

Eldritch Apocalypse Ruleset

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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.

When a creature receives Monstrosity damage, the player associated with them rolls a d20. If that number is greater than $10 + 1/2$ your current Monstrosity, your Monstrosity value does not change. If it is less than that number, the creature's Monstrosity increases by the amount specified in the attack details.

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.

A number of the below traits are sourced from official Dungeons & Dragons materials; others are our own creation.

Prestige Traits

d20	Trait	Effect
1	Hard-skinned	Gain resistance to Bludgeoning and Slashing attacks
2	Amphibious	Breathe, move, and fight underwater as if you were on land
3	The Eye	Gain Blindsight
4	Vapor Form	You can move through a space as narrow as 1 inch wide without squeezing. You move at half your normal speed and cannot attack while in this form
5	Seer	Once every long rest you may peek up to 1 hour into the future
6	Vampiric	During combat, damage dealt heals you for up to 10% of your max HP every turn
7	Killer Instinct	Gain advantage on melee attack rolls against Eldritch enemies
8	Ravager	Your unarmed strike damage becomes (Strength Modifier) d4
9	Heated Skin	You gain resistance to Cold damage and do not need a fire to stay warm in cold environments

10	Shadow Form	While in dim light or darkness, you may turn Invisible as a bonus action	18	Inscrutable	You are immune to any effect that would sense your emotions or read your thoughts, as well as any divination spell targeted within a 30ft area surrounding you unless you choose to allow it. Insight checks made to ascertain your intentions or sincerity have disadvantage.
11	Eldritch Nature	You no longer require air, food, drink, or sleep. For all checks, you count as an Eldritch creature	19	Grave Conversationalist	You can perceive and speak with the spirits who linger on the mortal plane.
12	Sanguine Thirst	You gain advantage on melee attack rolls against any Bloodied creature	20	Soul Anchor	Your soul has become irrevocably tied to an object in your possession at the time of transformation. At will, you can teleport to the location of that object, and upon death you reform beside that object after 1d4 days. However, if the object is destroyed, your character's soul is destroyed irrevocably.
13	Chameleon Skin	While you remain motionless, you blend into the background. If a creature comes within 10 ft of you, make a Stealth check to stay hidden.			
14	Eldritch Phobia	Rather than making a DC 10 monstrosity check to determine whether you gain a point of monstrosity, you now make a DC 5 check. However, the first time you encounter an eldritch creature after a long rest, you must make a DC 10 wisdom saving throw or become Frightened of that creature for a turn.			
15	Treasure Sense	You can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of you.			
16	Spider Climb	You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.			
17	Bewitching Eyes	Once per week, you can attempt to charm one sentient creature through supernatural guile. The creature must make a DC 10 + the player's Wisdom bonus Wisdom saving throw or is Charmed until this feature is used again. On a successful save the creature is aware of the attempt and is permanently immune to this effect.			

After level 3 Monstrosity, 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 ley lines, 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

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 of the Fens 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.

PROVIDENCE

In the ruins of Providence, RI, an empire has risen from the ashes. Centered on the old campus of Brown University, the empire has multiple outlying communities who pay tribute and provide the soldiers necessary for aggressive military expansion. The political environment of the empire is defined by cutthroat competition between these communities in order to gain the favor of the central government.

When this backstabbing neared all-out civil war several decades ago, the emperor instituted a formal competition between them to focus their efforts. This resulted in an event every five years where each community sends forth a battalion of their finest soldiers to compete in a battle to the death. The winner is awarded the chalice of command which gives them the right to elect one of their own as the Empress's right hand to manage domestic affairs while he leads the army of Providence on crusade.

The empress, also known as "The Hand", is the enigmatic divine avatar of Lykor the god of unity and order. Standing over six feet with ivory wings tipped in gold, she is an aasimar with dark skin, eyes of solid gold, and veins of ruby running throughout her body.

Not all within the empire are content with the status quo however, and whispers have been building of a secretive group who seeks the dissolution of the empire. In the cover of night, this group worships the god Erkor who preaches a gospel of freedom and individual choice. During the daytime, they hold positions up and down the power structure of the empire while they subtly stoke the tensions constantly bubbling beneath the surface.

ERKOR AND LYKOR'S DIVINE PARENTAGE

Unbeknownst to their followers, Erkor and Lykor are both simply servants to a greater eldritch being who feeds off of the infighting of his followers.

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

ORDERS

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

BLOOD HUNTERS (ORDER OF THE ABOMINATION)

The Blood Hunters are a dispersed order who roam from settlement to settlement taking bounties on eldritch beasts. In order to accomplish this, each blood hunter takes in the essence of an eldritch beast, morphing physically and spiritually as they master their tainted blood to become stronger than before.

While the peoples of Boston appreciate and respect the work done by blood hunters, they are generally greeted with some disgust and superstitious distrust. Because of this, most hunters live a solitary, nomadic life as they move from town to town before wearing out their welcome. However, larger settlements have been known to keep a blood hunter in residence to handle and advise on eldritch issues as they arise.

ORDER OF THE YELLOW SIGN

MOON MOTHER'S MAIDENS

A secretive organization, the maidens are rarely seen in groups outside of their sacred grove in the ruins of the Harvard Arboretum. However, designated seekers are constantly roving the wastes beyond Boston in search of magical energy to fuel their enigmatic project. In the course of this search, they have found a variety of magical items, and the seekers who wield them are known to be formidable magical warriors.

In the depths of their grove, it is rumored that they are close to completing a ritual centuries in the making. The maidens believe that through this ritual they will be able to summon the Moon Mother from her native realm and heal the world's aching wounds.

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 their 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 1 point 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, rounding down, 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

At level 11, blood hunters from the order of the abomination can use a bonus action to dip into their eldritch energies to gain the speed of an eldritch abomination once per long rest. For up to a minute, they can use their bonus action to make an extra attack. However, at the beginning of each turn if the blood hunter has taken damage since the previous turn, they must make a wisdom saving throw with DC 15 or half the damage received that turn plus their current monstrosity, whichever is higher. On a failed saving throw, they gain a point of monstrosity.

NATURE OF THE BEAST

Beginning at 15th level, members of this order learn to harness their monstrosity to produce one of following three effects.

- **Accursed Hide:** Increase the AC of the hunter by their monstrosity divided by 4 rounded down.
- **Unearthly Might:** Increase the hunter's strength by half their monstrosity rounded down.
- **Supernatural Swiftiness:** Increase the hunter's dexterity by half their monstrosity rounded down.

This effect can be used once per short rest and lasts until the next short rest.

SUCCUMB TO THE BEAST

Starting at level 18, those trained in the order of the abomination can refuse death in favor of giving themselves fully over to their abomination. When reduced to 0 hit points or subject to an effect where they would be killed outright, they can choose to instead be revived to full health, taking on the full form of their eldritch taint with their monstrosity maxed out at 20 points. In this state, however, they have no concept of friend or foe and they direct their attacks randomly or at the DM's discretion. Each turn, they can make a DC 20 Wisdom saving throw to attempt to regain sane control over their mind. Upon a successful saving throw or unconsciousness, the hunter regains full control. This ability can be used once per long rest.

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

//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

TECHNOMANCY

BIG DATA

CONTROL TECHNOLOGY

CTRL-ALT-DELETE

SURGE

PHOENIX CURSED

TODO

LUNAR FORM

SOLAR FORM

REBIRTH

FLAME AURA

BLOOD OF THE PHOENIX

WARLOCK

THE OLD ONES

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 a point of 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

MONSTER FOO

Small metasyntactic variable (goblinoid), neutral evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 50 ft

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)

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

Actions

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.

Extinguish Light. Twice per encounter, the cave beast can release a wave of dark energy that extinguishes all non-magical light sources and any magical light sources of level 1 or lower.

Multi-attack. Each turn, the cave beast can make two claw attacks.

Claw attack. The cave beast takes a swipe against an enemy with its long sharp nails (+5 to hit, 2d10 + 6)

CAVE BEAST

Large cave dweller, neutral evil

Armor Class 14

Hit Points 62 (8d12 + 10)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	12 (+1)	8 (-1)	8 (-1)	2 (-4)

Skills Perception (+6)

Senses Blindsight 30 ft.

Languages Deep Speech

Challenge 4 (1,100 XP)

Cave Sense. When underground in their natural habitat, cave beasts gain advantage on perception checks.

Thick Skin. Due to their adaptation to their home, cave beasts have resistance to cold damage.

Light Sensitivity. When subjected to bright light, cave beasts suffer disadvantage on their attack roles. In addition, they are vulnerable to radiant damage.

Actions

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

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

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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