

Unnatural Selection

THE UNTAMED AND THE UNDERWORLD



Designed for use with

ShadowDark RPG



PLAYER QUICKSTART GUIDE

Unnatural Selection

Quickstart Guide

WRITING, DESIGN, LAYOUT

Kevin Sheller, Bunni Daniel

ART

Bunni Daniel, Mark Lyons, Mark McKenna, Billy Blue

LEGAL

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Ancestry

CHELONIAN

Contemplative, wise turtle beings who act with caution and carry their homes on their backs.

You know the Common and Chelonian languages.

Armored Shell. Gain +1 to your AC.

DRAGONBORN

Proud descendants of dragons whose honor holds greater value than their own lives.

You know the Common and Draconic languages.

Breath Weapon. 1/day, unleash a breath weapon based on your draconic heritage via ranged attack, dealing 1d8 damage to a near-sized cube in near range.

FOREST ELF

Slender, patient elves who are one with nature and uneasy amidst urban bustle.

You know the Common, Elvish, and Sylvan languages.

Forest Footwork. In a forest, you can move up to near again without skipping an action on your turn.

HALF TROLL

Ugly, burly beasts who easily anger and struggle to find their place within humanoid society.

You know the Common and Giant languages.

Regenerate. Regain 1HP per hour unless damaged by fire or acid.

They stepped out from the shadows to observe the bustling tapestry of civilization, reminding us of our deep connection to nature and the bowels of the earth.

SHADOW ELF

Lithe, stealthy offspring of drow who have embraced the surface as their home.

You know the Common, Elvish, and Drow languages.

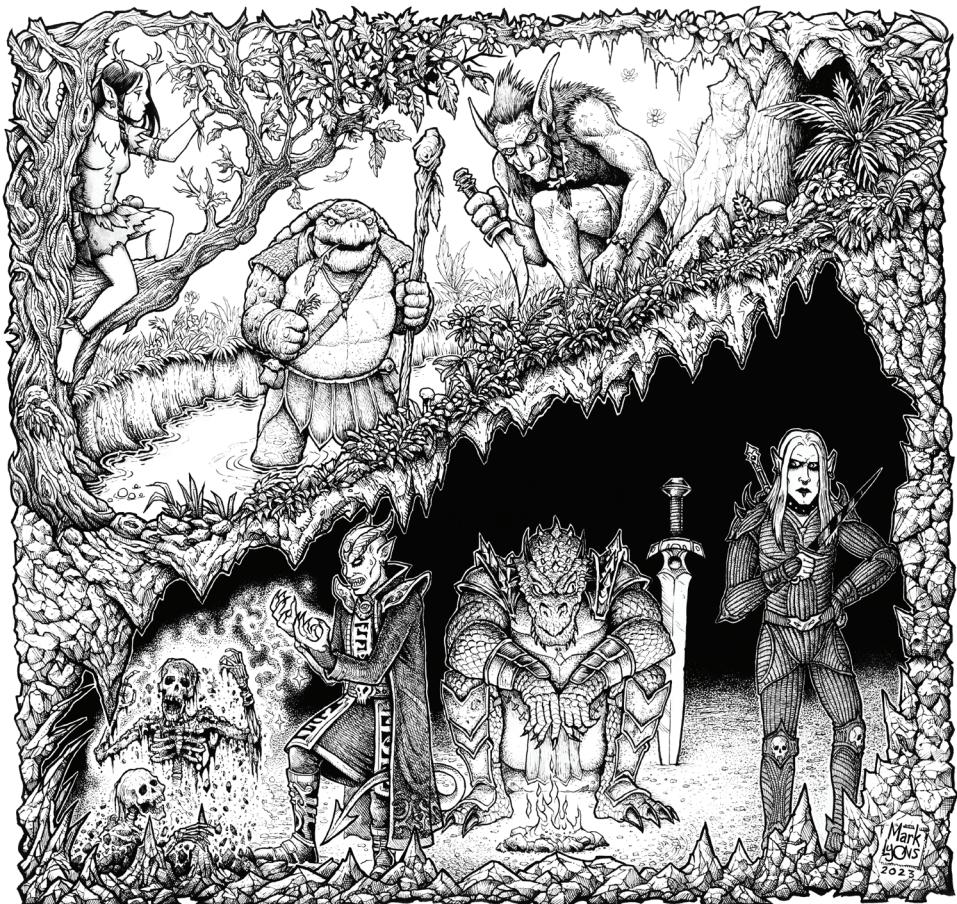
Friend of the Shadows. When shrouded in darkness, monsters attack your allies first.

TIEFLING

Devout, self-reliant outcasts who have diabolic ancestry and sport demonic horns.

You know the Common and Diabolic languages.

Heatsight. 1/day you can see the heat signatures of living creatures for 3 rounds.



Beastmaster Class

Limbs and mouths contort and crack as bones and jaws rearrange themselves.

Weapons: All missile weapons

Armor: None

Hit Points: 1d8 per level

Languages. You can speak to your chosen animal species.

Beast Attack. Choose one animal type to use for all melee attacks (see Beast Attacks table). If your talents allow for multiple animals (see 12 on Beastmaster Talents chart), you may choose which animal to use with every individual attack.

Beast Hide. Your skin is covered with a protective hide. If your CON modifier is positive, add it to your AC.

Beast Shape. Once per day, you and your possessions may transform into the natural form of your chosen beast for 3 rounds, taking on the animal's statistics, attacks, and abilities. You still need light to see.

If you take damage while in this form, do not transfer that damage to your own HP when you return to your humanoid form. If you reach 0 HP in your animal form, you transform back at 0 HP, starting your death timer as normal.

BEASTMASTER TALENTS

2d6 Effect (3-5 after max of d12 = reroll, 12 if have all 4 = reroll)

2 You may use Beast Shape 1 additional time per day.

3-5 Increase die category of chosen Beast Attack damage.

6-9 +2 to Strength or Constitution stat or +1 to unarmored AC.

10-11 Make an animal magic item (see pgs. 136, 137, and 145).

12 Select and add a new beast attack to your arsenal.

BEAST ATTACKS

Beast Attack

- Wolf Bite deals a number of d6s equal to half your level rounded down. Minimum of 1d6. Beast Shape: **Wolf** (see pg. *264 from sourcebook).
- Bear Claw deals 1d8 damage. Can attack with disadvantage to double damage dice from bear hug. Beast Shape: **Black Bear** (see pg. 35).
- Cobra Bite attack deals 1d4 + poison. DC 9 CON check or paralyzed for 1d4 rounds. Beast Shape: **Cobra** (see pg. *252 from sourcebook).
- Eagle Talon grasp attack grapples and target is pecked for 1d6. Target must make a DC 9 STR check to escape. If grappled, do automatic 1d6 peck damage each round. Beast Shape: **Eagle** (see pg. 35).



Grave Warden Class

Reverent undertakers, eager bone-setters, or cold-hearted executioners who wield the power of the undead to do their bidding.

Weapons: Dagger, scythe

Armor: Leather armor

Hit Points: 1d4 per level

Languages. You know one rare language.

Necrotic Reap. You can cast touch spells through a scythe. Add +1 spellcasting bonus to touch spells when doing so.

Claim Undead. 1/day you can seize control of any number of undead. Their total LV cannot exceed your own. Undead make a DC 12 CHA check to resist.

Spellcasting. You can cast grave warden spells you know.

You may choose three tier 1 spells from the grave warden spell list.

Each time you gain a level, you choose new grave warden spells to learn based on the Grave Warden Spells Known table.

Add your Constitution modifier when casting grave warden spells. The DC is $10 + \text{the spell's tier}$.

If you fail a spellcasting check, you can't cast that spell again until you complete a rest.

If you roll a natural 1 on a spell-casting check, you must also roll on the corresponding Necrotic Mishap table for the spell's tier.



GRAVE WARDEN SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	3	-	-	-	-
2	4	-	-	-	-
3	4	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2

GRAVE WARDEN TALENTS

2d6 Effect (2 duplicate = reroll after DC 18 is gained)

2 Increase the DC to resist Claim Undead by one step.

3-7 +2 to Constitution stat or +1 to grave warden spellcasting checks.

8-9 Gain advantage on casting one spell you know.

10-11 Increase the Necrotic Reap bonus by an additional +2.

12 Choose a talent or +2 points to distribute to stats.



Plague Doctor Class

Shadow-veiled alchemical apothecaries, compassionate herbalist healers, or beak-masked disease cultists who can perform surgeries and harness the power of science.

Weapons: Censer flail, dart, needle whip, stiletto, rapier.

Armor: Leather armor

Hit Points: 1d6 per level

Languages. You know two additional common languages.

Mask Infusion. Inhale one pre-made herbal elixir from your mask for immediate infusion. Lasts all day, expires on use.

Mesmerize Insect. 1/day, you bewitch an insect to automatically deliver an *injure* elixir to a target within near.

Elixirs. You can craft elixirs by making an INT check. Apply the modifier for the chosen delivery method (See Delivery Method table on pg. 11) to this check. This does not take your action.

If you fail, you can't make that elixir again until you rest. Except for mask infusions, elixirs expire in 5 rounds.

Critical success increases DC or die category by one or doubles duration. Critical fails self-inflict harmful elixirs.

PLAQUE DOCTOR TALENTS

2d6	Effect
2	Mesmerize one additional insect per day.
3-6	Add an extra die rolled on an elixir you choose.
7-9	+2 to Intelligence or Dexterity stat, or +1 to elixir checks.
10-11	You gain ADV on elixir checks for an elixir you choose.
12	Choose a talent or +2 points to distribute to stats.

ELIXIR CRAFTING

DC	Effect
10	Stenchwort. Cures paralysis and is immune to smells and smell-based effects for 5 rounds.
11	Panacea. Ends one poison, disease, or plague.
11	Inoculant. ADV on checks vs. specific hazard you choose, such as fire or poison, for 5 rounds.
12	Tonic. Heals 1 HP.
12	Toxin. DC 12 CON check or paralyzed for 1d4 rounds.
13	Acid. Target takes 1d8 damage.
13	Plague. Deals 1d6 permanent damage. DC 12 Con check daily to fully recover or take another 1d6.
14	Pheromone. DC 12 WIS check or living creatures are calmed and consider you a reluctant friend for 5 rounds or until they are attacked by you or an ally.
14	Remedy. Heals d6 equal to 1 plus half your level rounded down.

You can use the table on pg. 28 of Cursed Scroll #2 to craft more elixirs. These poisons require a DC 14 INT check. Refer to the “use” column for the delivery method modifier.

DELIVERY METHOD

Modifier	Type
+3	Mask Infusion. Lasts up to 1 day or until activated.
+1	Ingest. Quaffed like a potion or otherwise eaten.
0	Injure. Skin must be punctured after elixir is applied to a weapon like a stiletto, rapier, or dart.
-1	Touch. Skin must simply be touched by the elixir.
-3	Inhale. Gas covers near area. Lingers for 1 round.

Shaman Class

Indispensible medicine men and oracles who serve as healers, guardians of ancient wisdom, and conduits between the tangible and ethereal realms.

Weapons: Bows, club, dagger, hunting knife, javelin, spear, staff

Armor: None

Hit Points: 1d6 per level

Languages. You know Primordial.

Healing Circle. 1/day, you can perform a 10-minute drumming and chanting meditation. All participants are healed for 1d4 HP if the performance is not interrupted. A spellcaster or herbalist can recover a lost spell or elixir instead. Random encounter chance is increased.

Chanting. You can perform shamanic chants you know using your drum and voice.

You may choose two tier 1 chants from the shamanic chants list.

Each time you gain a level, you choose new shamanic chants to learn according to the Shamanic Chants Known Table.

Add your Wisdom modifier to perform shamanic chants. The DC is $9 + \text{the chant's tier}$.

If you fail a chanting check, you can't perform that chant again until you complete a rest.

For performing shamanic chants, see Chanting on pg. 19.



SHAMANIC CHANTS KNOWN

Chants Known By Spell Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	3	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	3	2	1
10	3	3	3	2	2

SHAMAN TALENTS

2d6 Effect

2 Gain an additional use of your Healing Circle talent each day.

3-7 +2 to Wisdom stat or +1 to shamanic chanting checks.

8-9 Gain advantage on performing one chant you know.

10-11 Learn one additional shamanic chant of any tier you know.

12 Choose a talent or +2 points to distribute to stats.

“The sacred medicine of the eagle gives us the vision to see the herd from a grand view and guides us to witness all life as one.” - Ashoka, Guiding Wind



Backgrounds

UNTAMED BACKGROUNDS

d20	Effect
1	Lupine. You were raised by a pack of wolves.
2	Aerian. You were raised by eagles, high in a nest.
3	Ursine. You were raised by a family of bears.
4	Feral. Your family found refuge in untamed wilds.
5	Treant. You have an unbreakable bond with a treant.
6	Forager. You can discern medicinal from deadly.
7	Rescued. You were almost eaten by a savage beast.
8	Exiled. You were cast out from an ancient tribe.
9	Hunter. You know where to find game.
10	Fisher. If there's a body of water, you can eat.
11	Cannibalborn. You renounced your heritage.
12	Beastmaster Apprentice. You learned to roar.
13	Shamanic. You were raised to embrace the spirits.
14	Barbarian. The wrath within can consume you.
15	Snake Charmer. Snakes are your best friends.
16	Ovate. Natural wisdom flows through you.
17	Astronomer. You find guidance in celestial patterns.
18	Skyseer. You predict the weather through nature.
19	Chiefling. You are the progeny of a tribal chief.
20	Spirit Spawn. You are the child of a nature spirit.

UNDERWORLD BACKGROUNDS

d20 Effect

- | | |
|----|--|
| 1 | Pariah. You were even kicked out of the orphanage. |
| 2 | Executioner. You carried out the will of a king. |
| 3 | Treasonous. You are marked by a traitorous lineage. |
| 4 | Deathwise. You perceive mortality at a deep level. |
| 5 | Scrapper. Raised in brutal city streets and survived. |
| 6 | Wanted. You have a price on your head. |
| 7 | Cult Initiate. You know blasphemous rituals. |
| 8 | Insider. You were a part of the criminal underworld. |
| 9 | Grave Warden Apprentice. You learned the dead. |
| 10 | Plague Doctor Apprentice. You studied disease. |
| 11 | Bone Setter. You know anatomy and surgery. |
| 12 | Abused. You were tormented by your noble family. |
| 13 | Undertaker's kin. You lived with a family of death. |
| 14 | Orphaned. Your family died of the plague. |
| 15 | Former Slaver. Your family thrived in the slave trade. |
| 16 | Avenger. Your family fell to assassins. |
| 17 | Liberator. You have promised to free the enslaved. |
| 18 | Grave Digger. You have toiled in mortality. |
| 19 | Gambler. You inherited an obsession as a high-stakes bettor in the Lottery of the Lost . |
| 20 | Phylactery. A lich can't die unless you do. |

Through tempests of scorn, you shall rise, young outcast, to etch
your name upon time's tapestry.

Nature Spirits

The nature or primal spirits are embodiments of the natural world, intricately tied to specific features or entire elements. They do not judge but serve to support those who preserve the natural order. Therefore, all nature spirits are neutral in alignment.

Their worshippers hail from all walks of life, including nomadic tribes, shaman, highly intelligent animals, and the fey. They may also be of any alignment, but must hold nature in the highest regard.

Serving the nature spirits involves harmonizing with the rhythms of the seasons, embracing the delicate balance of the life cycle, and engaging in ceremonies to honor the natural world.

AELORIN (NEUTRAL)

The woodland guardian. She oversees the harmony and natural magic of the woodland realm. Aelorin urges followers to avoid upsetting the delicate balance of the forest and protect it from those who might.

AQUALIS (NEUTRAL)

Often referred to as the Water Spirits, Aqualis is the collective of every drop of water with its own distinctiveness, yet collectively they form a symphony of liquid life. Followers of Aqualis learn that there are always many paths around obstacles, and those paths rarely require effort to find.

CAAPI (NEUTRAL)

The sacred spirit of plant medicine, she guides seekers on a transformative journey of self-discovery and healing, occasionally using demanding methods to achieve her goals. Disciples are granted ancient wisdom into the healing properties of plants.

LIORA (NEUTRAL)

The regal lioness. She embodies courage, strength, and the prowess to protect and lead. Followers of Liora seek her guidance to develop their inner strength, embrace their leadership qualities, and fiercely protect what is dear to them.

Death Pantheon

Fascinated by the mortality of life in planes they oversee, many deities will claim to be the one true harbinger of death. Even the **Dark Trio** declare mastery over life's transience, yet they are too focused on the rivalry with the **Four Lords** to bother themselves with the delicate art of guiding souls across realms.

A select few deities hold the solemn duty of shepherding mortal spirits from the realm of the living to the vast expanse beyond.

These deities navigate the intricate transition, influencing the destiny of each soul. Some lead souls astray or to tumultuous afterlives, while others adhere to strict laws of judgement and retribution.

LYTHIA (NEUTRAL)

The Shatterer of Chains, Lythia liberates souls from the cycle of reincarnation, allowing them to transcend into a final state as they cross over into the great expanse beyond. Followers of Lythia receive the gift of eternal rest.

DOMINUS (CHAOTIC)

The true Harbinger of Suffering, he is a malevolent god of death who uses manipulation and twisted charm to mislead those transitioning to the afterlife. With promises of fleeting pleasure and indulgence, he dupes souls to sign away their eternal peace to satiate his unending delight.

MORTHRAX (CHAOTIC)

The Devourer consumes souls, bringing an eternal nothingness for any he ingests. To feed his hunger, Morthrax stokes the fires of war among mortals. His disciples receive a relentless drive for conquest and a spot at his table or on his plate, depending on service.

PERADINE (LAWFUL)

The Arbiter administers just and accurate judgement to every soul. He rewards or punishes based on piety, integrity, valor, justice, and empathy. His followers revere him as the epitome of righteousness, seeking guidance to attain peace beyond mortality.

Performing Magic

Grave Warden magic is unnatural, murky, and dangerous. Grave Wardens know that raising the dead could easily bite them back.

Shaman magic is traditional, earthly, and hypnotic. Shamans who dishonor their ancestors or nature spirits might lose the ability to command nature and the elements until they can undertake a purging.

DRUMMING

As a shaman, you use a drumming instrument while singing or chanting to perform. You will need to carry a set of shamanic instruments, which includes a drum, a mallet, and a shaker. If you lose your instruments, improvising is possible, but chanting checks will be performed at DISADV.

If a chant cannot be heard, then it has no effect. A magically silenced shaman will be unable to perform any chants. Targeted allies or foes who cannot hear will also not be affected.

CHANTING

Chants are the same as focus spells except that they require auditory components. They last for as long as you perform them, you can only perform one at a time, and you can end them at any time.

To maintain a chant, you make a chanting check at the start of your turn. If you take damage, you must immediately make a check to maintain the chant.

Success. The chant continues until the start of your next turn.

Failure. The chant ends. You do not lose the ability to start the chant over again. However, if you critically fail on a maintenance chanting check, treat it as a standard critical failure.

While chanting, you can move but take no action. You may attempt to perform an action and keep chanting by using your voice only. Chanting checks without your drum will be attempted at DISADV.

RAISING THE DEAD

As a Grave Warden, spells and abilities allow you to command the undead whose combined LV does not exceed your own. This minion limit includes undead gained through the Claim Undead talent and spells such as Raise Dead.

Attempting to raise more than the limit simply reduces previous minions to grave dust.

CRITICAL FAILURE

If you roll a natural 1 on your spellcasting or chanting check, the spell or chant does not take effect. If it was a chant, it immediately ends.

Grave Warden Spell. If the spell was a grave warden spell, you can't cast that spell again until you successfully complete a rest. You must also roll on the Grave Warden Mishap table corresponding to the spell's tier. (See pg. 21).

Shamanic Chant. Your ancestors or nature spirits are dishonored and shun you. You can't perform the chant again until you complete a ritualistic purging or ceremony.

PURGING

As atonement, a shaman must undertake a plant medicine ceremony to purge impurities and spiritual blockages.

The ceremony, which can be conducted as a form of carousing (see ceremonies, pg. 31), involves a cleansing ritual followed by a plant medicine-induced psychoactive vision quest, complete with violent purging.

Another shaman must perform the ceremony and should be compensated appropriately based on the duration. The number of days of your vision quest must be double the tier of the lost chant.

During the multi-day purification, your HP will be at half and your CON will be reduced to 3 until the ritual is complete.

CEREMONY COST

Spell Tier	Value
1	5 gp
2	20 gp
3	40 gp
4	90 gp
5	150 gp

Grave Warden Mishaps

GRAVE WARDEN MISHAP TABLE 1-3

d12	Effect
1	Perdition! Roll twice and combine both effects.
2	Essence Rupture! Your soul starts to leave your body, causing 1d8 damage.
3	Flesh Rot! While remaining fully functional, the skin and muscle permanently melts off of, 1d6: 1-2. Entire Head 3. Hands 4. Legs 5. Torso. 6. Entire Body.
4	Grasping Hands! Invisible spectral hands immobilize you for 3 rounds, disabling your spells and weapons.
5	Exhausted! You suffer from fatigue, giving you disadvantage on all attacks and checks for 3 rounds.
6	Shrouded! Darkness overwhelms you as all light is suppressed within a near distance for 10 rounds.
7	Arcane Strain! You lose the ability to cast a random spell until you complete a rest.
8	Cannot be Unseen! You scream uncontrollably for 3 rounds, instilling fear to all in near area. They must make a DC 12 CHA check or flee for the duration.
9	Wight! You summon a wight that attacks you and your allies for 5 rounds before disappearing.
10	Unintended Gift! A random item from your inventory vanishes and reappears in the hands of your nearest enemy, regardless of their distance.
11	Finger Mold! One of your fingers must be amputated.
12	Mind Decay! You permanently forget one random spell.

Chant and Spell Lists

SHAMAN TIER 1

- Flora's Embrace
- Heart of the Lion
- Hiss of the Viper
- Sacred Bounty
- Shamanic Purge
- Shell of the Turtle

SHAMAN TIER 2

- Call to the Wild
- Dance of the Drum
- Divine Intervention
- Gift of Earth
- Grace of the Gazelle
- Voice of Verity

GRAVE WARDEN TIER 1

- Carrion Stench
- Corpse Companion
- Deadlight
- Locate Corpse
- Protection from Undead
- Speak with the Dead
- Spectral Scythe
- Thrall Offering
- Touch of Fatigue
- Undeath Blessing

GRAVE WARDEN TIER 2

- Bonebound Sentry
- Bonefire
- Boneskin
- Create Corpse
- Darkness
- Dark Step
- Fireskull Familiar
- Ghoulish Claws
- Grasp from the Grave
- Prevent Decay

Through the arcane verse, a gateway unlocks,
bridging the realms of the living and the dead.

Chants and Spells

BONEBOUND SENTRY

Tier 2, grave warden

Duration: 10 rounds

Range: Near

Using spectral energy, you double the size of one undead minion that you control and root it in place. The bonebound minion cannot move, but its maximum HP is doubled and it deals an extra die of damage.

You may dispel Bonebound Sentry at any time.

BONEFIRE

Tier 2, grave warden

Duration: 1 rest

Range: Close

You light a corpse into a magical campfire that cannot be moved, illuminating a near distance.

There is a 50% chance that the necromantic energy from the fire will deter random monsters.

BONESKIN

Tier 2, grave warden

Duration: 10 rounds

Range: Self

Your skin becomes covered in hardened bone armor.

For the spell's duration, your armor class becomes 17 (20 on a critical spellcasting check.)

CALL TO THE WILD

Tier 2, shaman

Range: Far

Your voice carries the ancient melody that invites animals within far to come to your aid.

The GM decides which and how many arrive; the animals' combined LV being twice yours. They begin arriving in one round and will take the most obvious, instinctual action that can assist you and your allies. This chant does not grant you the ability to speak to them or control them.

CARRION STENCH

Tier 1, grave warden

Duration: Instant

Range: Near

You exude the putrid essence of a ghast.

Other living creatures within a near area centered on you make a CON check vs. your spellcasting check or suffer DISADV on attacks rolls and spellcasting checks on their next turn.

CORPSE COMPANION

Tier 1, grave warden

Duration: 10 rounds

Range: Close

A mostly intact corpse you touch rises as an animated lesser skeleton. You control this undead minion and it acts on your turn.

Only one instance of this spell may be active at a time. A 2nd casting of this spell destroys the previous minion, even if the spell fails. This does not count against your minion LV limit.

CREATE CORPSE

Tier 2, grave warden

Duration: Instant

Range: Close

With the snap of your fingers, a fresh human corpse materializes at your feet.

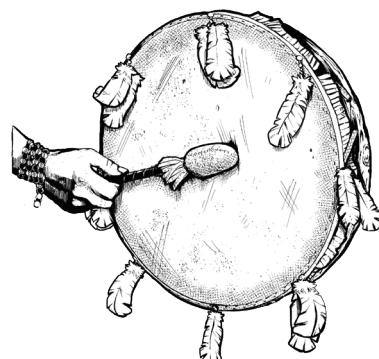
DANCE OF THE DRUM

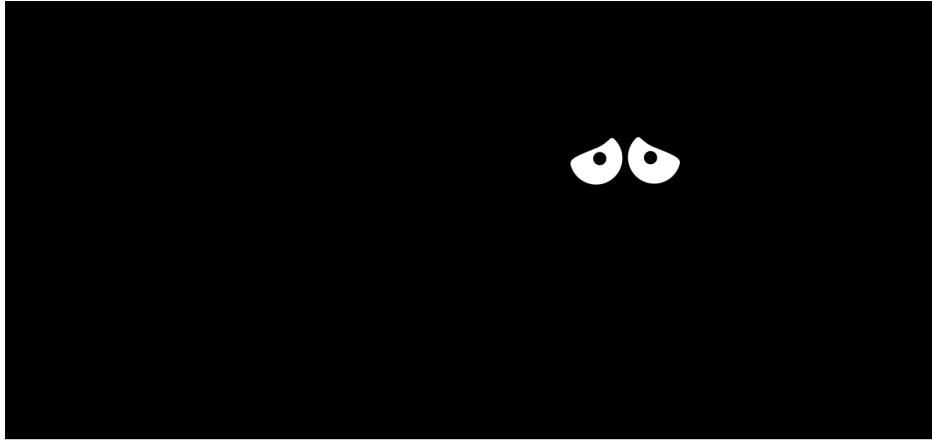
Tier 2, shaman

Range: Near

Your captivating drumming compels enemies within a near distance from you to dance in revelry unless they pass a WIS check vs. your last chanting check.

The effect on one target ends if you or your allies do anything the target notices to hurt it.





DARKNESS

Tier 2, grave warden

Duration: 5 rounds

Range: Near

You magically create darkness in a near cube within the spell's range. Creatures inside the area are blinded and they are obscured from view from the outside. Only magical light can penetrate this magical darkness.

DEADLIGHT

Tier 1, grave warden

Duration: 1 hour of real time

Range: Near

You use the soul of a fresh corpse to create a floating light that bobs in the air and casts illumination to a near distance around it. It can float up to a near distance on your turn.

DARK STEP

Tier 2, grave warden

Duration: Instant

Range: Self

Starting from darkness, you teleport to a near distance that is also shrouded in darkness.

DIVINE INTERVENTION

Tier 2, shaman

Range: Near

Your revered ancestors intercede on your behalf. All allies within a near distance from you may reroll 1s, keeping the second result. This applies to all rolls, including damage dice.

FIRESKULL FAMILIAR

Tier 2, grave warden

Duration: 1 hour real time

Range: Close

You animate a single skull as your familiar from a corpse or skull you touch. The skull is bathed in blue flames and gifted with levitation-based flight.

It projects light in a near distance, it can speak and understand, retrieve small items, perform a minor bite attack, and deliver messages.

On your turn you can move it a near distance. Consider it an AC 10 creature with a 1d2 damage bite attack and 3 HP. Only one instance of this spell may be active at a time.



FLORA'S EMBRACE

Tier 1, shaman

Range: Far

You awaken the spirits of the plants, entwining foes in a near area within range.

Affected foes are reduced to moving a close distance on their turn.

Targets can escape if they pass a STR check vs. your last chanting check.

GHOULISH CLAWS

Tier 2, grave warden

Duration: 5 rounds

Range: Self

By your touch, a willing target's hands transform into ghastly claws.

Your target may make a claw attack that cause 1d8 points of damage plus paralyze.

Victims injured by this attack must make a DC 12 CON check or be paralyzed for 1d4 rounds.

GIFT OF EARTH

Tier 2, shaman

Range: Near

Your resonating chant invokes the benevolence of the Earth spirit, causing yourself and your allies in a near radius centered on you to become rooted in place and grow bark-like skin, giving a +2 AC bonus.

You and your affected allies are rooted in place until the chant ends.

GRACE OF THE GAZELLE

Tier 2, shaman

Range: Near

You channel the spry spirit of the gazelle, granting you and your allies within a near distance from you advantage on all DEX checks and ranged attacks.

GRASP FROM THE GRAVE

Tier 2, grave warden

Duration: Focus

Range: Far

You call forth spectral hands that erupt from the ground in a near-sized cube of effect. Creatures in the cube move at half speed and take 1d4 damage per round.

Once cast, the spectral hands cannot be moved to a new location.

HEART OF THE LION

Tier 1, shaman

Range: Near

You bang your drum with ferocity, causing yourself and your allies within near range to gain unwavering determination. Those affected cannot be surprised and have advantage on initiative rolls.



HISS OF THE VIPER

Tier 1, shaman

Range: Near

You hiss loudly and rattle your shakers, calling on the spirit of the serpent.

Enemies within a near area centered on you must make a DC 9 morale check at the beginning of their turn.



PROTECTION FROM UNDEAD

Tier 1, grave warden

Duration: 5 rounds

Range: Close

The undead have DISADV on attack rolls against a target you touch. These beings also can't possess, compel, or beguile it.

LOCATE CORPSE

Tier 1, grave warden

Duration: Instant

Range: Self

You know the direction and range of the closest non-animated corpse.

PREVENT DECAY

Tier 2, grave warden

Duration: 1 Day

Range: Close

Any corpse you touch is perfectly preserved for 1 day.

When cast on an already-possessed target, the possessing entity makes a CHA check vs. the last spellcasting check. On a failure, the entity is expelled.

SACRED BOUNTY

Tier 1, shaman

Range: Far

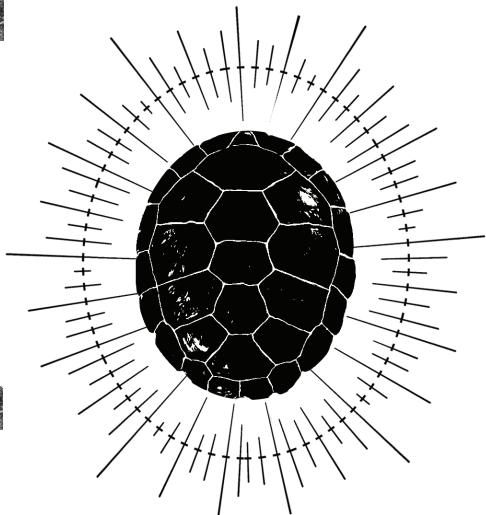
You open yourself to the abundance of the universe. When you or your allies discover treasure worth at least 1 XP, you gain an additional +1 XP.

SHAMANIC PURGE

Tier 1, shaman

Range: Near

You compel your allies within a near range from you to undergo a violent upheaval, expelling possessing spirits or beguilements.



SHELL OF THE TURTLE

Tier 1, shaman

Range: Near

You invoke the tortoise's protective energies, granting you and your allies within a near range a +1 bonus to their AC.

SPEAK WITH THE DEAD

Tier 1, grave warden

Duration: Instant

Range: Near

A dead body you touch answers your questions. You can ask up to three yes or no questions (one at a time). The corpse truthfully answers "yes" or "no" to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure, instead.

SPECTRAL SCYTHE

Tier 1, grave warden

Duration: 10 turns

Range: Near

You manifest a ghostly image of a scythe floating within near. On your turn you can move it up to near distance away and cast touch spells through it. Apply your Necrotic Reap bonus to spells cast in this way.

Only one instance of this spell may be active at a time.

A second casting of this spell while another instance exists immediately de-activates the previous one, even if the spell fails.

THRALL OFFERING

Tier 1, grave warden

Duration: 5 rounds

Range: Near

You magically beguile one humanoid of LV 2 or less within near range who is compelled to approach one of your undead minions and allow itself to be attacked with advantage.

If there are no undead minions, the affected humanoid follows you to the best of its ability until the spell ends or an undead minion appears.

If a minion kills it, that undead is healed to full HP. The spell ends if you or your allies hurt it, but stays beguiled if a minion attacks it. The target remembers you magically enchanted it.

TOUCH OF FATIGUE

Tier 1, grave warden

Duration: 1 round

Range: Close

A target you touch becomes exhausted during its next turn, giving it disadvantage on attacks and spellcasting checks.

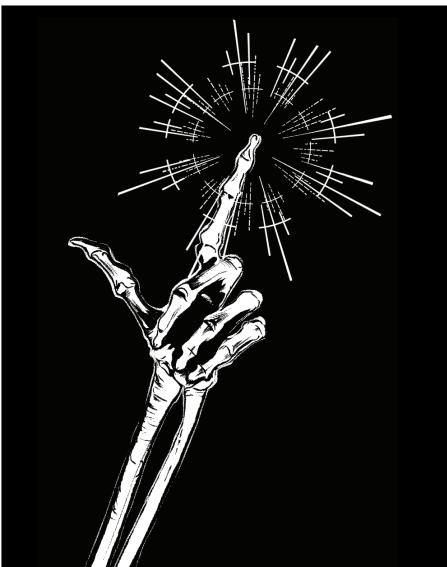
UNDEATH BLESSING

Tier 1, grave warden

Duration: Instant

Range: Close

Your touch infuses necrotic vitality to an undead or withers the living. The undead target you touch regains 1d6 hit points, while a living target you touch takes 1d6 damage instead.



VOICE OF VERITY

Tier 2, shaman

Range: Far

Anyone who hears your chant will be compelled to reveal the unvarnished truth.

Ceremonies

In addition to earning XP by spending money on weeklong benders, the group can decide to go on an herbally-induced psychedelic odyssey, complete with violent purging and connecting to spirits, ancestors, or their own demons.

Just like carousing, attending shamanic ceremony is a way for you to convert the coin you've earned into XP and other benefits.

A shaman can use ceremonies as a way to regain lost chants. The number of days of the ceremony must be double the chant's tier.

To purge, each participant pitches in for the donation to the ceremonial shaman. Then, each participant rolls a $1d8 +$ the event's bonus to determine their own outcome. Each character gains the XP noted for their result along with any other ill or positive effects.

CEREMONIAL EVENT

Cost	Event	Bonus
30 gp	A notable night of ceremony	+0
100 gp	A day of cleansing and a night of purging	+1
300 gp	Two days of cleansing and violent purging	+2
600 gp	Three days of forgiveness rituals, frog venom, and three nights of powerful release	+3
900 gp	A weeklong ceremony, including fire purification, shadowdarkness immersion and six nights of forceful expulsion	+4
1,200 gp	A ten day vision quest that includes the volcanic baptism and leeches rituals before eight nights of projectile purging	+5
1,800 gp	Two sleep-deprived weeks of rituals including the boa constriction, acid eye wash, and thousand foot drop with ten nights of unstoppable retching	+6

CEREMONIAL OUTCOME

d8	Outcome	Benefit
1	You are possessed. You have DISADV on all checks until the curse is extracted.	Gain 2 XP
2	Your mind was nearly erased. You have DISADV on all WIS-based skill checks until the next carousing event.	Gain 2 XP
3	You experienced despair and hopelessness. You spent 15% of your wealth trying to feel better.	Gain 3 XP
4	You underwent a painful transformation, shedding old beliefs. You donate 10% of your total wealth to the church.	Gain 3 XP and a nun ally
5	You confronted uncomfortable truths about yourself, inciting a new outlook. You tip the shaman 10% of your total wealth.	Gain 3 XP and a shaman ally
6	You saw glimpses of the vastness of the cosmos. You donate 5% of your total wealth to the church.	Gain 4 XP and a priest ally
7	You gained a deep sense of harmony and connection to nature.	Gain 4 XP and 1 luck
8	You received potent healing energies, curing any disease, lost stats, or curses for yourself and anyone who joined the ceremony with you.	Gain 4 XP
9	You experienced a release of pent-up emotions, leading to catharsis	Gain 5 XP and 1 luck
10	You tapped into the collective consciousness. Learn a critical truth about the world.	Gain 5 XP and 1 luck
11	You had communion with a spirit animal, forging a bond and receiving guidance. You may choose to worship a nature spirit.	Gain 5 XP and nature spirit favor
12	You received ancestral wisdom, uncovering unforgettable spiritual knowledge. You may choose to worship a nature spirit.	Gain 5 XP and ADV on spirit checks
13+	Thanks to a spirit guide, your awareness expands, allowing you to easily perceive the hidden. You may worship a nature spirit.	Gain 6 XP and ADV on WIS checks

Gear

WEAPONS

Weapon	Cost	Type	Range	Damage	Properties
Censer Flail	20 gp	M/R	N	1d8	F, G, La
Darts (5)	1 gp	R	N	1d2	Th, I
Hunting Knife	2 sp	M	C	1d4	F
Needle Whip	10 gp	M/R	N	1d4	F, La, I
Rapier	8 gp	M	C	1d6	F, I
Scythe	2 gp	M	C	1d6	2H
Stiletto	5 sp	M	C	1d4	F, I

Finesse (F). You can use your Strength or Dexterity when attacking with this weapon.

Gas (G). Cause the center of your Inhaled Plague Doctor elixir to originate a near distance away and lasts an additional round.

Injectable (I). You can apply a poison or elixir to this weapon and inject a target with a successful hit.

Lash (La). You can make a ranged attack without the weapon leaving your hand. (Lash rules first printed in Cursed Scroll 2: Red Sands. Used with permission from The Arcane Library.)

Thrown (Th). You can throw this weapon to make a ranged attack with it using Strength.

Two-Handed (2H). You must use this weapon with two hands.

Darts. You can store 10 darts per gear slot.



Beastmaster Magic Items

As a Beastmaster, you can enchant specific animal parts with the essence of your chosen beast. Anyone can use these items.

BEAR CLAW

A large, pearly bear claw

Benefit. You gain +1 to damage if affixed to a melee weapon. You gain ADV on strength checks if worn as jewelry. Gain +1 to AC when attached to armor, shield, or musical instrument.

EAGLE FEATHER

A pristine, sparkling eagle feather

Benefit. You get +1 to hit if affixed to a ranged weapon. You cannot be surprised if worn as jewelry. 1/Day, if affixed to armor, shield, or instrument, you gain the ability to instantly cast feather fall as the wizard spell.

Affixing them to weapons, armor, shields, musical instruments, or jewelry such as necklaces, rings, or piercings provides unique effects.

VIPER FANG

A sharp, gleaming viper fang

Benefit. Your target must make a DC 12 CON check or be paralyzed for 1d4 rounds when fastened to a melee weapon. You gain poison immunity when worn as jewelry. You receive +1 to DEX stat when bound to armor, shield or instrument.

WOLF TOOTH

A glowing, primal wolf fang

Benefit. You gain +1 to hit if affixed to a melee weapon. You receive +1 to all skill checks when worn as jewelry. You receive +1 to AC if attached to armor, shield or instrument.



Monsters

BEAR, BLACK

Hefty, black-furred beast that can smell food from miles away.

AC 12, HP 19, ATK 2 claw +3 (1d6), MV near (climb), S +3, D +1, C +2, I -3, W +1, Ch -2, AL N, LV 4

Cub Rage. If cub is nearby, immune to morale checks and deals an extra die of damage.

EAGLE

Majestic king of the sky with keen eyes and a white head.

AC 11, HP 4, ATK 1 bite +1 (1d2), MV near (fly), S +0, D +1, C +0, I -2, W +1, Ch -2, AL N, LV 0

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LESSER SKELETON

A shaky, bleach-boned skeleton that can't carry weapons.

AC 10, HP 4, ATK 1 claw +0 (1d4), MV near, S +0, D +0, C +1, I -2, W +0, Ch -2, AL C, LV 1



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