**Cursed Scroll 1.pdf**

**Summary**

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| Summary |

**Page 1**

Warlock Class  
Howling warriors with Patron. Choose a patron to serve  
sharpened teeth, wild-eyed (see pg. 17). Your patron is the  
doomspeakers preaching of source of your supernatural gifts.  
The Dissolution, and cloaked  
lore-hunters bearing the hidden \_\_ !f your patron is displeased with  
Mark of Shune. you, it can withhold its gifts. You  
lose any talents granted by your  
Weapons: Club, crossbow, Patron Boons during this time.  
dagger, mace, longsword  
Patron Boon. At Ist level, you  
Armor: Leather armor, gain a random Patron Boon  
chainmail, and shields talent (see pg. 18) based on  
your chosen patron.  
Hit Points: 1d6 per level  
Whenever you gain a new talent  
Languages. You know either roll, you may choose to roll on  
Celestial, Diabolic, Draconic, your Patron Boon table rather  
Primordial, or Sylvan. than the Warlock Talents table.  
2d6~\_—s Effect  
2 Roll a Patron Boon from any patron; an unexplained gift  
3-6 Add +1 point to two stats (they must be different)  
7-9 +1to melee or ranged attacks  
10-11 Roll two Patron Boons and choose one to keep  
12 Choose one option or 2 points to distribute to stats  
12

**Page 2**

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**Page 3**

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itles  
Be KNIGHTOFST.YDRISTITLES 2  
Level Lawful Chaotic Neutral  
1-2 Arbiter Traitor Brother/Sister  
3-4 Enforcer Fallen Exorcist  
5-6 Knight Marshal Oathbreaker Reverend Knight  
7-8 Judge Blackguard Inquisitor  
9-10 Justicar Demonlord Grand Inquisitor  
cee WARLOCKTITLES 8  
Level Lawful Chaotic Neutral  
]-2 Favored Marked Chosen  
3-4 Herald Zealot Channeler  
5-6 Eminent Occultist Prophesied  
7-8 Exalted Champion Transcendent  
9-10 ~—— Incarnation Harbinger Avatar  
ee witc rims  
Level Lawful Chaotic Neutral  
1-2 Fortune Teller Whisperer Shaman  
5-4 Far Seer Hexer Conjurer  
5-6 Prophet Hag/Elder Soothsayer  
7-8 Wise One Crone/Uncle Conduit  
9-10 Baba Baba Baba  
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**Page 4**

Patrons are eldritch beings MUGDULBLUB  
of immense power who gift  
, i The Elder Ooze that leaks  
Magical ability and boons to b hy Ke |  
mortals who petition their favor. etween the cracks In memory  
and the darkness between the  
Patrons are not seeking worship stars. Mugdulblub seeks the  
from petitioners. Instead, they dissolution of all physical form.  
want something in exchange for  
the power they grant. SHUNE THE VILE  
A goddess, the Mother Witch  
The Willowman might demand , ,  
~ who speaks to her children in  
to drink of the petitioner's the flicker of candles and the  
nightmares on the dark of rattle of dry bones. Shune seeks  
the moon. Mugdulblub might hidden secrets and lost lore.  
require the boiling of tooth  
and bone. What these eldritch  
demands truly mean reveals TITANIA  
itself over time. The fickle Queen of the Fey  
who views all of existence as a  
ALMAZZAT whimsical dream with hidden  
meaning and poignant drama.  
A wolf-headed arch-demon with 1s , ,  
Titania seeks mischief, beauty,  
six eyes and six horns. Almazzat ,  
and artistry.  
seeks to wrest the Sands of the  
Ages from his father, Kytheros.  
THE WILLOWMAN  
KYTHEROS A ghostly, elongated being who  
stalks misty forests and watches  
The Lord of Time who sees all ;  
from the edge of nightmares.  
possible futures. Kytheros seeks The Willowman seeks fear.  
the fulfillment of all destinies as  
they were meant to be.  
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**Page 5**

Patron Boons  
2d6\_\_=sCEffect (2 duplicate = +1 use per day)  
  
2 Vday, gain advantage on melee attacks for 3 rounds  
3-7 Learn to wield 1 melee weapon or get +1 to melee attacks  
8-9 +2to Strength or Constitution stat or +] to melee damage  
10-11 Gain advantage on initiative rolls (reroll if duplicate)  
  
12 Choose one option or 2 points to distribute to stats  
2d6\_\_—=s Effect (2 duplicate = +1 use per day)  
  
2 day, force the GM to reroll a single roll  
3-7 Gain +1 to your AC through supernatural foresight  
8-9 +2to Strength, Dexterity, or Wisdom stat  
10-11 3/day, add your WIS bonus to any roll (reroll if duplicate)  
12 Choose one option or 2 points to distribute to stats  
2d6\_ «Effect (2 duplicate = +1 use per day)  
  
2 Vday, read the mind of a creature you touch for 3 rounds  
3-7 Learn a wizard spell, tier = half your level. Cast it with INT  
8-9 +2to Dexterity or Intelligence stat  
10-11 +1 XP whenever you learn a valuable or significant secret  
12 Choose one option or 2 points to distribute to stats  
  
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**Page 6**

BS) a  
= \_ \\\\\\\), «0 hose who serve me well learn the true depths of . 4  
|) power. Those who fail me learn the true depths of Dee  
Mg pain. Which will you be, mortal?” -Shune the Vile «7 (4g  
ai MUGDULBLUB 1 9 Ae  
2d6\_ Effect (2 duplicate = +1 use per day)  
2 Vday, turn into a crawling puddle of slime for 3 rounds  
3-7 Maximize 2 hit point die rolls (prior or future)  
8-9 +2to Dexterity or Constitution stat  
10-11 Become immune to 1: acid, cold, poison (reroll if no options)  
12 Choose one option or 2 points to distribute to stats  
2d6\_ Effect (2 duplicate = +1 use per day, 10-11 duplicate = reroll)  
2 Vday, hypnotize a LV 5 or less creature for 3 rounds  
3-7 Learn to wield a longbow or gain +1 to ranged attacks  
8-9 +2 to Dexterity or Charisma stat  
10-11 Hostile spells that target you are always hard to cast  
12 Choose one option or 2 points to distribute to stats  
ea THE WILLOWMAN 1), fee  
2d6 Effect (2 and 10-11 duplicate = +1 use per day)  
2 Vday, teleport to a far location you see as your move  
3-7 +1to melee or ranged attacks  
8-9 +2to Strength or Dexterity stat  
10-11 1/day, force a close being to check morale, even if immune  
12 Choose one option or 2 points to distribute to stats  
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