

OUTLANDISH AFFLICTIONS

Additional Accursed Afflictions for the Accursed Class



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OUTLANDISH AFFLICTIONS

MALEDICTION METAMORPHOSIS

At 2nd level, your curse begins evolving within you. You can guide this change to create effects that are beneficial to you. When you choose a metamorphosis, you can choose from the following options, in addition to those in the *Accursed Class* PDF.

FACILE SUPPRESSION

Once, you can use your Suppress without expending a spell slot. Its duration is 10 minutes. You regain your use of this feature when you finish a short or long rest.

SELFISH ANATHEMA

As an action, you can attempt to free yourself from a shell's effects. Make an ability check using your curse ability against a DC equal to 10 + twice the spell's level. On a success, you end the effects of the spell on yourself. This has no effect on any of the spell's other targets.

MALEDICTION MALIGNANCE

At 10th level, your curse evolves again. When you choose your second metamorphosis, you can choose from the following options if you meet its prerequisites, in addition to those available in the *Accursed Class* PDF and in the Malediction Metamorphosis class feature in this document.

INSTINCTUAL SUPPRESSION

Prerequisite: Facile Suppression

When you roll initiative, you can use your reaction to use your Suppress. You can take this reaction even if you are surprised.

OBSTINATE ANATHEMA

Prerequisite: Selfish Anathema

When you are incapacitated, paralyzed, petrified, or stunned by a spell's effects, you are still able to use your action, provided that you are not unconscious and the only action you take is to use your Selfish Anathema.

MALEDICTION METASTASIS

At 18th level, your curse evolves into its ultimate form. When you choose your third metamorphosis, you can choose from the following options if you meet its prerequisites, in addition to those available in the *Accursed Class* PDF and in the Malediction Metamorphosis and Malediction Malignance class features in this document.

BOLSTERING SUPPRESSION

Prerequisite: Instinctual Suppression

When you use your Suppress, you gain temporary hit points equal to five times the level of the expended spell slot, and you gain resistance to a damage type of your choice for the duration. When the Suppress ends, you lose any remaining temporary hit points from this feature.

CAPACIOUS ANATHEMA

Prerequisite: Obstinate Anathema

The range of your Anathema Arcane aura doubles. Additionally, when you use your Selfish Anathema and succeed on the ability check, you can choose up to five other creatures you can see within the aura that are also affected by the spell. You end the spell's effects on each of the chosen creatures.

Once you use this ability, you must finish a short or long rest before you can use it again.

EFFORTLESS SUPPRESSION

Prerequisite: Instinctual Suppression

You can use your Suppress at will, without expending a spell slot. When you do, it doesn't end until you die or until you use a bonus action on your turn to end it.

PHILISTINE ANATHEMA

Prerequisite: Obstinate Anathema

You learn the *counterspell* and *dispel magic* spells. They don't count against the number of accursed spells you know. You can cast each spell once without expending a spell slot, and regain the ability to do so when you finish a short or long rest.

APPENDIX A

To view the metamorphosis "paths" in a more visual way, see Appendix A at the end of the document.



ACCURSED AFFLICTIONS

At 1st level, an accursed gains the Accursed Affliction feature. The following options are available to an accursed, in addition to those offered in the *Accursed Class* PDF: the Curse of Combustion, the Curse of the Hunted, the Curse of Immortality, the Curse of Invisibility, the Curse of Petrification, and the Curse of Plague.

CURSE OF COMBUSTION

Your body is an explosive with a fuse of unknown length. Perhaps you angered a powerful fire entity, such as a fire elemental lord like Imix, an archpriest of the Cult of Eternal Flame, an efreeti, or a god of fire such as Kothuss. You never knew when it would finally be time for the fire to burst out of you, annihilating you and everything in the immediate vicinity, but you always felt the flames crescendoing within, like it was using your body as kindling. By some means, though, you learned to harness this inferno, and can now use it to your own ends. After all, fire is so beautiful to behold, and you cannot help but to wonder how gorgeous the world would look covered in your glorious fire...

COMBUSTION AILMENTS

As a creature afflicted with spontaneous combustion, you suffer the following ailments:

- The flames trying to burst from within you give you a subdermal glow. You magically shed dim light to a range of 10 feet, and have disadvantage on Dexterity (Stealth) checks you make to avoid being seen or to disguise yourself while this light is visible.
- Whenever you lose concentration (as though concentrating on a spell), you take fire damage equal

to your level, and each creature within 10 feet of you must make a Dexterity saving throw, taking fire damage equal to your level on a failed save. Fire damage you take from this ailment can't be reduced or prevented in any way. Once you take this fire damage, this ailment doesn't function until the start of your next turn, your inner flames needing to stoke.

HUMANOID TORCH

Starting at 1st level, you can brighten your inner flames. As an action, you can magically cause yourself to shed bright light in a 20-foot radius and dim light for an additional 20 feet. You can dismiss this light as a bonus action on your turn.

FLAME BURST

Also starting at 1st level, as an action, you can cause the magical flames burning within you to explode out. Each creature other than you within 5 feet of you must succeed on a Dexterity saving throw or take 1d8 fire damage.

The damage increases when you reach certain levels in this class: 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CURSE SPELLS

You gain curse spells at the accursed levels listed in the Combustion Curse Spells table. See the Spellcasting class feature in the *Accursed Class* PDF for how curse spells work.

COMBUSTION CURSE SPELLS

Accursed Level Spells

2nd	<i>burning hands</i>
5th	<i>Aganazzar's scorcher</i> ^{XGTE}
9th	<i>fireball</i>
13th	<i>wall of fire</i>
17th	<i>immolation</i> ^{XGTE}



IGNITING TOUCH

At 3rd level, you learn to concentrate the heat of your flame into your palm. As an action, you magically ignite a flammable object you touch with your hand, provided it isn't being worn or carried by another creature.

You can also use this feature to attack your enemies. As an action, make a melee attack roll with proficiency against a creature within your reach. You use your choice of Strength or Dexterity for the attack roll. On a hit, the creature takes fire damage equal to 1d8 + your curse ability modifier.

The damage increases when you reach certain levels in this class: 5th level (2d8), 11th level (3d8), and 17th level (4d8).

BLAST WAVE

Also beginning at 3rd level, when you use your Flame Burst, you can expend a spell slot to increase its radius. The radius increases to 10 feet for a 1st-level spell slot, 20 feet for a 2nd-level, 30 feet for a 3rd-level, 60 feet for a 4th-level, and 90 feet for a 5th-level.

Additionally, when you expend a spell slot this way, if a creature succeeds on its saving throw against the Flame Burst, it takes half the damage.

OVERHEAT

Starting at 5th level, you can cause your flames to burn so hot that you scorch yourself. Once during each of your turns when you deal fire damage to a creature or object with an accursed class feature or spell, you can choose to take an amount of fire damage up to your accursed level (minimum 1). Fire damage you take from this feature can't be reduced or prevented in any way, but doesn't require you to make a Constitution saving throw to maintain concentration. The target takes additional fire damage equal to twice the fire damage you chose to take.

If you use this feature to affect a target of an accursed feature or spell that affects an area, it counts as you hitting the target with an attack for the purpose of your accursed spells.

CALCULATED COMBUSTION

At 11th level, you gain enough control over your flames that you can create pockets of safety for your allies. When you use an accursed class feature or spell that deals fire damage, you can choose a number of creatures you can see equal to your accursed level. The creatures automatically succeed on their saving throws against the effect, and they take no damage if they would normally take half damage on a successful save.

WHITE HOT

Starting at 15th level, your accursed class features and spells ignore resistance to fire damage.

BLAZING INFERNO

At 20th level, whenever you deal fire damage with an accursed class feature or spell to a creature or object other than yourself, it takes an additional 2d8 fire damage.

Additionally, when you use your Overheat on a creature or object, your accursed class features and spells ignore any immunity to fire damage the target may have this turn.

CURSE OF THE HUNTED

You were cursed to be hunted by the beasts and monsters of the multiverse, never to know a moment's peace or rest before your grisly demise. You may have escaped the Wild Hunt, offended a hunting deity like Artemis, or slew a powerful monster's favorite pet. No matter how you received it, the entity that cursed you wanted you to feel like hopeless prey, as though you were always moments away from being mauled, ripped apart, or trampled. But somehow, you figured out that your curse simply enhances and focuses aggression, and have learned to use it to direct the bloodlust of those that would hunt you elsewhere. You are proof that the hunted can indeed become the hunter, and now it feels like revenge could easily be within your grasp...

HUNTED AILMENTS

As a creature afflicted with being forever hunted by beasts and monsters, you suffer the following ailments:

- Your foes and other creatures that are hostile toward you have advantage on Intelligence (Investigation), Wisdom (Perception), and Wisdom (Survival) checks they make to track or find you, your curse helping to guide them to your location.
- When you start your turn within 30 feet of at least one creature with Intelligence 3 or less, make a curse ability check against a DC of 10. On a failure, each such creature within range becomes irrationally hostile toward you and attacks you, prioritizing attacking and killing you over all other possible targets. On a success, the DC increases by 1, and, unless you're in combat or roll for initiative, you don't have to make the curse ability check again for 10 minutes. The DC resets to 10 when you finish a long rest or when you fail the ability check.

WOAH

At 1st level, your experience dealing with beasts constantly attacking you has granted you greater insight into how to calm them. You have proficiency in the Animal Handling skill. Additionally, when you make a Wisdom (Animal Handling) check you make to calm a creature that is hostile toward you, you can magically give yourself a bonus to the check equal to your curse ability modifier (minimum 1), applying your curse's magic opposite its usual purpose to quell the target's aggression.



CALL THE HUNT

Also starting at 1st level, you can use your curse to call creatures to fight in battle, directing their animosity at your foes. As an action, you summon a type of beast you have seen before with a CR no greater than 1/8 and an Intelligence score no greater than 3. The beast comes from around a hill, behind a tree, within a cloud, beneath the ground, or an otherwise obscured aspect of the terrain as is appropriate to your surroundings and its nature, appearing in an unoccupied space of your choice that you can see within 30 feet of you. If the DM determines that it isn't feasible for the chosen creature to appear, such as a shark when the only nearby source of water is a sink, the feature fails.

Roll initiative for the summoned creature, which has its own turns. It ignores any commands you or others attempt to give it, though it remains friendly to you until there are no longer any conscious hostile targets engaged in combat with you, until you or your companions harm it, until you lose concentration (as though concentrating on a spell), or until you use this feature again. Once the summoned creature is no longer friendly to you, it becomes hostile toward you and begins to attack you until either you or it is dead, prioritizing attacking and killing you over all other possible targets. Defeating the summoned creature doesn't grant any experience points.

When you summon the creature, you choose a target you can see within 30 feet of you, directing the summoned creature's aggression at the target. Until you use your action to direct the summoned creature at a different target or it becomes hostile to you, it prioritizes attacking and killing the target over all other possible targets. When the target dies, the summoned creature will defend itself from hostile creatures, but otherwise take no actions until you direct its aggression at a different target or it becomes hostile toward you.

Once you reach certain levels in this class, you can summon beasts with a higher CR using this feature: up to CR 1/4 at 3rd level, up to CR 1/2 at 5th level, up to CR 1 at 7th level, up to CR 2 at 9th level, up to CR 3 at 11th level, up to CR 4 at 13th level, up to CR 5 at 15th level, and up to CR 6 at 17th level. It must still have an Intelligence score of 3 or less.

LIMITATIONS OF SUMMONING

When you use your Call the Hunt, you are able to summon a particular type of creature that uses a specific stat block, not a specific character. For example, you can summon a hamster using the *rat* stat block, not *Boo of Minsc* and *Boo fame*.

CURSE SPELLS

You gain curse spells at the accursed levels listed in the Hunted Curse Spells table. See the Spellcasting class feature in the *Accursed Class* PDF for how curse spells work.

HUNTED CURSE SPELLS

Accursed Level Spells

2nd	<i>compelled duel</i>
5th	<i>crown of madness</i>
9th	<i>conjure animals</i>
13th	<i>conjure woodland beings</i>
17th	<i>insect plague</i>

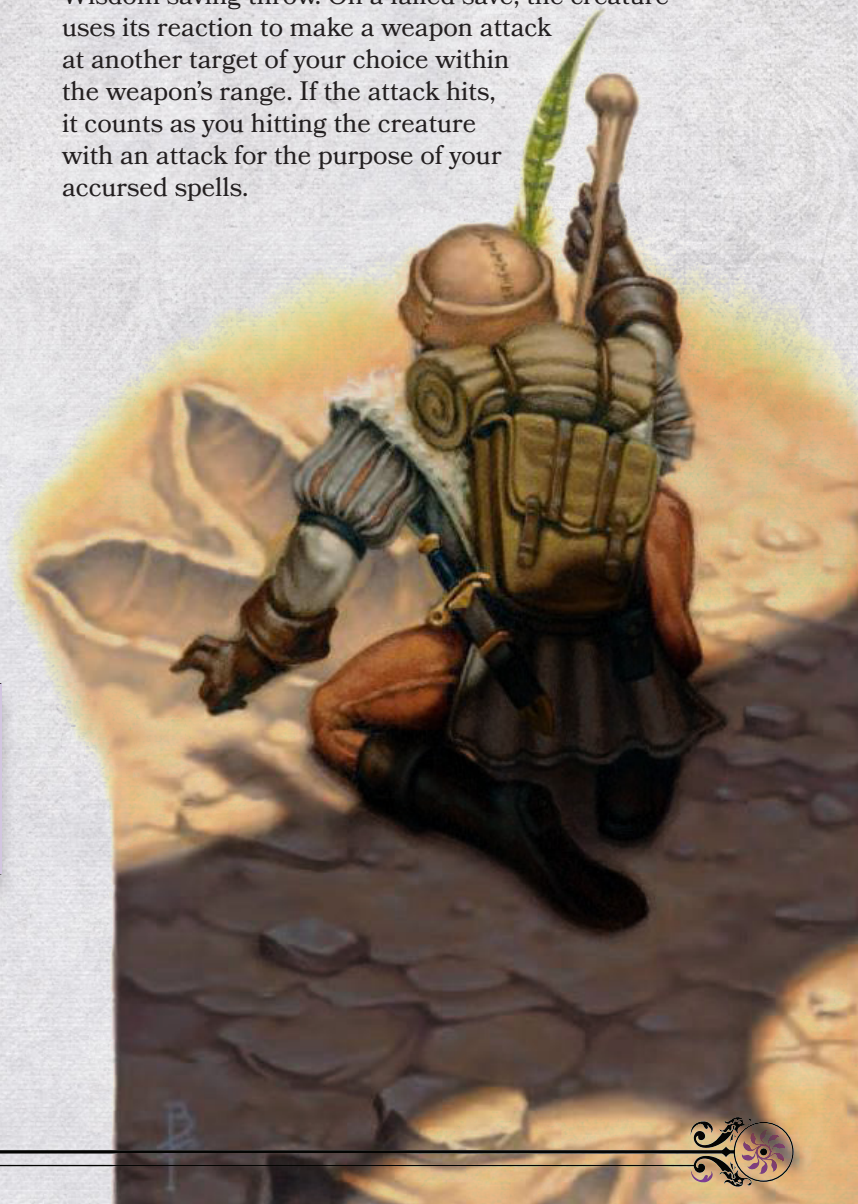
CALL HELP

At 3rd level, you learn to use your curse to aid your allies in finding you if you are in trouble. As an action, you choose any creature you are familiar with. If that creature is within 1,000 feet of you, it senses your location for the next minute, and for the duration is aware of the direction of your movement if you are moving.

You can use this feature a number of times equal to your curse ability modifier (minimum once). You regain all expended uses when you finish a long rest.

AGGRAVATED ASSAULT

Also starting at 3rd level, you can increase the aggression of other creatures, possibly causing them to reactively attack. As an action, you can cause a creature you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, the creature uses its reaction to make a weapon attack at another target of your choice within the weapon's range. If the attack hits, it counts as you hitting the creature with an attack for the purpose of your accursed spells.



HUNT DOWN

Beginning at 5th level, when you take the Attack action, you can have one of your summoned creatures use its reaction to move up to its speed toward its target and make a weapon attack against it if it's within range. The summoned creature must be friendly to you, or this feature fails.

BIGGER GAME

Starting at 11th level, when you use your Call the Hunt, the summoned creature can be of any creature type other than humanoid, provided that it meets the other restrictions of the feature.

MOST DANGEROUS GAME

Beginning at 15th level, when you use your Call the Hunt, there is no longer any restriction on the summoned creature's possible Intelligence score, and the summoned creature's type can be humanoid, provided that it meets the other restrictions of the feature.

WILD HUNT

At 20th level, when you use your Call the Hunt, you can summon up to three creatures, provided they all use the same stat block. When they are summoned or you use your action to direct their aggression, you can choose the same or different targets for each summoned creature.

Additionally, your summoned creatures' attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

CURSE OF IMMORTALITY

Whether it was a poorly worded wish from a djinn, an ill-advised deal with a devil or fae, or an ancient ritual you may not have studied carefully enough, you managed to attain the boon coveted by archmages everywhere: true immortality. While you can still die, you always come back, and you will never grow older or lose your beauty. For the first few generations, maybe even for the first few millennia, it was everything you ever dreamed of: no permanent consequences, no more living in fear of death, never having to worry about the seconds ticking away.

Eventually, though, you came to see immortality for what it is: a curse. You could do nothing but watch as all those you cared about withered and died, you ran out of new things to discover and explore, and you began to grow apathetic and withdrawn as the world around you changed so much you could no longer recognize or relate to it. You're an artifact of a long gone era, and now there's nothing else for you to do but find a way to permanently see what is on the other side...

IMMORTALITY AILMENTS

As a creature afflicted with immortality, you suffer the following ailments:

- Your curse actively resists magic of a similar restorative nature. You can't regain hit points from spells cast by other creatures, and when you die, you can't be returned to life by any means other than the *wish* spell or your accursed class features.
- Whenever you get your hair cut, get a piercing or tattoo, or in any other way alter your body in a nonmagical way, your curse reverts the changes at the next day's dawn.

AGELESS

Starting at 1st level, time seems to have ceased for your biological form. You don't age and are immune to effects that would age you. You must still breathe, eat, drink, and sleep as is normal for a member of your race.

Additionally, you have forgotten more in your years than most will ever learn, and can delve into your memories to recall old talents. Whenever you finish a long rest, you can choose to gain proficiency in a skill or tool of your choice or to learn a language of your choice until you use this feature again,

UNDYING

Also beginning at 1st level, dying is merely an inconvenience for you. At dawn each day, if you are dead, you magically return to life. When you are revived this way, you gain the benefits of having taken a long rest, and neutralize any poisons and cure any nonmagical diseases that were affecting you at the time of your death. Your wounds close and you regrow any lost limbs or other body parts, resetting your body to the way it was at the moment you were cursed.

No matter how many times you have endured this process, it remains extremely painful and traumatic. You suffer a -1 penalty to all attack rolls, ability checks, and saving throws you make until you finish your next long rest.

Once you reach 20th level in this class, when you die, you can choose for this feature not to function until you are otherwise returned to life.

CURSE SPELLS

You gain curse spells at the accursed levels listed in the Immortality Curse Spells table. See the Spellcasting class feature in the *Accursed Class* PDF for how curse spells work.

IMMORTALITY CURSE SPELLS

Accursed Level Spells

2nd	<i>cure wounds</i>
5th	<i>lesser restoration</i>
9th	<i>revivify</i>
13th	<i>death ward</i>
17th	<i>raise dead</i>

WISDOM OF THE AGES



ALTERNATIVE IMMORTALITY

If you want your character to emulate a particular unnamed doctor who travels through space and time in a police box, you can replace the Undying class feature with the following one. If you do, replace *raise dead* in the Immortality Curse Spells table with *reincarnate*.

Regenerate

Also beginning at 1st level, dying is merely an inconvenience for you. At dawn each day, if you are dead, you magically return to life. When you are revived this way, your curse replaces your lifeless corpse with a healthy, new adult body, though you still recall your former life and experiences. You determine the new body's race using a process you discuss with your DM, or you can roll on the table below. You then exchange your original racial traits for those of your new race.

Once you reach 20th level in this class, when you die, you can choose for this feature not to function until you are otherwise returned to life.

d100	Race
01-04	Dragonborn
05-13	Dwarf, hill
14-21	Dwarf, mountain
22-25	Elf, dark
26-34	Elf, high
35-42	Elf, wood
43-46	Gnome, forest
47-52	Gnome, rock
53-56	Half-elf
57-60	Half-orc
61-68	Halfling, lightfoot
69-76	Halfling, stout
77-96	Human
97-00	Tiefling

At 3rd level, you have dabbled in nearly every discipline, even if only for the purpose of alleviating your boredom. You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

ADVENTURING DISCIPLINE

Also at 3rd level, your life of adventuring has forced you to focus your pursuits, mastering combat skills that you may previously have only dabbled in. Choose one of the following disciplines.

Magical. You learn two cantrips and one 1st-level spell of your choice from one of the following class's spell lists: bard, cleric, druid, or wizard. The chosen spells count as accursed spells for you, and don't count against the number of accursed spells you know. Once during each of your turns when you make a damage roll for an accursed cantrip, you can choose to add your curse ability modifier to the damage roll.

Martial. You gain proficiency with martial weapons and heavy armor. As a bonus action, you can focus on a creature you can see within 30 feet of you, aiming for a weakness in its defenses. The next time you hit the target with a weapon attack this turn, it takes an additional 1d6 damage. The damage increases by 1d6

when you reach certain levels in this class: 11th level (2d6), and 17th level (3d6).

DISCIPLINARY ADEPT

At 5th level, you become a master of the discipline you chose as your Disciplinary Focus.

Magical. You learn two more cantrips and one 2nd-level spell of your choice from the spell list you chose for your Disciplinary Focus. They count as accursed spells for you, and don't count against the number of accursed spells you know.

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

SHARED IMMORTALITY

Starting at 11th level, you can temporarily share the restorative magic of your curse with another creature. When you finish a long rest, you can choose a willing creature within 30 feet of you. That creature gains the effects of your Undying feature until you finish your next long rest.

When you reach 20th level in this class, you can choose two willing creatures within range. The chosen creatures both gain the effects of your Undying feature until you finish your next long rest.



REVERT

At 15th level, you learn to tap into your curse's magic to revert damage you have sustained. As an action when you have fewer than half your hit points remaining, you can regain a number of hit points equal to half your hit point maximum.

Once you use this feature, you must finish a long rest before you can use it again.

MALEDICTION MAGNIFICENT

At 20th level, you have lived for so long with your curse that it evolves one final time. You can choose a fourth metamorphosis from the options in the Malediction Metamorphosis, Malediction Malignance, and Malediction Metastasis class features. If a metamorphosis has prerequisites, you must meet them to choose it.

CURSE OF INVISIBILITY

You were made to be entirely unseen. Maybe you were so beautiful and vain that you inspired the jealousy of a hag matron, archfey, or god, or perhaps so unsightly that you offended one, or maybe you were the subject of an experimental potion or spell gone wrong. No matter how you were afflicted with your curse, your visage was stripped from you and everything you touched while you held it, not even allowing you to see yourself. Seeing nothing when you looked in the mirror or down at your hands, having people literally look straight through you as though you weren't there, not even being able to see your fingers or objects as you attempted to manipulate them, all of it was torture. Somehow through all of the psychological agony, you managed to learn that your curse manipulated light away from you. Taking control of this light direction magic, you managed to restore most of your core visage, though you are still partially translucent and your extremities even more so. Despite the return of most of your appearance, you still have an incredible yearning to be seen, to be recognized, and might be willing to do anything to get it...

INVISIBILITY AILMENTS

As a creature afflicted with permanent invisibility, you suffer the following ailments:

- The ends of your limbs, especially your fingers and toes, are still mostly invisible, making it difficult for you to finely manipulate them. You have disadvantage on any ability check you make that requires deft hand and foot movements, such as Dexterity checks you make using thieves' tools and the Acrobatics and Sleight of Hand skills.
- You and the objects you wear and carry are partially translucent. You don't obscure objects or creatures on the other side of you from observers, nor do you provide any sort of cover to those creatures from attackers.



BLEND IN

Starting at 1st level, you can bend the light around you to literally blend into the background. When you make a Dexterity (Stealth) check to avoid being seen, you can magically give yourself a bonus to the roll equal to your curse ability modifier. A creature with the ability to perceive invisible targets has advantage on any ability check it makes to find you when you become hidden as a result of this feature. A creature can perceive invisible targets if it has blindsight or truesight, or if it is under the effects of the see *invisibility* spell or a similar effect.

DISAPPEARING DUELIST

Also at 1st level, you have learned to take advantage of your partial invisibility in combat. You have proficiency with martial melee weapons.

Additionally, when you become the target of an attack, you can use your reaction to magically make yourself harder to see, imposing disadvantage on the attack roll. You must use this feature before the roll. A creature with the ability to perceive invisible targets ignores the disadvantage.

CURSE SPELLS

You gain curse spells at the accursed levels listed in the Invisibility Curse Spells table. See the Spellcasting class feature in the *Accursed Class* PDF for how curse spells work.

INVISIBILITY CURSE SPELLS

Accursed Level Spells

2nd	<i>disguise self</i>
5th	<i>invisibility</i>
9th	<i>hypnotic pattern</i>
13th	<i>greater invisibility</i>
17th	<i>seeming</i>

VANISH

Starting at 3rd level, you can temporarily direct all light away from yourself. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force a creature to make a saving throw.

You can use this feature a number of times equal to your curse ability modifier (minimum once), and regain all of your expended uses whenever you finish a long rest. As an action, you can expend a spell slot to regain a number of your expended Vanish uses equal to the level of the expended spell slot.

UNSEEN ASSAULT

Also at 3rd level, you learn to use your unseen status as a way to find your foes' weaknesses. Once during each of your turns when you hit a creature you are hidden from or that can't see you with a weapon attack, you can cause the attack to deal an additional 2d4 damage.

The damage increases by 2d4 when you reach certain levels in this class: 5th level (4d4), 11th level (6d4), and 17th level (8d4).

CONCEALED COMBATANT

Starting at 5th level, whenever you use your Disappearing Duelist, attack rolls made against you by creatures that can't perceive invisible targets have disadvantage for the remainder of the turn.

EVANESCENT

Beginning at 11th level, you regain all of your expended uses of Vanish whenever you finish a short or long rest.

GUERRILLA TACTICS

Starting at 15th level, when you Vanish, you can choose a number of other willing creatures you can see within 30 feet of you equal to your curse ability modifier (minimum 1). Each chosen creature turns invisible until the end of its next turn, or until it attacks, makes a damage roll, or forces a creature to make a saving throw.

Once you use this feature, you must finish a short or long rest before you can use it again.

INVISIBLE STALKER

At 20th level, you can use Vanish an unlimited number of times. When you Vanish, its duration increases to 1 minute, or until you attack, make a damage roll, or force a creature to make a saving throw.

Additionally, when you use your Disappearing Duelist, attack rolls made against you by creatures that can't perceive invisible targets have disadvantage until the start of your next turn. For the duration, you also have advantage on saving throws against spells that require the caster to be able to see you. You don't gain advantage on the saving throw if the creature has the ability to perceive invisible targets.

CURSE OF PETRIFICATION

You spent unknown years, maybe even decades or centuries, as a statue, a literal stone shell of your former self. You may have angered a vengeful god or powerful spellcaster, fell victim to a gorgon's breath, or looked at a medusa the wrong way. No matter how you were petrified, you eventually regained conscious awareness, though not the ability to move or to access your senses. This total denial of stimulus drove you to near madness, if it didn't tear your sanity apart, before you somehow realized that the nature of your curse is the ability to change between flesh and stone at will. You managed to return yourself to flesh, freeing yourself from your stony prison, but carry the knowledge that you can convert parts of yourself back into rock. Despite relishing your escape and the return of everything the outside world has to offer, a part of you misses the durability and permanence of stone...

PETRIFICATION AILMENTS

As a creature afflicted with petrification, you suffer the following ailments:





- Due to your body's unnatural density, your weight doubles. Additionally, since you carry so much more weight than an average member of your race, your carrying capacity and the weight you can push, drag, and lift are each halved.
- Your movements bear a large amount of inertia. When you use any of your movement in combat, you must use your full movement before you can end your turn.

STONE FORM

Starting at 1st level, you can magically transform your skin into mobile rock, protecting yourself against harm. As an action, you can enter this stone form, or transform from your stone form back into your original form. While in your stone form, your AC can't be less than 13 + your Dexterity modifier, regardless of what kind of armor you are wearing. You can use your curse ability, instead of your Dexterity, to calculate your AC with this feature if you have the Protective Hex metamorphosis.

Additionally while in your stone form, you can slam yourself into enemies to harm them. You are proficient with your slam, which is a melee weapon that deals bludgeoning damage equal to 1d10 + your Strength modifier on a hit.

There are also risks to being in your stone form. While in it, any swimming speed you have is 0 and can't increase, and you automatically fail any ability checks and saving throws you make to swim. If the water is deeper than your height, you sink to the bottom at a rate of 60 feet per round, and can move at your normal walking speed along the bottom of the body of water once your feet touch it.

Starting when you reach 6th level in this class, your slam counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

LIVING STATUE

Also beginning at 1st level, you can use your stone form to attempt to fool others. While you remain motionless in your stone form, you are indistinguishable from an inanimate statue. To remain motionless enough to maintain this effect, you must hold your breath, following the rules for Suffocating found in Chapter 8 of the *Player's Handbook*.

CURSE SPELLS

You gain curse spells at the accursed levels listed in the Petrification Curse Spells table. See the Spellcasting class feature in the *Accursed Class* PDF for how curse spells work.

PETRIFICATION CURSE SPELLS

Accursed Level	Spells
2nd	<i>earth tremor</i>
5th	<i>earthbind</i> ^{XGTE}
9th	<i>meld into stone</i>
13th	<i>stoneskin</i>
17th	<i>transmute rock</i>

MOUNTAIN'S ENDURANCE

At 3rd level, all of the time you've spent holding your breath grants you greater lung capacity. You can hold your breath for twice as long before you start suffocating.

ROLLING BOULDER

Also starting at 3rd level, you can use your weight and momentum to empower your slams. Once during each of your turns when you move at least 15 feet straight toward a target and then hit it with your slam, the attack deals an extra 1d10 damage to the target. If the target is no more than one size larger than you, it must succeed on a Strength saving throw or be knocked prone.

If the target is two or more sizes larger than you when you use this feature, any speed you have becomes 0 for the rest of the turn, and you gain a +1 bonus to the slam's damage for every 5 feet of movement you lost.

The damage increases by 1d10 when you reach certain levels in this class: 11th level (2d10), and 17th level (3d10).

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RETURN TO FLESH

Also at 5th level, when you become petrified, you can choose to return to your original flesh form after 10 minutes, provided the effect causing the condition would normally have a longer duration.

The time you must spend before you can revert to your flesh form decreases when you reach certain levels in this class: 1 minute at 11th level, and 1 round at 20th level.



QUARTZ FORM

Starting at 11th level, when you enter your stone form, you can choose to transform your entire body into hardened stone, instead of just your skin. While in this quartz form, you are subject to all the rules of being in your stone form, but your weight doubles, and you have advantage on ability checks and saving throws you make against being pushed, shoved, or knocked prone.

Additionally, your AC can't be less than 16 + your Dexterity modifier while in your quartz form, regardless of what kind of armor you are wearing. You can use your curse ability, instead of your Dexterity, to calculate your AC with this feature if you have the Protective Hex metamorphosis.

There are also further risks to your quartz form. You have vulnerability to adamantite weapons and to bludgeoning damage you take due to falling, and any flying speed you have becomes 0 and can't increase, causing you to begin falling unless your flying speed allows you to hover.

ROLLING AVALANCHE

Beginning at 15th level, you can move through the space of any creature that is prone. If you successfully knock a creature prone with your Rolling Boulder, you can use the feature again this turn, provided it targets a different creature.

Additionally, when you use your Rolling Boulder on an object or structure, the attack deals double the damage to the target.

DIAMOND FORM

At 20th level, the rock that makes up your stone form becomes harder than diamonds, and just as eternal. While in your stone form, you have resistance to all damage except psychic damage, you don't age, and you no longer need to breathe.

CURSE OF PLAGUE

You contracted a magical disease that ravaged your body and mind. It might have been a blight called down by an angry god to punish your village for its sins, or an illness brought forth by a demon lord as a way to soften your city's defenses, or maybe you were infected by an explorer who had just arrived from another plane. No matter how it happened, the infection nearly killed you and may have even permanently disfigured you, but you managed somehow to stop its progression and harness its magic. Going suddenly from death's door to obtaining a grand new power, becoming the carrier of a disease that could wipe out entire nations if you set it loose, it was addictive. Now you find yourself wanting even more of this power, influencing the growth of the contagion inside you to create new strains, and trying to contract even greater afflictions. And if you unleash one or two, maybe someone else can experience this joy as well...

PLAGUE AILMENTS

As a creature afflicted with magical disease, you suffer an ailment from each of your contracted diseases, as described in the Infection Vector feature.

EXPERIENTIAL KNOWLEDGE

At 1st level, your first-hand experience with magical diseases makes you a foremost expert on them and their mundane counterparts. Whenever you make an ability check related to the properties or treatment of a disease, you are considered proficient in the skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

INFECTION VECTOR

Also at 1st level, you become able to intentionally infect others with your diseases. You contract two magical diseases of your choice, which are detailed under "Diseases" below. Each disease has an ailment that you suffer once you contract it. You do not suffer the disease's infection. Additionally, you are immune to the normal effects of diseases with the same name as one of your contracted diseases.

As an action, you can touch a creature and attempt to infect it with one of your contracted diseases. The target must succeed on a Constitution saving throw or suffer the disease's infection, though not its ailment, until the start of your next turn. A creature failing this saving throw counts as you hitting it with an attack for the purpose of your accursed spells.

You contract one additional disease of your choice when you reach 5th level, 11th level, 15th level, and 20th level. Additionally, when you gain a level in this class, you can replace one of your contracted diseases with a different disease of your choice.

CONTRACTING ADDITIONAL DISEASES

The diseases you contract as you gain levels are a result of you intentionally mutating the diseases within your body to create new strains. You might also come into contact with other magical diseases during your adventures. At your DM's option, you might be able to contract such a disease as though you gained it through your Infection Vector class feature. If you do, work with your DM to determine its ailment and infection.

Contracting and gaining control of an outside disease takes a toll on your body. You suffer the disease's full effects for a number of days equal to twice your number of contracted diseases. To survive the experience requires that you expend 10 gp for each day to afford the care; otherwise, your curse expels the disease from your system to keep you alive, though you remain incapacitated for the full duration as your body recovers from the trauma.



CURSE SPELLS

You gain curse spells at the accursed levels listed in the Plague Curse Spells table. See the Spellcasting class feature in the *Accursed Class* PDF for how curse spells work.

PLAGUE CURSE SPELLS

Accursed Level	Spells
2nd	<i>ray of sickness</i>
5th	<i>blindness/deafness</i>
9th	<i>stinking cloud</i>
13th	<i>sickening radiance</i> ^{XGTE}
17th	<i>contagion</i>

SICKNESS SENSE

Starting at 3rd level, the magical diseases within you seem to resonate with others of their ilk. As an action, you can cause yourself to sense the location, though not the type, of each magical disease within 60 feet of you for 1 minute. You also know the location, though not the identity, of the original source of the disease if it's within the radius.

You can use this feature a number of times equal to your curse ability modifier (minimum once). You regain all of your expended uses when you finish a long rest.



MALICIOUS MALADY

Also beginning at 3rd level, you can ravage the bodies of those who become infected with your diseases. Once during each of your turns when a creature fails its saving throw against your Infection Vector, you can cause the creature to take 1d8 necrotic damage.

The damage increases by 1d8 when you reach certain levels in this class: 5th level (2d8), 11th level (3d8), and 17th level (4d8).

EXTENDED ILLNESS

Starting at 5th level, you can cause creatures to suffer your infections for greater periods of time. When a creature fails its saving throw against your Infection Vector, you can expend a spell slot to increase its duration, instead of the infection ending at the start of your next turn: to 1 minute for a 1st level spell slot, 10 minutes for a 2nd level, 1 hour for a 3rd level, 8 hours for a 4th level, and 24 hours for a 5th level.

If you extend the infection's duration this way, the target can repeat the Constitution saving throw as an action during each of its turns, ending the infection on a successful save.

AIRBORNE CONTAGION

Beginning at 11th level, your diseases become infectious at a greater range. The range of your Infection Vector increases to 30 feet, instead of requiring you to touch the target. To attempt to infect a creature greater than 5 feet from you, you must be able to see it.

MALEVOLENT MALADY

Starting at 15th level, your accursed class features and spells ignore immunity to disease. If a creature is normally immune to disease, it instead makes its saving throw against the feature or spell with advantage.

RESISTANT PATHOGEN

At 20th level, your contracted diseases become much more difficult for infected hosts to combat. When a creature casts a spell or uses an ability that would cure the target of one of your infections, the effect's user must succeed on a spellcasting ability check against your spell save DC of the effect fails to cure the target of the infection. If the user doesn't have a spellcasting ability for the effect, it uses its Constitution.

Additionally, when you use your Extended Illness, the target must succeed on the repeated Constitution saving throw three times to end its infection.

DISEASES

The diseases are presented in alphabetical order.

ABYSSAL AFFLICTION

Most often caused by exposure to demons, especially bulezau, the infected creature sports festering boils, coughs up flies, and sheds rotting skin.

Ailment. Your hit point maximum is reduced by an amount equal to your level.

Infection. The target becomes poisoned.

BLINDING SICKNESS

The infected creature's eyes become clouded by an aggressive cataract.

Ailment. Your vision always counts as being at least lightly obscured. If you are in an area that is normally only lightly obscured, it counts as being heavily obscured for you.

Infection. The target has a much more difficult time seeing, causing it to have disadvantage on attack rolls and Wisdom (Perception) checks it makes using sight.

BONE ROT

Most often transmitted by the corpses littering battlefields and graveyards, the infected creature's bones become brittle, causing clumsiness and fragility.

Ailment. Your base walking speed is reduced by 10 feet.

Infection. Each time the target takes bludgeoning, piercing, or slashing damage, its speed is reduced by 5 feet until the end of its next turn. If all of the target's speeds are 0 when it takes this damage, it instead takes additional damage equal to half your accursed level, rounded up, and it can't suffer this extra damage again until the end of its next turn. This infection ignores any immunity to disease an undead may have, provided that it has bones.

CACKLE FEVER

Also called "the shrieks," this disease causes sudden and uncontrollable fits of laughter if the infected creature experiences stress.

Ailment. When you roll for initiative, take damage for the first time since the beginning of your last turn, become frightened, or have a nightmare, you must succeed on a Constitution saving throw or take psychic damage equal to half your accursed level, rounded up.

Infection. The target laughs uncontrollably. It can't speak, and can use either an action or bonus action on its turn, not both.

CORRUPTION OF YURTRUS

The infected creature grows horrifically large cysts and boils filled with poisonous pus.

Ailment. When you take damage for the first time since the start of your last turn, you must succeed on a Constitution saving throw or become poisoned until the end of your next turn.

Infection. If the target is reduced to 0 hit points or dies, it explodes, forcing each creature other than you within 10 feet of it to make a Constitution saving throw. A creature takes 1d6 poison damage and becomes poisoned on a failed saving throw, or half as much damage and isn't poisoned on a successful one. A creature poisoned this way can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success.

The damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

FILTH FEVER

A fever sweeps through the infected creature's body, causing muscle weakness.

Ailment. You have disadvantage on Strength ability checks, and your Strength score counts as being 2 lower for the purpose of calculating your carrying capacity and the weight you can push, drag, or lift.

Infection. The target has disadvantage on ability checks and attack rolls using Strength.

FLESH ROT

The infected creature's flesh begins to rot and slough off.

Ailment. Your horrifying visage and your putrid smell cause you to have disadvantage on Charisma checks you make to convince creatures to be friendly to you or not to be hostile toward you.

Infection. The target has disadvantage on Charisma ability checks, and once per turn when it takes damage from a creature other than you, it takes additional damage equal to half your curse ability modifier (minimum 1).

MINDFIRE

The infected creature's mind becomes feverish, making it difficult for it to form thoughts.

Ailment. On your turn, you can use either an action or a bonus action, not both.

Infection. The target has disadvantage on Intelligence checks and at the start of its turn rolls a d20. On a 5 or less, the creature ends its turn without moving or taking any actions.



MUCOUS SUFFOCATION

Most often caused by exposure to an aboleth's mucous cloud, the infected creature's lungs are sealed by the mucous, which acts as a replacement organ that can process the oxygen from water and causes the target to be able to breathe only underwater.

Ailment. If you don't fully submerge yourself in water for at least 1 minute each day, you suffer a level of exhaustion that can only be removed once you take a long rest after submerging yourself this way.

Infection. The target loses the ability to breathe air and gains the ability to breathe water. For the duration, it is unable to speak, and it immediately begins to suffocate whenever it isn't underwater. This infection has no effect on a creature that doesn't need to breathe.

RUST BLIGHT

While this disease has no effect on creatures made of organic matter, it is catastrophic to metal, causing rapid oxidization and brittleness.

Ailment. While you wield a nonmagical weapon made of metal, it takes a permanent and cumulative -1 penalty to its attack and damage rolls at the end of each minute. If its penalty drops to -5, the weapon is destroyed, crumbling away into rust-colored dust.

Infection. If the target is a construct or object, it suffers a -2 penalty to its AC, and until the end of the turn loses any resistance or immunity it has to necrotic damage. This infection ignores any immunity to disease a construct or object may have, though it has no effect on creatures that aren't constructs.

SEIZURE

The infected creature is overcome with shaking due to muscle spasms.

Ailment. When you make a Dexterity ability check, you subtract your curse ability modifier (minimum 1) from the result.

Infection. The target has disadvantage on ability checks and attack rolls using Dexterity.

SEWER PLAGUE

Most often transmitted by denizens of the sewers, such as rats and otyughs, the infected creature suffers various bodily symptoms, including fatigue and cramps.

Ailment. You regain only half the normal number of hit points from spending Hit Dice.

Infection. The creature suffers two levels of exhaustion, to a maximum of 5. It removes any levels of exhaustion it gained from this effect when the infection ends.

SLIMY DOOM

The infected creature begins gushing blood uncontrollably from its eyes, ears, and nose.

Ailment. When you lose concentration (as though concentrating on a spell), you become incapacitated until the end of your next turn.

Infection. The target has disadvantage on Constitution checks, and whenever it takes damage, the next attack roll made against it has advantage.

SPORES OF MADNESS

The infected creature's mind is assaulted by spores, leading to confusion, aggression, and reduced higher functions.

Ailment. You have disadvantage on Intelligence checks you make to recall information.

Infection. The target has difficulty distinguishing friend from foe. At the start of each of its turns, it must succeed on an Intelligence saving throw or the only action it can take this turn is the Attack action, choosing the target of the action at random from among other creatures it can see within range of its movement combined with the range of its possible attacks.

APPENDIX A

Below is a visual representation of how the metamorphosis "paths" featured in this document can be followed, each tier requiring the prerequisite of the previous tier.

