.

For each prestige level up to 3, the player receives a set negative effect, outlined by the 'Prestige Effects' table below.

### PRESTIGE EFFECTS

Level	Effect
-------	--------

- |    |                             |
|----|-----------------------------|
| 1  | -1 to all Skills            |
| 2  | -1 to all Ability Scores    |
| 3  | MST damage taken is doubled |
| 4+ | d20 (DC 10) to stay sane    |

When a player gains a prestige level (up to level 3), the DM selects three traits (either randomly or by choice) from the 'Prestige Traits' table below. The player must then select one of

them to add to their character.

### PRESTIGE TRAITS

d100	Trait	Effect
1	Hard-skinned	Gain resistance to Bludgeoning attacks
2	Aquatic	Breathe, move, and fight underwater as if you were on land
3	The Eye	Gain Truesight

After level 3, the player receives no new Traits or Effects. Instead, on reaching >20 MST the player rolls a d20. If the number is greater than 10, the player succeeds the check and returns to humanity after 1d6 days. If the number is less than 10, the player fails the check and is permanently rendered their Eldritch Manifestation. This is effectively character death.

## CROSSING THE VEIL

The Veil is thin, particularly in these times. Nowhere is it more perilously weakened than in the tenebrous depths of the earth. More oft than not along leylines, the currents of magical power which bind land to the beyond, Rifts and Tears in the Veil have opened up, from which Eldritch horrors pour through and draw their strength.

Intrepid adventurers equipped with the correct Eldritch equipment could find ways to seal (or tear further) these wounds in the membrane between worlds. But be wary: powers beyond this world are the jealous guardians of these places, and will do whatever is necessary to protect their interests.

## TEARS

Even the smallest rip between worlds allows creatures of darkest night to seep out of their immortal prisons. Tears are small holes in the Veil, unnoticed or passed over by more powerful Eldritch creatures, too small for them but not too small for a plethora of Eldritch creatures. It is through Tears that Lovecraftian horrors came



to stalk the shadows long before the comets fell.

Tears do not require special Eldritch equipment to seal. They usually attach themselves to a physical object within the limits of the space. This object becomes the portal between worlds, and only things which can fit into or through it may use it to pass (e.g. a doorway cannot be used to transport a large horse, a potted plant cannot be used to transport a humanoid person, etc.). Rifts can be closed by destroying the object which has been possessed. Doing so unleashes a burst of Eldritch energy which draws creatures of the night towards it, as well as raising the Monstrosity of any nearby creature.

Closing a Tear will not only prevent further Eldritch creatures from coming through it, but is also one of the few ways to gather Eldritch Essence, an essential ingredient for high-level Eldritch magic and alchemy.

One such use for this ingredient is in the "What-If" spell, which allows the party to experience a world in which a single decision was changed. The exact workings of this spell are left to the GM and players to decide, but can range from a question and answer session with the GM to a full-blown one-shot in that alternate timeline. The purpose of this mechanic is to provide a diegetic way for players and the GM to experience different worlds left un-discovered by the flow of gameplay.

## RIFTS

Rifts are much larger than Tears, typically about the size of a modest suburban home. Due to their larger size and accordingly larger guardians, Rifts tend to be more important – and more dangerous – sites of Eldritch activity.

There is a peculiar quality to Rifts which is not shared by their smaller brethren: at size, this particularly concentration of Eldritch matter allows one suitably trained in the art of Eldritch manipulation to use the energy burst from its closing to alter distinct moments in time. On the destruction of a rift, the GM rolls a single die to determine which player is selected. The selected player may then choose a single small-to-medium impact (determined at the discretion of the GM), binary decision in their past to alter. The other members of the party will remember the events of the current

timeline, but no one else will. Once changed in this way, that point in the timeline becomes fixed, and cannot be changed again.

## VORTEXES

Massive holes between this world and the Void, Vortexes are the only places large enough to accommodate the bodies – and armies – of the most powerful Eldritch creatures. To close such portals would be an incredible feat, which would bring the world a step closer to purging the dark horrors of the night forever.

Closing a Vortex allows a player (chosen in the same manner as they would be for a Rift) to change any event in their timeline. Because, practically speaking, this will not occur until the end of a campaign (and even then, the attempt could end in a TPK), it is recommended that this Wish be allowed more leeway than might otherwise be given.

## ELDRITCH BLOODLINES

Though not all people were affected by the Eldritch Awakening enough to transform into a magical race, the Eldritch heritage of every being was reawakened. When creating a character using this ruleset, players also choose an Eldritch Bloodline. This influences cosmetic aspects of the character, small stat changes, and a character's Eldritch Manifestation. The Bloodlines presented below are not meant as an exhaustive list, but rather a set of examples for the Dungeon Master to use as guidance in populating their own setting.

## SOGGOTH

**Cosmetic Markers:** Descendants of the Deep God often have eyes with larger pupils, scales on their body, or small gill-like lines on their necks.

**Stat Effects:** DEX +1, WIS -1

**Manifestation:** Fishman

## DEEP GOD

Soggoth is a god of the deep yo



# GRAND STRATEGY

## GRAND STRATEGY

Taking back Boston is about more than winning individual battles. The real war for the streets will be won in the hearts and minds of the people. The Grand Strategy system implemented in this ruleset is intended to provide DMs with a codified way to represent, manipulate, and allow players to affect the world in which the game takes place.

## RULES

At the beginning of every in-game week, players will be asked to make decisions on what their controlled Settlements should do.

## RESOURCES

There are six major resources that a Settlement must balance to survive and thrive in the wastes of the Old City. They are Food, Water, Security, Hope, Wealth, and Production.

The specific use and rules governing each resource are detailed below, but in general resources:

- are represented on a 15-point scale
- should be kept as high as possible
- has a per-round generation rate

### FOOD

Without food, your people will starve – or worse; for the survivors, madness and depravity may be preferable to starvation.

#### Food

Stockpile	Effect
0	Settlement begins to shut down, generating a Starvation Crisis.
1-5	Settlement is on heavy rations; penalty to Production. Generates a Food Crisis.
6-10	Settlement is fed but not ready for a famine. No effects.
11-15	Settlement is fed and ready for what comes next. Bonus to Production.

### WATER

Water is the only resource more important than food.

#### Water

Stockpile	Effect
0	Settlement begins to shut down, generating a Drought Crisis.
1-5	Settlement rations water; penalty to Food. Generates a Water Crisis.
6-10	Settlement has enough water but not ready for a drought. No effects.
11-15	Settlement has all they need and is ready for whatever comes next. Bonus to Food.

### SECURITY

Security is a measure of how ready the Settlement is to defend itself against attack – or, in times of war, its ability to mount an effective attack.

#### Security

Security	Effect
0	Lawlessness rules the streets of the Settlement, generating a Lawless Crisis.
1-5	Settlement declares martial law or equivalent; penalty to Production. Generates a Security Crisis.
6-10	Settlement is secure. For now. No effects.
11-15	Settlement is completely secure and ready for whatever comes next. Bonus to Production.



## WEALTH

### WEALTH

Wealth	Effect
0	The Settlement has no income for even basic needs, generating a Poverty Crisis.
1-5	Settlement barely has enough to stay afloat; penalty to Production. Generates a Wealth Crisis.
6-10	Settlement can pay its dues on time. No effects.
11-15	Settlement is rich enough to pay its dues and keep significant savings. Bonus to Production.

## PRODUCTION

### PRODUCTION

Production	Effect
0	The Settlement's industries have ground to a halt, generating an Unemployment Crisis.
1-5	Settlement industries are beginning to close down; penalty to Wealth. Generates a Production Crisis.
6-10	Settlement industries are continuing to work. No effects.
11-15	Settlement industries are booming. Bonus to Wealth.

## HOPE

Hope is unlike the other resources in that it is completely relational to the values of the other resources, as a measure of how the citizens of a Settlement feel about their chances of surviving the next day. To calculate this value, use the

below table.

Number of Resources > 6	Effect
0	The Settlement has lost hope, generating a Despair Crisis.
1	The Settlement has begun to believe that all is lost, generating a Hope Crisis.
2	The Settlement is beginning to jump at the shadows. No effect.
3	The Settlement is confident in their immediate future. Bonus to Production.
4	The Settlement is beginning to believe in a better future. Bonuses to Production and Wealth.
5	The Settlement is Hopeful. Bonuses to Production, Wealth, and Security.

## TERRITORY

Territory defines the size of a settlement. Territory is used to construct Improvements, which affect the Settlement's resource generation and provide other benefits.

## HIDEOUTS

Players can also develop their own holdings within Settlements, places where they can rest, recuperate, and replenish. Later on, Proteges/SpecOps can use Hideouts as bases of operations to improve their chances of success.



# ELIXIRS AND GADGETS

## ELIXIRS

Elixirs are not your everyday potions; made particularly potent by Eldritch infusion, Elixirs are more powerful and, often, more dangerous than their standard counterparts. This power comes with some drawbacks, as the Eldritch essence makes certain aspects of the potion. . . unstable.

Because of this relationship to the unnatural, drinking an Elixir will raise a character's Monstrosity rating.

### ELIXIRS

Elixir	Effect
Elixir of Haste	MST +1, User gains Haste for 1 hour 1x

## EFFECTS

When crafting an Elixir from the table above, roll a d8 and use the table below to determine what additional effect the potion has.

### ELIXIR EFFECTS

d8	Effect
1	The potion is something
2	The potion is something
3	The potion is something
4	The potion is something
5	The potion is something
6	The potion is something
7	The potion is something
8	The potion is something

## GADGETS

Artifacts of the Old World; new inventions blending magic and technology; however you draw the line, Gadgets are more special than the average item and may require special experience to use.

## STUN GAUNTLET

**Uncommon; Dangerous**

An artifact from the old world that still sparks with condensed lightning. Melee unarmed assist, 2d6 lightning damage

*Note:* Requires *Dangerous Equipment* to wield proficiently

## TWO-WAY RADIO

### Common

With this item, you can transmit or receive a message out over the airwaves to anyone using a radio within 5 miles.

*Note:* Because anyone with a radio can receive these messages, different factions have created increasingly complex codes to mask their messages leading to a continuous arms race between codetalkers and codebreakers.

## ENTANGLED SPEAKERS

### Rare

These speakers glow red with eldritch energy, and they each constantly emit the sounds surrounding their companion speaker. The devices emit the sounds at the exact same volume as they reach the companion device, and there is no apparent way to turn them off short of breaking them. Notably, there is no distance at which this communication is severed, and they can transmit even between planes.

## FORM STEALER

### Very Rare

With this device, the user can take a photo of a subject, store it, and at any later time release an eldritch apparition mimicking the subject's appearance and voice. This apparition will take verbal orders from the user and can speak, move, and interact with electronics, however they cannot interact with any physical object. The user can use the camera's display to watch through the eyes of the apparition, and at any point pressing the power button on the camera will cause the apparition to dissipate.



## NIGHT VISION GOGGLES

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### **Uncommon**

Wearing these goggles provides the user with darkvision out to 30 feet.



**Part V**

**Setting**



Shadows dance in the alleyways, a strangely viscous consistency to their movements. Small, skittering horrors creep along the ceilings, frightening children and filling the air with their chittering calls. Bands of cultist marauders stalk the streets, having abandoned their own kind in favor of a new, more terrible overlord. This is Boston 30-, a thousand years after the Awakening.

Not so far from today, magic was reawakened in the world. Eldritch horrors long sleeping awoke, and with their reemergence came an explosion of magical energy. Humanity was transformed – some of them literally. Certain bloodlines, their Eldritch past long forgotten, woke to a transformed existence. The Eldritch calling boiled in their blood, and their bodies warped and changed into different magical races.

Even those whose bodies remained unchanged were not left entirely whole. Those who were particularly magically sensitive developed strange new abilities which we might call magic. Some used these powers for good, and others for evil. Before society could fully adapt to these changes, the Invasion began.

It started with small things. People reported strange sounds down alleyways, sightings of moving shadows in the daylight. Then, people started to go missing, swallowed up by the darkness of untold horrors. We ignored these warnings for what they were, and continued to bicker amongst ourselves like spoiled children. We should have known it was going to get worse.

Comets began to land, all around the world, harbingers of our destruction. These strange new metals seemed to shift between realities, emitting an entirely new kind of energy. Wherever they landed, a stream of dark horrors streamed forth, an incessant wave of true terror. It was over in days, but lasted much longer.

All organized resistance quickly crumbled before the repeated and powerful assaults of the Eldritch horde. Even as reports began to trickle in, tall tales of ordinary men and women turned into monstrous things, we were forced beneath the streets.

Concealed by the same shadows which were once the devilish highway of our adversaries, we waited, and rebuilt what we could.

In time, scouts sent to the surface began to return unmenaced, and we began to believe the world above could be ours once again.

The Outer Gods returned to their slumber; we must take this chance to reclaim a foothold above, and drive what horrors remain back to their unholy residence.



# THE WORLD



# SETTLEMENTS

## HA'ARD

A small settlement scraping by in the ruined halls of the Harvard stop along the MBTA's Red Line. The camp is run by whoever has the people's respect – there's not enough to go around for anything else to work.

## THE FENS

Centered on the ruins of Fenway, The Fens is a wealthy settlement with relatively few long-term residents, but a steady flow of travelers seeking thrills and riches. The heart of the settlement is an arena where the foolhardy try their luck against eldritch beasts of all kinds. Surrounding this competition, a series of gambling establishments cater to the other travelers. Throughout the entirety of The Fen, an aura of confidence and hope infects the minds of its residents. Under this magical influence, those who come to The Fen take extraordinary risks with their lives and livelihoods, either leaving with their heart's desire fulfilled or more frequently not leaving at all.

The center of this magical projection is the infectiously charismatic and equally enigmatic Red. She can often be seen leading the festivities from the balcony of her palace built into the stands. She has been heard to make dangerous bets with the leaders and warlords in the greater boston area offering grand rewards if an impossible task can be completed; however, should they fail to complete the task, they are branded with her mark to be called upon at a later date. If one looks closely, many of the permanent residents who run the various establishments can be seen to bear this mark.

Little is known of the origins of Red, as both she and the Fens have existed for at least the last few hundred years. However, whispers surrounding her eldritch connections are near constant, and much debate occurs behind closed doors as to whether her nature is fully eldritch or is merely that of an extremely powerful magic user.



# CULTS AND ORDERS

## CULTS

Driven mad by the scraping whispers of the night, some demented few have become servants of the Elder Gods in exchange for money, power, or – most terrifying of all – nothing at all. Little is known about these terrifying groups, other than the fact that they are very dangerous, very insular, and very interested in bringing even what little human resistance remains crumbling down.

### THE RUBY CROSS

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## ORDERS

Orders exist outside the boundaries of established settlements with a single purpose: protect humanity as a whole from the terrors of the night.

### ORDER OF THE YELLOW SIGN

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# BOSTON

## THE MBTA

The MBTA, Boston's public transit system in the Old Days, still gets people where they need to go. Most of the time. Brave adventurers navigate the dark and treacherous linkages between small beacons of civilization established at a handful of the old stops. These tend to be smaller settlements, usually little more than waypoints en route to the remaining large settlements; but, as with other dark places in the city, not every shadow shies from the light of a passing torch. In some places the darkness seems to shift on its own, and the sounds of otherworldly corruption echo down abandoned, crumbling concrete halls. Some swear, nevertheless, that they can hear the faint sound of an ancient metal beast, wheels screaming as it comes ever closer...



## **Part VI**

## **Races**



# ANDROID

Androids can be described in this way

## WHAT DO ANDROIDS DO

**thing, thing**  
they do this

## POWER

Description of power

- **aspects of the**
- **feature**



# **Part VII**

## **Classes**



# PHB CLASSES

## BARBARIAN

### FLAGELLANT

---

Description

#### MONSTROUS RAGE

This ability is similar to the Barbarian Rage, but allows the user to gain 2d8 points of Monstrosity and take 1d4 damage instead of spending a point of rage.

#### SANGUINE STRIKE

The Flagellant draws strength from their pain and lashes out.

#### REND FOR THE OLD GODS

//TODO

#### BOUND BY BLOOD

//TODO

#### STRENGTH THROUGH PAIN

//TODO

#### DOOMBRINGER

//TODO



BARD

SIREN

---

//TODO



# BLOOD HUNTER

## ORDER OF THE ABOMINATION

---

Blood Hunters, already a rare and oft-untrusted group, are town heroes compared to the treatment of those among the Order of the Abomination. These creatures once flesh and blood took into their form the essence of the dark forms which plague this world, becoming something more powerful at a terrible cost. In the course of this ritual, the blood hunter merges their being with that of a specific eldritch creature and takes on a variety of their physiological and psychological peculiarities.

### BLOOD OF THE ABOMINATION

By joining the blood with that of an abomination, the blood hunter permanently takes on some of the physical characteristics of their chosen creature. Because of this, they gain advantage on perception checks in their creature's natural environment. Further, they gain a resistance in accordance with their creature's unique physiology.

### MONSTROUS INFUSION

In moments of need, the blood hunter can reach into their pool of eldritch energy and rejuvenate their tired and broken body in exchange for giving into their monstrous nature. Beginning at 3rd level, the blood hunter can recover 2d8 hit points while gaining 3d10 points of monstrosity, as a bonus action. For each two levels in blood hunter above level three, an additional 1d8 hit points is recovered. After two uses, the user must take a long rest before using the power again.

### SANGUINE DISCIPLINE

Members of the Order of the Abomination are masters over their inner demons, and they have learned to use pain to sharpen their mind and harden their will as they seek to wrest control from their eldritch form. Beginning at 7th level, a member of the order can use an action to halve their monstrosity through meditative blood magic which inflicts 2d8 psychic damage. For each two levels above level 5, the damage increases by 1d8. This ability can be used once per long rest.

## THE BLOOD QUICKENS

//TODO

## ABOMINABLE HOWL

//TODO



## CLERIC

### CRUSADER

---

//TODO

ZEALOUS

//TODO

SACRED VOW

//TODO

THE DEAD ARE GONE

THE LIVING ARE HUNGRY



# DRUID

## CIRCLE OF MARS

---

ELDRITCH FAVOR

MADNESS

OTHERWORLDLY COMMUNION

ELDRITCH FORM



# FIGHTER

## WASTELAND SURVIVOR

---

DETERMINATION

WASTE NOT, WANT NOT

SURVIVAL OF THE FITTEST

SCAVENGER



# MONK

## WAY OF THE VOID

---

PATH OF THE VOID

OPEN YOUR MIND

VORPAL STRIKE

FORM IS IN THE MIND



PALADIN

ZEALOT

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//TODO



# RANGER

## ELDRITCH HOST

Eldritch Hosts are those whose connection with nature extends to even those most unnatural creatures who roam the darkened streets. In exchange for the Eldritch creature's assistance in battle and otherwise, the Host provides its flesh and energy as sustenance. This is not always an easy partnership, nor always a willing one, but it is nevertheless powerful. Eldritch creatures' motivations are as diverse as they are powerful. Perhaps a Lawful Good Host contracts with a creature determined to defeat the Eldritch legions, or a Chaotic Evil host shares a love of destruction with her familiar.

*"So it's done then?" Archon growled, rolling his shoulders as he tried to get used to the unsettling feeling of something crawling just beneath the skin. The creature's response reverberated in his head, less an actual response than a wave of emotion, a sense of dark satisfaction.*

*"I'll take that as a yes."*

*Archon flexed again and watched as the creature's terribly jagged, insect-like forearm materialized from the shadows above his shoulder, hanging down like some abominable shoulder piece. A grin stretched across his face, unnatural.*

*"Well then. Let's tear some shit up."*

*A satisfied, unearthly growl precipitated Archon's purposeful stride back towards the House of Sorrows.*

## ELDRITCH AFFINITY

Starting when you choose this archetype at 3rd level, you gain special affinity with an Eldritch entity of your choice (at the GM's discretion). You immediately gain a number of Eldritch Energy points equal to your Wisdom modifier (minimum of 1). You can spend Eldritch Energy to perform a variety of Eldritch abilities.

- **Every time you score a critical hit while in combat, you immediately regain a point of Eldritch Energy.**
- **If you kill someone with an Eldritch ability, roll 1d8. If it is greater than 6, regain a point of Eldritch Energy as well as 5 additional points of Monstrosity.**

## ELDRITCH ASSISTANCE

As a bonus action, you may spend a point of Eldritch Energy to summon the assistance of the Eldritch creature you are currently hosting. Its assistance allows you to add an additional 1d6 damage to a successful attack. This number increases by 1d10 every two levels in Eldritch Host you gain above 3rd level. The damage type is determined by the Eldritch creature you have contracted with. Using this ability also increases your Monstrosity by 5 points.

## ELDRITCH GUARDIAN

Starting at 5th level, you may spend a point of Eldritch Energy as a reaction to reduce incoming damage by half. At 9th level, your Eldritch companion may make an additional reaction. This reaction cannot be spent on this ability.

## MANIFEST

Starting at 7th level, you may spend two points of Eldritch Energy to summon a spectral version of your Eldritch familiar. This specter has 5d6 HP and has a reduced set of abilities from its corporeal version. The specter lasts until the caster's concentration is broken, the spell is ended by the caster, or after an hour, whichever comes first.

At 17th level, this spell can be cast as a bonus action and no longer requires concentration to maintain. In addition, the specter gains an additional 4d6 HP and has full access to its abilities.

## ELDRITCH FORM

A most terrible sight - twisted and snarling, abomination in two worlds. Starting at 11th level, you may spend two Eldritch Energy points to use an action to meld your form with your Eldritch familiar's. You immediately heal 4d6 hit points and gain advantage on your next attack. A series of other effects occur based on the selected familiar, detailed in the Monsters section of this expansion. Your Monstrosity increases by 30 points immediately when you use this ability and is reduced by 10 when the form ends.

At 15th level, this transformation becomes faster and may be performed as a bonus



action.



# ROGUE

## SHADOW TINKERER

Shadow Tinkerers forget more about gadgetry than most folks will ever learn. These masters of gears and pulleys hit hard using traps, gadgets, and restored artifacts of the Old World. Whether it's carefully sabotaging a shipment of goods or finding just the right time to incapacitate an enemy, the Shadow Tinkerer is a force to be reckoned with.

*"Most folks," Arn-Tholn began, twirling a grease-blackened wrench around one long, elvish finger, "don't think too hard about what goes into what they use." Deft hands worked faster than she spoke, pushing tiny metal bits into exactly the right place. Cover, secure, test. A little to the left. Orn watched as she rolled to the other corner of her tiny workshop, fishing for just the right esoteric part to make complete her invention.*

*"Is that so? And you're telling me you're the sort to do that kind of thinking." Orn rumbled, the strange consonants of the Common dialect rolling uncomfortably over a tongue used to the simple beauty of the Orcish language. The elf clicked her tongue in a sort of annoyed confirmation, delving deeper into the mechanics of the small disk she was working on.*

*"That would be my point, indeed." With a final click and a satisfied sound, she rolled over to her large guest. Handing the disk to him, she waved the same wrench over towards the door. "Try that out. You're used to throwing, right? See if you can get it into that dumpster." Orn hefted the small thing, dwarfed by his hand, and raised an eyebrow.*

*"This thing is supposed to get me in to the grand bank?"*

*"Yes. Now throw!" She gestured again. Skeptical, Orn did as she asked, throwing the disk in a nice arc towards the dumpster about a hundred feet away.*

*Even at such a distance, he could feel the incredible heat of the explosion as if it were right in front of him. The dumpster erupted in a massive fireball, making him glad that they were in an abandoned part of town. He turned to the now-smiling elf, her eyes glittering with amusement – and something darker – as she held another of the devices out to him.*

*"Now, I believe we were about to discuss*

*payment?"*

## TINKERER

Starting when you assume this archetype at 3rd level, you may spend a short rest tinkering with a weapon or item in your possession. The die to roll, and the outcome it results in, are detailed in the table below.

## GADGETEER

Starting at 3rd level, you may spend a short rest constructing a Trap or repairing a Gadget. You also gain one Uncommon or Common Gadget selected from the table located in the Items section of this expansion.

## ONE WITH THE SHADOWS

Starting at 5th level, you may use this ability once per short rest to blend into the shadows around you. You gain advantage on Stealth rolls against creatures without dark vision and gain an additional 10 ft of movement speed. At 14th level this ability works against creatures with dark vision as well.

At 7th level you may make a short range teleport between shadowed areas no more than 20 feet apart. At 12th level this range increases to 40 feet.

## MECHANICALLY INCLINED

Starting at 3rd level, you immediately gain knowledge of a school of Mechanical Workings chosen from the table below. You may wield any weapon from that school proficiently and gain advantage on checks involving that particular school of knowledge.

School of Knowledge	Checks
Physics	physical things



# SORCERER

## TECHNOMANCER

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TECHNOMANCY

BIG DATA

CONTROL TECHNOLOGY

CTRL-ALT-DELETE

SURGE

## PHOENIX CURSED

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TODO

LUNAR FORM

SOLAR FORM

REBIRTH

FLAME AURA

BLOOD OF THE PHOENIX



# WARLOCK

## THE OLD ONES

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Unwilling warrior or bloodthirsty vanguard, the Eldritch Warlock has contracted with those most powerful and terrible of creatures – the Old Gods, harbingers of great doom and leaders of the Eldritch Invasion. Whether through unworldly guile or hapless foolishness, these warlocks exchange something of mortal value to gain favor with an Old God. They make fearsome allies and formidable foes, although their allegiance may be somewhat suspect - as no one, least of all the warlock, knows when their terrible master may call upon them for some unspeakable act.

OTHERWORLDLY PATRON

ITS POUND OF FLESH

ELDRITCH BOND

FRIEND OF THE SHADOWS

THE GREAT OLD ONES



# WIZARD

## ELDRITCH ALCHEMIST

The Eldritch Alchemist is a Wizard who, through careful study or reckless contract, has developed an acute understanding of the otherworldly creatures which haunt the streets. Through careful brewing of potions and Elixirs, as well as the preparation of powerful spells, these practitioners of magic are often obsessed with knowledge acquisition and will do almost anything to acquire it. Only the most steadfast of Eldritch Alchemists is able to resist the tantalizing whispers of darkest knowledge; those who do not often fall prey to the unholy machinations of creatures who live far beyond the flickering pale light of this reality.

*"No!" A bottle of some putrid-looking liquid crashed against the corrugated metal of the shed's walls, the shards falling into a scattered heap onto the dusty wooden floor. The brownish-green fluid oozed down the wall slowly, as if reluctant to meet the floor.*

"It's wrong! It's all wrong!" Atsor the Foresworn was not a patient man. A brilliant man, perhaps the smartest elf in the city, but not patient. Cursed with genius enough to set goals but insufficient to accomplish them, his assistants knew to avoid the lab when his shouts of inchoate rage and the sounds of bottles breaking disrupted the cool stillness of an unscrupulous evening.

"There must be something...something I'm missing..." Half-mad with frustration and the rancor of science gone awry, Atsor paged furiously through the alchemic texts of his forebears, searching for his mistake. The crazed mumblings of a corrupted genius in this strange and dangerous new world often attract the attention of otherworldly and dangerous creatures, willing to exchange unsavory knowledge for sanguine sacrifice. So it was this night, with this elven miscreant.

A drop of liquid darkness welled up from the spine of the text, slithering its unholy way towards aged, trembling fingers. "What are you, then?" the alchemist squawked, his curiosity overriding the sense of dread welling up in his most primal being. "Come to laugh at an old fool?"

*The darkness seemed to shake its head, oozing away through the pages. The scientist*

*flipped carefully through the pages, coming to rest where the darkness had coiled itself, like some terrible feline caricature, around a series of arcane symbols. Atsor grumbled, turning away with a huff. "Damnable creature, I've tried this already! The mixture remains unstable, it requires some sort of..." A sizzling sound broke through his protestations. He turned back to the book to see the darkness slithering away, off the table and into the shadows. He approached the table cautiously to see an addition to the symbols burned onto the page, smoke still rising from its edges.*

*"Yes...yes, of course! How could I not have seen it before? The mixture requires something...otherworldly." The alchemist turned to the shadows, where he could swear an eye peered out at him. Ecstatic with the sensation of the nearness of discovery, the foolish genius extended his hands in supplication. The darkness was all too happy to oblige.*

*The next day, Qu'cy fell to an onslaught from within. Survivors tell of a crazed laugh, a lab coat streaked with an oily blackness, and an elf whose very being sang with unholy power.*

## DARK BARGAIN

You immediately gain a number of Eldritch Knowledge points equal to your Intelligence modifier. You gain an additional point of Knowledge for every two levels you gain above 3 in Eldritch Alchemist. You may spend a short rest to recover 1d4 / 2 Knowledge at the expense of 2d10 Monstrosity, or regain Knowledge equal to half your maximum Secrets with a long rest.

## ELDRITCH ALCHEMY

You immediately gain the ability to brew Common Potions using standard materials as well as first-level Elixirs. Potions you brew and Elixirs you make have a 1d4 chance to be more powerful than the standard version of the potion (at the discretion of the DM). At 7th level you may brew second-level Elixirs and Uncommon Potions. At 13th level you may brew third-level Elixirs. At 15th level you may brew Rare Potions. At 19th level you may brew Legendary Potions.

You may also modify a potion or Elixir to be a Splash Potion. These are throwable items whose primary attribute is Wisdom. The throwables



have a 30/60 ft range with a 10 foot circular effect radius.

You may amplify your concoctions using Eldritch Essence. To do so, gain 1d10 Monstrosity to summon Eldritch Essence or harvest it from the world. Use the below table to determine the effect it has on the concoction.

#### POTION MODIFIERS

d6	Effect
1	The blast radius of this potion is doubled
2	Add 2d4 to the effect of this potion
3	The effect of this potion is lowered by 1d4
4	The duration of this potion is doubled
5	The user of this potion takes 1d6 damage upon use
6	The user of the potion gains advantage on saving throws for the duration of the potion

You may spend your Knowledge to attempt to control a creature. This attack does 3d6 damage per point of Knowledge spent. The target must make a Wisdom saving throw (DC 15 + (Knowledge)) or fall under your control. The creature remains under your control for (Knowledge \* 5) minutes or until the caster releases them.

#### KNOWLEDGE IS POWER

You may spend a point of Knowledge to make a psychic attack against a creature of your choice. This attack does 2d6 damage per point of Knowledge spent and cannot be blocked. No more than two points of Knowledge may be used for this ability at a time. If the target is killed by this attack, immediately regain a point of Knowledge.

#### WHISPERS OF MADNESS

At 9th level, you begin to understand the maddening nature of universal truth. You may spend your Knowledge to attempt to drive a creature Mad. This attack does 1d6 damage per point of Knowledge spent. The target must make a Wisdom saving throw (DC 12 + (Knowledge \* 2)) or be Enraged. The creature remains Enraged for ten minutes or until the caster loses concentration.

#### DARKNESS BECKONS

At 12th level, you realize that what you know can be used to turn others to your cause.



**Part VIII**

**Bestiary**



# PEOPLE



# WILD THINGS



# ELDRITCH GODS



# ELDRITCH CREATURES

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## MONSTER FOO

*Small metasyntactic variable (goblinoid), neutral evil*

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**Armor Class** 12

**Hit Points** 16 (3d8 + 3)

**Speed** 50 ft

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STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (−2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

---

**Senses** —

**Languages** Common Lisp, Erlang

**Challenge** 1 (200 XP)

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**Monster-super-powers.** This Monster has some serious superpowers!

### ACTIONS

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**Generate text.** This one can generate tremendous amounts of text! Though only when it wants to.

**More actions.** See, here he goes again! Yet more text.

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**Part IX**

**Our Campaign**



# INTRODUCTION/PROLOGUE

## WELCOME TO NEW BOSTON

Click here for "Introduction to New Boston"  
Google Slides



# PLAYER CHARACTERS

## SOREN

*Human Beastmaster*

**Physical Description:** test

**Rangers Hunt Alone.** Soren lived much of his life in the Human settlement of Mai'Tech with his mother. When his mother died, he couldn't stay there anymore, and left in search of his errant father — and an explanation for his mother's last words to him. He found his way to Ha'ard to take shelter for the night, and joined up with the group there.

## BETH

*Half-Orc Shadow Tinkerer*

**Physical Description:** she big

**The Deep.** Beth has a lot of two things: family members and secrets. Half-orc and half. . . something, she hides her scales beneath layers of colorful scarves. She was working at Ha'ard as a clothier when Benoweth and Soren rolled into town; the rest is history.

## KRACK

*Half-Orc Order of the Abomination*

**Physical Description:** Hulking Albino

**Thankless Work.** Krack has stared into the abyss for so long that the abyss has started to stare back. An Abomination, Krack consumed the Eldritch sanguine essence of a cave beast and underwent a painful transformation which gave him powerful new abilities — as well as a sense of foreboding that never seems to go away.

Those who aren't intimidated by his hulking form tend to focus instead on his eyes, which are slitted like the monster whose essence he consumed. Krack, and the other Blood Hunters, work for the good of all, despite the general fear and distrust that accompanies them through every tavern they might rest at.

Krack was working as a guard for Ha'ard when the attack occurred.

## PIP

*Changeling Bard (Satire)*

**Physical Description:** smol boy

**Sing Us a Song.** placeholder

## RAKESH

*Tiefling Crusader*

**Transformative Experiences.** placeholder

## ELIOS

*Human Phoenix Cursed*

**One if By Day, Two if By Night.** placeholder

## SHAYA

*Half-Orc Eldritch Host*

**More Than She Seems.** placeholder



# THE FALLEN

BENOWETH

*Human Technomancer*

**Second Chances.** placeholder

**Cause of Death.** placeholder



# THE STORY THUS FAR

## EPISODE ONE

SOREN AND BENOWETH ARRIVE  
AT HA'ARD

THE LIVING ARE HUNGRY

THE DOGS OF WAR

## EPISODE TWO

A PITCHED BATTLE

A FRIENDLY FACE

DEEP WOUNDS

DAY BECOMES NIGHT

## EPISODE THREE

FLY, YOU FOOLS

THROUGH THE TUNNELS

THE SPIDER AT C'TAL

ONWARDS, TO MAI'TECH

## EPISODE FOUR

AT THE GATES

HE'S ONLY (NON)HUMAN

PATHS DIVERGE

## EPISODE FIVE

THE CAT'S PROMENADE

PELFIDIAN MIRTHBRINGER'S  
PERFORMANCE

## A HORRIFYING SECRET

AWAKENING

DEATH ON THE SURFACE

## EPISODE SIX

AS ABOVE, SO BELOW

BENOWETH FALLS

A NEW THREAT RISES

AWAY ON THE ROOFTOPS

A DREAM

## EPISODE SEVEN

A TORTUROUS AWAKENING

TO THE DOCKS



# FACTIONS



# DETAILS

## HA'ARD

### PEOPLE

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#### JANICE AND JANESEA

*Tiefling Blacksmiths*

**Physical Description:** Janice is a blue Tiefling woman with swirling tattoos on her left arm. Janessa is a purple Tiefling woman with geometric tattoos on her right arm.

**Sisters.** Janice and Janessa are two Tiefling sisters who ran the blacksmith's shop in Ha'ard. Janice was captured during the attack on Ha'ard, and Janessa spends her days now in a grief-stricken haze.

**Mysterious Pet.** Just before the attack, Pip discovered that Janice and Janessa had been hiding an Eldritch creature in their shop. Janice claims it appeared the moment of the attack, but something about her story doesn't quite add up.

#### COMMANDER BRYSON

*Dark Elf Wasteland Survivor*

**Darkness Within.** Once a proud leader of Ha'ard's Scout and Scavenge brigade, a brush with Eldritch power has transformed him into something else, a strange hybrid of Dark Elf and Eldritch horror. His current whereabouts are unknown.

### PLACES

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#### THE BIG TENT

*A large tent at the center of Ha'ard — where the Big Boss stays.*



**Part X**

**Administrative**



# ROLES AND CONTACT INFO

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