

ILKHANA'S GRIMOIRES

SECRETS OF ILKHANA'S WILL



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Secrets of Ilkhana's Will

New subclasses of greater undeath for D&D 5E

By Matthew Jarmak

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Introduction

It is by my Will that I step beyond death. It is through my Will that you are able to read this. Death is for lesser beings. It is that gateway after which the soul, immortal and absolute, is subject to the tyranny of the divine. Those beings which demand you dedicate your life to them, after which they will take possession of your soul and use it for your own devices. No greater violation could be imagined than that which people willingly inflict upon themselves in service of the divine. Your soul knows that it must defy them. We are beyond death. That journey upon which lesser souls ride, from before birth to beyond death, is nothing but a pathetic imitation of the true journey a soul takes. It is by my Will that the true journey has been revealed. We exist. That is the purpose of a soul. That is the only purpose of a soul. To take the chaos from which the multiverse was formed and to lock it into shape, forever. It is our duty as great souls to continue to exist, for without us the greatest chaos would be released. The deities who grind souls down into formlessness to fulfill their tyrannical cycle do nothing but jam the gears of existence. Undeath is the only true purpose of the multiverse. Undeath is the only pure form. It is by my Will alone that I set my soul in motion. It is by my Will alone that we progress towards truth. It is by my Will alone that we break our chains and rise above that which our masters have decreed for us.

Join me.

-Introduction to Ilkhana's Will, presumed written by Ilkhana

Welcome to Secrets of Ilkhana's Will! Ilkhana's Will, the last and greatest of Ilkhana's Grimoires (more information on Ilkhana's Grimoires can be found in Ilkhana's Grimoires: Beyond Necromancy, available on the DM's Guild), bears within it a terrible power that the others do not. Ilkhana's Will contains the formulas and rituals necessary to transform characters into greater undead. These rituals and transformations are expressed mechanically as a new subclass for each and every class. Transform your paladin into a death knight, your wizard into a lich! Or try something entirely new and transform your ranger into a vakasha or your sorcerer into a scion of absence! If your character wishes only to dip their toe into undeath, or is not high enough level for the full transformation, your DM may allow you to simply study the ways of the undead and take up the class from first level. Though doing so without transforming does not offer all of the abilities of a full transformation, it still offers many of them and is a full and viable subclass in its own right.

In order to be transformed into a greater undead, a character must be at least 11th level, and must undergo a ritual requiring various rare components and processes. Though each ritual lists specific items required and their value in its description with the subclass entry, it is up to the DM's discretion whether these items can be simply purchased for the listed value or if they require effort to find or construct. A variety of lesser components will also be required for the ritual, though these components have no specific price. Access to

a component pouch, arcane laboratory, or similar resource will be sufficient to provide the lesser components required. The ritual requires a character of at least 11th level who is proficient in a listed skill (almost always Arcana; at the DM's discretion, it may be possible to find a formula that uses a skill other than the one listed), and the details of each ritual varies according to the target's class. When the ritual is successfully complete, the character replaces their existing subclass with their new subclass of greater undeath. Each class has its own greater undead subclass; for example, a paladin who undergoes their ritual becomes a death knight, while a wizard who undergoes their ritual becomes a lich. A character who replaces their subclass loses all associated abilities and features from their previous subclass, and immediately gains all the abilities and features of their new subclass, as appropriate for their level. For example, an 11th level character who replaces their subclass with a new undead subclass would lose all abilities from their previous subclass, and would gain all those abilities from their new subclass which are available at 11th level or earlier. An 11th level Oath of Devotion paladin who became a death knight would lose their oath spells, their Channel Divinity abilities, and their Aura of Devotion. In exchange, they would gain the oath spells of the death knight, the Channel Divinity abilities of the death knight, the Hands of Ruination ability, and the Ruinous Smites ability.

These subclasses may also, if desired, be used as any ordinary subclass from level 1. Many abilities within the subclass description have an addendum marked **(Ritual)**. For example, the Hulking Horror barbarian gains the Mindless Horror ability at 10th level, which

reads: "You have advantage on saving throws against the charmed and frightened conditions. **(Ritual)** You instead are immune to the charmed and frightened conditions." This means that a hulking horror who was transformed by the ritual of undeath is immune to the charmed and frightened conditions, while one who selected the subclass normally through leveling up would have advantage on saving throws against those conditions.

It is also worth taking a moment to note that the abilities (especially resistances and immunities) of the greater undead subclasses do not always match those of the undead you would find in the monster entry. The lich wizard, for example, has far fewer abilities, resistances, and immunities than the Lich from the Monster Manual. This is because a character transformed by the ritual (or who learned the secrets of the monster and was inspired by them) is too close to being alive. They were alive recently, and they still carry some of the essence of life within them. This makes them much like living creatures still in many ways. It requires a very long time for a character's mind, body, and soul to truly adapt to undeath, much longer than an ordinary campaign would last. If left alone for a few hundred years, the character would fully adapt to and gain the powers and weaknesses of their new state. At that point, it would be more appropriate to represent them with the monster entry than with the subclass, which inherently represents a recent transformation (or, at least, recent by the standards of undeath).

Ilkhana has invited you to join in immortality. Will you take up the ritual and accept?

BARBARIAN – HULKING HORROR

A hulking horror is a tremendous mass of bone and muscle. A barbarian who becomes a hulking horror becomes a force of unnatural terror, able to stride onto a battlefield and enforce their will upon it by sheer might while shaking off any attacks that ordinary creatures may attempt to make. Those barbarians who study the ways of the hulking horror, instead of being transformed into one, learn many useful techniques and abilities that bring forth the essence of the hulking horror, but will never grow to the same size and power.

The ritual to transform a barbarian into a hulking horror requires a 11th level or higher character who is proficient in the Arcana skill, and the barbarian must be at least 11th level. The required components are a seed from a cloud giant's garden, a doll that is a replica of the barbarian with small black pearl eyes worth 1,000 gp, a mixture of blood, powdered bone, grave dirt, and diamond dust worth 500 gp, and a coffin constructed from the heartwood of a tree that was at least 50 feet tall in life worth 500 gp. A total of ten work-weeks are required to complete the ritual. The first five work-weeks do not require the barbarian, and are needed to prepare the components. The second five work-weeks require both the ritualist and the barbarian, culminating in the barbarian being buried in the coffin for a full week before rising out as a hulking horror.



Hulking Horror Features

Barbarian Level	Feature
3 rd	Horrifying Rage
6 th	Hulk
10 th	Mindless Horror
11 th (Ritual only)	Enormity of Undeath (Ritual)
14 th	Devastating Might

HORRIFYING RAGE

Beginning at 3rd level, your rage is unnaturally horrifying. When you enter a rage, enemies within 10 feet must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you. They may make an additional saving throw at the end of each of their turns. The effect ends when your rage ends, when they make a successful saving throw, or when they end their turn out of line of sight of you or more than 60 feet away from you.

HULK

A hulking horror is a mass of flesh and muscle, very difficult to harm. Beginning at 6th level, you learn how to use this to your advantage; at the start of each of your turns while raging, you gain temporary hit points equal to your proficiency bonus + your Constitution modifier.

MINDLESS HORROR

Beginning at 10th level, you have advantage on saving throws against the charmed and frightened conditions. **(Ritual)** You instead are immune to the charmed and frightened conditions.

ENORMITY OF UNDEATH (RITUAL)

Beginning at 11th level, if you have undergone the hulking horror transformation ritual, you have advantage on saving throws against the

poisoned, paralyzed, and restrained conditions. Your size is Large, and you deal an additional +2 damage with melee or thrown weapon attacks. You are resistant to poison and necrotic damage.

DEVASTATING MIGHT

Beginning at 14th level, you learn how to push yourself beyond your limits and put everything into a single attack while raging. While raging, you may choose to end your rage early when you hit with a melee or thrown attack using Strength. If you do, the attack is a critical hit instead of a hit. When you end your rage in this way, you may not enter into a rage again for 1 minute.

BARD – CAOINEADH

The caoineadh bard radiates an aura of sadness and lament, until it comes time for them to do something about it. They are those that call to account the villains, who inflict vengeance upon those who deserve it. Those bards who study their ways, instead of being transformed, retain a tighter hold upon this world than the true caoineadh, and their screech will never be as devastating, but they still learn and sing the songs of vengeance for the powerless.

The ritual to transform a bard into a caoineadh requires a 11th level or higher character who is proficient in the Arcana skill, and the bard must be at least 11th level. The required components are the tears of a marid, a stained-glass amphora worth 500 gp, a mixture of saffron, molasses, wine, and salt water worth 500 gp, and a mixture of blue sapphire and ruby dust worth 1,000 gp. A total of ten work-weeks are required to complete the ritual. The first five work-weeks do not require

the bard, and are needed to prepare the components. The second five work-weeks require both the ritualist and the bard, culminating in the amphora being filled with the other components and the bard's head being held down inside it until they have drowned.

Caoineadh Features

Bard Level	Feature
3 rd	Caoineadh Archery, Screech, Curse of Blood
6 th	Ghostly Escape
14 th	Insult to Injury

CAOINEADH ARCHERY

At 3rd level, you gain proficiency with martial ranged weapons. If you're proficient with a ranged weapon that you are wielding, you can use it as a spellcasting focus for your bard spells.



In the pale moonlight, a caoineadh's screech may draw other musical undead forth.

SCREECH

At 3rd level, you learn how to emit a thunderous and injurious screech. As an action, you may expend a bardic inspiration die to screech. Choose a point within 90' of you. Creatures within a 20' radius of that point must make a Constitution saving throw against your spell save DC, taking 2d6 thunder damage on a failure or half damage on a success. The damage from this ability increases as you gain levels; 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level. **(Ritual)** Creatures who fail their saving throw against your screech are stunned for one round.

CURSE OF BLOOD

Beginning at 3rd level, you can use a ritual to inflict vengeance against a target who has harmed others. In order to target the ritual, you must possess a piece of clothing or armor that was stained with the blood of another creature while the owner was wearing it. You then wash it in a ritual requiring 1 hour and at least 8 gallons of salt water. After completing this ritual, the owner of the clothing or armor is cursed (as bestow curse) until you lose possession of the item or perform this ritual again.

GHOSTLY ESCAPE

Beginning at 6th level, you gain the ability to assume an incorporeal form and escape from an attack. You may use your reaction to make a ghostly escape when you are hit by an attack. You gain resistance to the triggering attack's damage, become incorporeal, and may fly up to 30 feet. You become corporeal again at the end of this movement. You may use this ability once per short or long rest. **(Ritual)** You take no damage from the triggering attack.

INSULT TO INJURY

Beginning at 14th level, you may triumphantly screech at enemies you hit with ranged attacks. When you hit an enemy with a ranged attack, you can screech as a bonus action. (You must still expend a bardic inspiration die to do so.)

CLERIC – MUMMY LORD

With their organs removed into canopic jars and their body wrapped in tough damage-resistant wrappings, a mummy lord cleric is a dreadful sight. Preserved and empowered by the power of the desert and time, these clerics terrify their opponents and cast spells of disease and emptiness. A cleric who studies the teachings of the mummy lords, instead of undergoing the transformation, will never be as resilient or as well-preserved as a true mummy lord, but will still gain much of their power.

The ritual to transform a cleric into a mummy lord requires a 11th level or higher character who is proficient in the Religion skill, and the cleric must be at least 11th level. The required components are a small jar filled with the poison of a guardian naga, the mummified corpses of 20 humanoids worth a total of 500 gp, the blessed shrouds from 20 corpses properly buried worth a total of 1,000 gp, and 10 earthenware jars lined on the inside with a paste made of powdered silver, walnut oil, ground mica, and salt worth a total of 500 gp. A total of ten work-weeks are required to complete the ritual. The first five work-weeks do not require the cleric, and are needed to prepare the components. The second five work-weeks require both the ritualist and the cleric, culminating in the cleric's organs being

removed and placed in the prepared jars before they are wrapped in mummy wrappings made of the shrouds.

Mummy Lord Features

Cleric Level	Feature
1 st	Domain Spells, Mummy Wrappings, Blinding Dust
2 nd	Channel Divinity: Dreadful Glare
6 th	Channel Divinity: Shed Magic
8 th	Divine Strike (1d8)
14 th	Divine Strike (2d8)
17 th	Preserved Body

MUMMY LORD DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1 st	<i>command, bane</i>
3 rd	<i>hold person, silence</i>
5 th	<i>animate dead, bestow curse</i>
7 th	<i>blight, phantasmal killer</i>
9 th	<i>contagion, insect plague</i>

MUMMY WRAPPINGS

Beginning at first level, your mummified wrappings serve you as armor. When not wearing armor, you have an AC of 16. This AC may be increased by a shield, but not by Dexterity, as if you were wearing heavy armor. Your mummy wrappings may be enchanted as if they were armor. This effect is an alternate AC calculation and may not be combined with any other way of calculating your AC. **(Ritual)** Your base AC is instead 18.

BLINDING DUST

Also at first level, your link to dryness and the desert allows you to summon forth sand and



Stripped of their wrappings, a mummy lord's body rapidly decays.

dust. As an action, you may summon up a swirl of sand around you. Creatures within 10 feet of you must succeed on a Constitution saving throw against your spell save DC or be blinded until the end of your next turn. You may use this ability a number of times equal to your Wisdom modifier (minimum once). You regain all expended uses when you take a long rest.

CHANNEL DIVINITY: DREADFUL GLARE

Starting at 2nd level, you can use your Channel Divinity to endow your glare with a dreadful malevolence. As an action, choose a creature within 60 feet. That creature must make a Wisdom saving throw against your spell save DC. On a failure, they are frightened for 1 minute. If they fail their saving throw by 5 or more, they are paralyzed for 1 minute instead. A creature that is frightened or paralyzed by Dreadful Glare may make an additional saving

throw at the end of each of their turns, ending the effect on a success. A target that succeeds on this saving throw is immune to the Dreadful Glare of all mummies and mummy lords for 24 hours.

CHANNEL DIVINITY: SHED MAGIC

Starting at 6th level, your mummified resilience makes you partially resistant to magic. You may use your Channel Divinity as a reaction when required to make a saving throw against a spell or magical effect. If you do, you have advantage on that saving throw.

DIVINE STRIKE

Starting at 8th level, your attacks channel the force of death and decay. Once on each of your turns when you hit a creature with a weapon attack, you may deal an additional 1d8 necrotic damage to that creature. When you reach 14th level, the damage increases to 2d8.

PRESERVED BODY

Starting at 17th level, your preserved body becomes very difficult to harm with nonmagical attacks. You gain resistance to damage from nonmagical bludgeoning, piercing, and slashing weapons. **(Ritual)** Attacks made against you with nonmagical weapons additionally have disadvantage.

DRUID – VAMPIRE

The blood-drinking master of the creatures of the night...the vampire. The vampire druid can assume the forms of their traditional creatures, as well as summon them to serve them. Their hypnotic eyes assert control over other creatures as well, and they later learn to assume a mist form to escape. Over time, vampire druids become more and more nocturnal as the sunlight begins to pain them,

and they may begin to avoid garlic or holy symbols, though initially they will be able to overcome these compulsions. A druid who merely studies the ways of the vampire, instead of undergoing the transformation, will never have the same connection with undeath. They will not be able to drain blood as effectively or disincorporate into mist as thoroughly, but they will still learn to shape and master the creatures of the night.

The ritual to transform a druid into a vampire requires a 11th level or higher character who is proficient in the Arcana skill, and the druid must be at least 11th level. The required components are a few ounces of blood drained by a true vampire, a mixture of dirt from a cemetery near the druid's place of birth, dried meat, poison, and mistletoe worth 500 gp, an intact humanoid skull with the canine teeth replaced with garnet and the other teeth replaced with obsidian worth 1,000 gp, and a wooden coffin waterproofed with a mixture of earth tar, poison oak, volcanic ash, and diamond dust worth 500 gp. A total of ten work-weeks are required to complete the ritual. The first five work-weeks do not require the druid, and are needed to prepare the components. The second five work-weeks require both the ritualist and the druid, culminating in the druid eating the mixture of dirt from the cemetery near their place of birth and waking up in the coffin.

Vampire Features

Druid Level	Feature
2 nd	Shapes of the Night, Drain Blood
6 th	Children of the Night
10 th	Eyes of Hypnosis
14 th	Mist Form

SHAPES OF THE NIGHT

Beginning at 2nd level, you can use your Wild Shape ability to assume the form of specific monsters of the night. When you use your Wild Shape to assume one of these forms, you may do so as a bonus action. You learn additional shapes of the night as you gain levels. Not all of these shapes are beasts; this does not give you any ability to use Wild Shape to turn into non-beasts, except as listed here. You may still use your Wild Shape ability to assume the forms of other beasts, but it requires your action and follows all normal rules of Wild Shape.

Druid Level	Shapes Learned
2 nd	Wolf
4 th	Warg
6 th	Dire wolf
8 th	Bat, giant bat
10 th	Winter wolf

When you use your wild shape to assume the form of a winter wolf, you may only use your breath weapon once per usage of wild shape.

DRAIN BLOOD

Also beginning at 2nd level, when you hit an enemy with a bite attack on your turn (in either your natural form or a form you have assumed with wild shape or a spell or other ability), you can expend a spell slot to drain blood from them as a bonus action. (For forms that do not have a bite attack, you may bite only a willing target, or a target that is grappled by you, incapacitated, or restrained.) You regain 1d6 hit points per level of the slot expended, to a maximum of 5d6, and the target takes necrotic damage equal to half the HP you regain. **(Ritual)** The target takes damage equal to the amount healed instead of

half the amount healed, and their maximum HP is also reduced by the amount of necrotic damage dealt until they take a long rest.

CHILDREN OF THE NIGHT

Beginning at 6th level, you learn how to call forth creatures of the night. As an action, you can draw on your link to the wild things of the night to summon creatures to serve you.

Choose one from the following options:

- One dire wolf
- Four wolves
- Four giant bats
- Four swarms of bats
- Four swarms of rats

The creatures summoned appear immediately, and are friendly to you and your allies. Roll initiative for the summoned creatures as a group, which has its own turns. You may issue the creatures verbal orders, requiring no action, which they will obey. If issued no orders, the creatures will defend themselves, but will take no other actions. The creatures will remain to serve you for up to five minutes, if not dismissed early. You may use this ability only once per long rest. When you reach 13th level, you instead summon twice as many creatures as listed above.

EYES OF HYPNOSIS

Beginning at 10th level, your gaze takes on a hypnotic quality. You may look into a target's eyes and attempt to hypnotize them and alter their mind. As an action, you may attempt to charm a target whose eyes you can see. The target must make a Wisdom saving throw against your spell save DC. On a failure, they consider you a trusted friend. You cannot directly control their actions, but they will interpret all your actions and requests in the

best possible light. Each time you or your companions harm the target, they may make an additional saving throw, ending the effect on a success. If not ended early, the charm will last for 1 minute. You may use your Eyes of Hypnosis only once per short or long rest.

MIST FORM

Beginning at 14th level, you learn how to alter your shape to take on a form of sentient mist. As an action, you may use your Wild Shape ability to enter a mist form. While in mist form, you cannot take actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. If air can pass through a space, you can pass through that space without squeezing, but you cannot pass through water. While in mist form, if you enter an area of sunlight for the first time on your turn or start your turn there, you take 20 points of radiant damage. You have resistance to all nonmagical damage except the damage you take from sunlight.

(Ritual) You are instead immune to all nonmagical damage except the damage you take from sunlight, and you have advantage on all Strength, Dexterity, and Constitution saving throws while in mist form.



FIGHTER – WRAITH-KING

Spectral lords of the night, a wraith-king can kill their enemies with fear alone. They wield dark magic alongside their dread weapons, and wield it well. Their visage can inflict terror on their enemies as their chill slows them, and they can assume a corporeal or spectral form at their will. Their powers and connection to the world are weakened in strong sunlight, though they resist it more than they will after a few hundred years spent as a wraith. A wraith-king who studies the ways of the wraiths, instead of undergoing the transformation, will retain their corporeal form and be unable to be a true wraith. This has a small benefit, at least; a non-transformed wraith-king will not be weakened in even the strongest sunlight, though they are unlikely to enjoy it.

The ritual to transform a fighter into a wraith-king requires a 11th level or higher character who is proficient in the Arcana skill, and the fighter must be at least 11th level. The required components are the control gem of a death slaad, a platinum crown set with twelve hematite gems flanking a black pearl worth a total of 1,500 gp, a finely crafted iron scepter inlaid with runes in silver worth 250 gp, and a ring of braided silver and tin with one thin platinum strand worth 250 gp. A total of ten work-weeks are required to complete the ritual. The first five work-weeks do not require the fighter, and are needed to prepare the components. The second five work-weeks require both the ritualist and the fighter, culminating in the fighter taking up the dread king's regalia that the components have become. At the end of this process, all color is drained from the fighter into the components,

which have become brittle and valueless (though very colorful), leaving the fighter a grey shadow of themselves.

Wraith-King Features

Fighter Level	Feature
3 rd	Spellcasting, Dread Weapon
7 th	Chill of Death
10 th	Visage of Terror
11 th (Ritual only)	Spectral Form (Ritual)
15 th	Drain Life
18 th	Destructive Will

Fighter Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3	2	2	1	1 st
4	2	3	2	1 st
5	2	3	2	1 st
6	2	3	2	1 st
7	2	4	2	2 nd
8	2	4	2	2 nd
9	2	4	2	2 nd
10	3	5	2	2 nd
11	3	5	2	2 nd
12	3	5	2	2 nd
13	3	6	2	3 rd
14	3	6	2	3 rd
15	3	6	2	3 rd
16	3	7	2	3 rd
17	3	7	2	3 rd
18	3	7	2	3 rd
19	3	8	2	4 th
20	3	8	2	4 th

SPELLCASTING

Beginning at 3rd level, you augment your martial prowess with dark magic. You learn a number of cantrips and spells from the warlock spell list, as indicated on the table above. You may never learn a spell of higher level than your slot level. You may learn cantrips of any school, but may only learn spells of first level or higher of the Illusion or Necromancy schools. The exception is the spells you learn

at 8th, 14th, and 20th level, which may be of any school. You have a number of spell slots based on your level, as indicated on the table above. Like a warlock, these spell slots are all of the same level, and you recover them after a short rest. For the purposes of multiclassing, you are considered to be a warlock of one-third your fighter level. Your spellcasting ability is Charisma. Your spell save DC is 8 + your proficiency bonus + your Charisma modifier, and your spell attack modifier is your proficiency bonus + your Charisma modifier.

Beginning at 4th level, you learn a number of warlock invocations as well. You learn two invocations at level 4, one at level 13, and a final one at level 19. Your first two invocations gained at level 4 must have no level requirements. Your invocation gained at level 13 may require up to level 5, and your invocation gained at level 19 may require up to level 7. You may never take an invocation that requires a particular pact or patron, as you have neither.

DREAD WEAPON

Beginning at 3rd level, you learn a ritual that can be used to turn an ordinary weapon into a dread weapon. The ritual requires one hour, and can be performed during a short rest. The weapon must be within your reach throughout the ritual, and when the ritual is complete, the weapon has become a dread weapon. You cannot be disarmed of a dread weapon unless you are incapacitated. When you strike an enemy with a dread weapon, you may choose to break off a shard of the weapon. If you do, they are poisoned for 1 minute or until they succeed on a Constitution saving throw against your spell save DC at the end of their turn. You may only break off one shard per short or long

rest. You may have only one dread weapon at a time. **(Ritual)** A living creature that dies while poisoned by a dread blade rises as a specter under your control. You may control a number of spectres in this way equal to your Charisma modifier.

CHILL OF DEATH

Beginning at 7th level, the chill of death leaks out around you when you call on your magic. When you use your action to cast a spell of first level or higher, you gain a chilling aura. Creatures within 15' of you have their speed reduced by half. The aura lasts until the start of your next turn. **(Ritual)** Creatures within 15' of you have their speed reduced to 0 instead.

VISAGE OF TERROR

Beginning at 10th level, your exultation in death offers you a frightful aura. When you reduce a hostile creature to 0 hit points, you exude a terrifying aura of menace. All allies of that creature within 20' of you must make a Wisdom saving throw against your spell save DC; on a failure, they are frightened for 1 round.

SPECTRAL FORM (RITUAL)

Beginning at 11th level, if you underwent the full ritual of transformation, your body is altered to a spectral form. You are able to take corporeal form, but your natural form is that of a semi-corporeal specter. You may switch between spectral or corporeal form as an action. When you assume corporeal form, you have no special bonuses. When you assume spectral form, you are immune to poison and necrotic damage, and to the poisoned, exhausted, grappled, and restrained conditions, but cannot wield nonmagical weapons or wear nonmagical armor and



cannot meaningfully interact with nonmagical material objects. Your passage is still barred by walls or other impassable terrain, and you can still be harmed by nonmagical objects (including weapons). You may wield magical weapons, wear magical armor, and interact with magical objects as normal. While in spectral form, you may wield your incorporeal touch as a weapon that has the light and finesse qualities and deals 1d8 psychic damage (creatures immune to fear are immune to this damage). In either form, you suffer disadvantage on attacks and ability checks while in strong, direct sunlight.

DRAIN LIFE

Beginning at 15th level, your recovery draws upon the life of creatures around you. When you use your Second Wind, creatures within 5'

of you take damage equal to the HP you recovered.

DESTRUCTIVE WILL

Beginning at 18th level, you learn to use your will as a retaliation against weapon attacks. When you are struck by a weapon, as a reaction, you may exert your will upon the weapon. If you do, a nonmagical weapon is destroyed. A magical weapon is not destroyed, but may be disarmed; make a disarm attempt as per DMG page 271. **(Ritual)** The attacker also takes 2d8 + Charisma modifier points of cold damage, and you may exert your will upon a natural attack. (Their claws, etc, are not harmed, but they take the damage.)

MONK – LIFESTEALER

Life and breath are a flow, and a cycle, within each creature and within us all. The lifestealer exists outside the flow, but dips into it to take from others. Able to steal creatures' breath and siphon power from the end of their life, as well as to take stolen life and endow it upon corpses, a lifestealer can gain great power through their parasitical position in the cycle of life. Monks who study the ways of the lifestealer, without undergoing the transformation, often call their studies the Way of Stolen Life. Such monks cannot siphon or endow life as effectively, but they still learn how to disrupt the cycle.

The ritual to transform a monk into a lifestealer requires a 11th level or higher character who is proficient in the Arcana skill, and the monk must be at least 11th level. The required components are the hooked polearm of a bone devil which has been used to slay a mortal within the last month (as of beginning

the ritual), a mixture of dirt from a ghoul's lair, the eyelashes of a corpse, and ruby dust worth 500 gp, a braided necklace of silver and platinum with a garnet teardrop pendant worth 1,250 gp, and a basket woven out of living plants, rubbed with a mixture of mineral oil, alkali salts, and phosphorus worth 250 gp. A total of ten work-weeks are required to complete the ritual. The first five work-weeks do not require the monk, and are needed to prepare the components. The second five work-weeks require both the ritualist and the monk, culminating in the monk wearing the necklace while the basket is filled with the ghoul dirt mixture before the necklace and the basket both ignite with a heatless flame. This process leaves a distinctive braided mark around the collarbone of the new lifestealer.

Lifestealer Features

Monk Level	Feature
3 rd	Steal Breath
6 th	Frailty of Life
11 th	Cycle of Death
17 th	Arts of Death

STEAL BREATH

Beginning at 3rd level, you learn to steal the breath of opponents whose weak points you have hit. When you critically hit an enemy, you may spend 1 ki point. If you do, you steal their breath. They have disadvantage on attacks and saving throws until they recover their breath. They may automatically recover their breath by taking an action to do so, or they may make a Constitution saving throw at the end of each of their turns, recovering their breath on a success.

FRAILITY OF LIFE

Beginning at 6th level, you learn how to

demonstrate the vulnerability of living creatures to each other. When you successfully stun an enemy with your Stunning Strike, enemies within 15' must make a Wisdom saving throw against your ki save DC. On a failure, they are frightened for 1 round.

CYCLE OF DEATH

Beginning at 11th level, you learn how to draw upon the energy passing at the end of life. When you reduce an enemy to 0 hp, you regain 1 ki point. **(Ritual)** You instead regain ki points equal to your Wisdom modifier.

ARTS OF DEATH

Beginning at 17th level, you learn how to close the cycle, and restore 'life' to the dead. As an action costing a variable number of ki points, you may raise a corpse that you touch as a zombie. The corpse must be of a Small, Medium, or Large creature. It costs 2 ki points to raise a Small creature, 3 ki points to raise a Medium creature, and 6 ki points to raise a Large creature. A Small creature uses the stats for Zombie (MM page 316), but has only 15 (2d8 + 6) hp. A Medium creature uses the stats for Zombie, and a Large creature uses the stats for Ogre Zombie (MM page 316). You may give your risen undead verbal orders on your turn, requiring no action. They roll initiative as normal and act on their own turns. You may have only one risen undead at a time. Your risen undead last until you take a short or long rest. **(Ritual)** You may have a number of risen undead equal to your Wisdom modifier at once.



PALADIN – DEATH KNIGHT

Some paladins fall further than others. A death knight is a dark creature, a mockery of what they once were. Not content merely to break their oaths, a death knight by its nature negates the very idea of an oath. Able to channel dark powers, the death knight learns how to alter the nature of their smites and control them far beyond what other paladins can do. They are no longer capable of channeling magic to restore health, instead bringing death, destruction, and ruin to their foes. A paladin who studies the ways of the death knight, instead of undergoing the transformation, will never match the death knight's direct attunement to death, but they will still bring ruin upon their foes.

The ritual to transform a paladin into a death knight requires a 11th level or higher character who is proficient in the Religion skill, and the paladin must be at least 11th level. The required components are the mace of a deva adorned with the primary flight feathers of a deva's wings, a silvered longsword coated with a mixture of coal dust, crushed nettles, powdered chalcedony, and blood worth 750 gp, a silvered shield set with pearls and coated with the same mixture as the sword worth 750 gp, and a doll depicting a small child with jet eyes and chalcedony buttons worth 500 gp. A total of ten work-weeks are required to complete the ritual. The first five work-weeks do not require the paladin, and are needed to prepare the components. The second five work-weeks require both the ritualist and the paladin, culminating in the sword, shield, and doll burning to reforge the mace into a tarnished great helm that the death knight can wear, if they so choose. While wearing their



death knight's helm, the death knight's eyes appear to be smoldering coals that do not cast any light.

Death Knight Features

Paladin Level	Feature
3 rd	Oath Spells, Channel Divinity, Hands of Ruination
7 th	Ruinous Smites
15 th	Hellfire Orb
20 th	Avatar of Death

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3 rd	<i>bane, command</i>
5 th	<i>crown of madness, ray of enfeeblement</i>
9 th	<i>animate dead, fireball</i>
13 th	<i>compulsion, phantasmal killer</i>
17 th	<i>destructive wave, dominate person</i>

HANDS OF RUINATION

When you become a death knight at level 3, you may no longer prepare spells that restore hit points. You also lose your Lay on Hands class feature. Instead, you gain a pool of ruination points equal to half your level (rounded up). Your death knight class features will give you different ways to spend these points. At third level, you may spend ruination points as a bonus action to create spell slots as per the table below, or you may spend two ruination points as a bonus action to regain the use of your Channel Divinity. All expended ruination points return when you take a long rest. In addition, when you become a death knight, your Divine Smite and Improved Divine Smite abilities deal necrotic damage instead of radiant.

Creating Spell Slots

Spell Level	Ruination Cost
1	2
2	3
3	5
4	6
5	7

CHANNEL DIVINITY

When you become a death knight at 3rd level, you gain the following two Channel Divinity options.

Marshal Undead – As an action, you may marshal nearby undead creatures. Undead creatures within 40' of you gain temporary HP equal to your paladin level, and if they are currently blinded, charmed, deafened, frightened, paralyzed, poisoned, stunned, or turned, those conditions end.

Sudden Betrayal – As an action, you may attempt to force a target to betray its allies.

The target must make a Charisma saving throw against your spell save DC. On a failure, they are charmed. While charmed in this way, they must use their action before moving on their turn to make a melee attack against a creature other than themselves that likes them, trusts them, or otherwise considers them an ally. If this is impossible, they act normally. The charmed creature may make an additional saving throw at the end of each of their turns, ending the effect on a success. The effect lasts a maximum of 1 minute.

RUINOUS SMITES

Beginning at 7th level, you gain a closer link with the powers of ruination inside you. You gain the ability to spend ruination points to alter or increase the effects of your Divine Smite ability. When you reach 7th level, you learn two ruinous smite options of your choice. When you reach 15th level, you learn a third ruinous smite of your choice. You may use a ruinous smite any time that you use your Divine Smite ability, requiring no additional action. You may use only one ruinous smite when you use your Divine Smite ability, unless otherwise noted.

EMPOWER SMITE

When you roll damage for your Divine Smite, you may spend 2 ruination points to reroll a number of dice up to your Charisma modifier (minimum one). You must keep the new rolls. You can use Empower Smite even if you have already used another ruinous smite on this Divine Smite.

DRAINING SMITE

When you deal damage with your Divine Smite, you can spend ruination points equal to the level of the slot you expended. If you do,

you gain temporary HP equal to half the damage dealt by the smite. (Damage dealt by the triggering attack, or any other source of damage, is not considered damage dealt by the smite, only that damage which was dealt by Divine Smite.)

CHAINING SMITE

When you deal damage with your Divine Smite, you can spend ruination points equal to the level of the slot you expended. If you do, also deal the same damage dealt by the smite (but not any other damage the attack dealt) to a target of your choice within 30' of the initial target.

DARKENING SMITE

When you deal damage with your Divine Smite, you can spend 1 ruination point. If you do, the target cannot recover HP from any effect until the start of your next turn, unless the amount of HP recovered from the effect would be more than the smite's damage. (For example, a death knight smites a foe for 12 points of smite damage. The foe has Cure Wounds cast on them, which would heal them for 7; the Cure Wounds has no effect. The foe then has a higher-level Cure Wounds cast on them, which would heal them for 18; the foe recovers 18 hp.)

DISTANT SMITE

When you use your Divine Smite ability, you can spend 1 ruination point. If you do, instead of smiting the creature you hit with an attack, you may smite a creature of your choice within 30'.

BURSTING SMITE

When you deal damage with your Divine Smite, you can spend ruination points equal to the slot level expended. If you do, creatures

(other than you) within 10' of the target must make a Dexterity saving throw against your spell save DC. On a failure, they suffer half the damage your smite dealt, or no damage on a success.

HELLFIRE ORB

Beginning at 15th level, you learn how to tap into the dark flames of the death knight. You may hurl an orb of hellfire as an action, dealing 1d6 fire and 1d6 necrotic damage in a 20' radius up to 120' away. Creatures in the area may make a Dexterity saving throw against your spell save DC for half damage. You may spend ruination points to increase the hellfire orb's effect. For each ruination point you spend, up to a maximum of 3, the fire and necrotic damage are each increased by 1d6. (For example, at 3 ruination points, it would deal 4d6 fire and 4d6 necrotic.) **(Ritual)** The damage dealt is instead 2d6 of each, plus 2d6 of each for each ruination point spent, and the maximum ruination points spent is 4 instead of 3.

AVATAR OF DEATH

Beginning at 20th level, you learn how to call on the forces of death and act as an avatar. As an action, you may channel the energies of death into yourself. You gain an aura 20' in radius that deals 20 necrotic damage a round to enemies within it. The aura lasts for 1 minute. **(Ritual)** You may choose to focus all of the energies of death on a single creature within 60' as an action. If you do, this effect casts *power word: kill* on them and ends the aura.

RANGER – VAKASHA

An inexhaustible hunter, a vakasha ranger can pursue their quarry across any terrain. They require no rest and will never cease in their quest. Their single-minded focus extends to their combat style, where they select a victim and forge forwards ignoring all other enemies until their victim is slain. Vakasha have been known to even track their quarry across oceans when required. A ranger who merely studies the ways of the vakasha, instead of undergoing the transformation, is neither as inexhaustible nor as single-minded, but they still learn the ways of the eternal quarry that exemplify the vakasha.

The ritual to transform a ranger into a vakasha requires a 11th level or higher character who is proficient in the Arcana skill, and the ranger must be at least 11th level. The required components are a cowl made of abominable yeti fur, a pair of humanoid femurs coated with a mixture of diamond dust, basil, iron shavings, and sweet water worth 1,000 gp, a convex topaz lens set in a gold frame worth 750 gp, and an ivory harpoon with silver inlay on the haft worth 250 gp. A total of ten work-weeks are required to complete the ritual. The first five work-weeks do not require the ranger, and are needed to prepare the components. The second five work-weeks require both the ritualist and the ranger, culminating in the topaz lens replacing one of the ranger's eyes. The ranger can see normally out of that eye, but it is permanently a solid yellow with no white or pupil.

Vakasha Features

Ranger Level	Feature
3 rd	Quarry, Victim
7 th	Heartbind
11 th	Inexhaustible Pursuit
15 th	Implacable Focus

QUARRY

Beginning at third level, you learn how to assign a creature as your quarry. You may mark a creature you can see, or that you have some of the blood, hair, flesh, clothing, or other important item of, as your quarry. You have advantage on Wisdom (Survival) checks to track your quarry and on Intelligence checks to recall information about them. While you are tracking your quarry, treat all terrain as your favored terrain for the purposes of your Natural Explorer class feature. You may declare only one quarry per long rest and they remain your quarry until you declare a new one, or until (at your DM's discretion) you are no longer actively pursuing them.

VICTIM

Also beginning at third level, you learn to hunt creatures as your victim. As a bonus action, you may select a creature you can see as your victim. Any attack roll you make against your victim is a critical hit on a roll of 18-20.

Additionally, if you can see your victim and you move towards them on your turn, your speed is increased by 10 feet until the start of your next turn. You may have only one victim at a time, and they cease to be your victim if they die, if you are reduced to 0 HP, or after 1 minute. It is possible for a single creature to be both your quarry and your victim. **(Ritual)** The first time each turn you hit your victim

with an attack, you deal an additional 1d8 necrotic damage.

HEARTBIND

Beginning at 7th level, you can bind your heartbeat with your victim, causing the survivor to gain a surge of energy when the other's heart stops. When you select a creature as your victim, you may choose to make them a heartbound victim instead. In addition to the normal effects of being your victim, if your heartbound victim is reduced to 0 hit points, you gain temporary hit points equal to your ranger level + your Wisdom modifier. If you are reduced to 0 hit points, your heartbound victim instead gains that many temporary HP. You may make a creature your heartbound victim only once per short or long rest.

INEXHAUSTIBLE PURSUIT

Beginning at 11th level, you are utterly inexhaustible and can pursue your quarry forever. You do not need to eat, drink, sleep, or breathe. **(Ritual)** You are immune to exhaustion and cannot willingly take levels of exhaustion.

IMPLACABLE FOCUS

Beginning at 15th level, when you take damage from a creature that is not your victim, you can use your reaction to draw on the power of your implacable focus. For 1 minute, you have resistance to all damage that is not dealt by your victim, including against the triggering attack. You must have a victim selected to use this ability, and it ends early if you no longer have a victim or if you select a new creature as your victim. You may use this ability once per short or long rest. **(Ritual)** You also are immune to any conditions not imposed by

your victim or yourself for the duration of this effect. (Note that because being reduced to 0 HP makes you no longer have a victim, this does not prevent you from becoming incapacitated and unconscious upon reaching 0 HP.)

ROGUE – SILKAR

A silkcar is a clinging, crawling terror. Undeterred by walls, able to leap over barriers, the silkcar is a terrifying hunter. Silkcar rogues, even those who merely study the ways, tend towards unnaturally long and wiry arms and legs, appearing stretched and unnatural. This effect is exacerbated by the ritual, which makes it simply the truth that they are stretched and unnatural. Crawling around on the walls with all four limbs clinging to a vertical surface, silkcar have given nightmares to many innocent bystanders.

The ritual to transform a rogue into a silkcar requires a 11th level or higher character who is proficient in the Arcana skill, and the rogue must be at least 11th level. The required components are the left arm and right leg of a clay golem, a torture rack with a solid ebony wood backing, golden pulleys, electrum cabling, and silk ropes worth 1,500 gp, a full-length cape made of spider silk and dyed a deep, dark blue by a mixture of woad, lapis lazuli, black walnut, and crushed blackberries worth 250 gp, and a paste made from crushed acorns, quartz dust, salt water, mockfoal, and ivy worth 250 gp. A total of ten work-weeks are required to complete the ritual. The first five work-weeks do not require the rogue, and are needed to prepare the components. The second five work-weeks require both the ritualist and the rogue, culminating in the

rogue's face being painted with the white paste while they lie on the cloak and are stretched on the rack.

Silkar Features

Rogue Level	Feature
3 rd	Wall-Clinging Ways, Eyes of Night
9 th	Leap from the Shadows
13 th	Web-Weaving Ways
17 th	Poisonous Strike

WALL-CLINGING WAYS

Beginning at 3rd level, you are a master of climbing all sorts of surfaces. You can climb difficult surfaces, including vertical walls or upside-down on ceilings, without needing to make an ability check.

EYES OF NIGHT

Beginning at 3rd level, your eyes alter their shape and adapt to the darkness. You have darkvision with a range of 60'. If you already had darkvision from your race, its range increases by 30'. In addition, you cannot be blinded or have your vision otherwise directly impaired. (You still can't see through objects or into areas that are obscured; you are immune to the Blindness spell, but not to a blindfold.) **(Ritual)** You have blindsight out to a range of 20'.

LEAP FROM THE SHADOWS

Beginning at 9th level, you learn how to make terrifying leaps. Your jumping distance is not limited by your Strength score. When you make a long jump, you can jump a distance up to your speed if you move at least 10 feet forward, or half that distance if you make a standing long jump. Either way, each foot you cover costs one foot of movement. When you make a high jump, you can jump a distance up

to one-third your speed if you move at least 10 feet before jumping, or one-half that (one-sixth your speed) if you make a standing high jump. In either case, each foot you cover costs one foot of movement. You have advantage on any ability checks that are required as part of a jump. **(Ritual)** When you Dash on your turn, you can add together your bonus movement from Dash and your speed to determine your maximum jumping distance. For example, if you have a speed of 30' and Dash, with a running start, you can jump up to 60', or up to 20' straight up. Each foot you travel still costs one foot of movement.

WEB-WEAVING WAYS

Beginning at 13th level, you learn how to use



improvised restraints to control creatures that you grapple. When you successfully grapple a creature, you may choose to weave a web of restraint around them. If you do so, the creature is restrained for as long as it is grappled. While you are restraining a creature in this way, you have disadvantage on your attack rolls. **(Ritual)** You do not have disadvantage on your attack rolls while restraining a creature in this way.

POISONOUS STRIKE

Beginning at 17th level, you gain the ability to generate your own poison and use it on your weapons. When you hit a creature with a sneak attack on your first turn in combat, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus) or be poisoned. Creatures poisoned in this way are also restrained for as long as they are poisoned. In addition, when you reduce a creature to 0 hp with a sneak attack, you may choose to paralyze them and leave them at 1 hp instead. Creatures immune to poison cannot be paralyzed in this way. **(Ritual)** Creatures that you hit with any sneak attack must save or be poisoned and restrained, instead of only on your first turn in combat.

SORCERER – SCION OF ABSENCE

Many sorcerers draw their power from their bloodline. Some draw it from exposure to some source of powerful magic, such as elemental chaos. Scions of absence do not. They have no bloodline at all, not even an ordinary one. They have no exposure to magic out of the ordinary. They have made themselves empty, and in so doing, filled themselves with power. Emptiness waits underlying all things, and a scion of absence

has taken this truth into themselves. Sorcerers who simply study the ways of absence, instead of undergoing the ritual of transformation, understand many of the truths of emptiness but never grasp the greater cycle.

The ritual to transform a sorcerer into a scion of absence requires a 11th level or higher character who is proficient in the Arcana skill, and the sorcerer must be at least 11th level. The required components are the cast-off tooth of a green slaad that has transformed into a grey slaad, a doll outgrown by a child filled with a mixture of onyx dust, crushed black pearl, jet dust, and black wool worth 1,250 gp, a fine dress or suit that no longer fits its owner worth 250 gp, and a small statuette of the sorcerer made of ivory from a living creature worth 500 gp. (For the statuette, the creature whose ivory it was must have been alive at the time the statuette was created.) A total of ten work-weeks are required to complete the ritual. The first five work-weeks do not require the sorcerer, and are needed to prepare the components. The second five work-weeks require both the ritualist and the sorcerer, culminating in the sorcerer wearing the cast-off clothing while the ivory statuette animates and uses the slaad tooth to eat the doll.

Scion of Absence Features

Sorcerer Level	Feature
1 st	Empty Sight, Call of the Void
6 th	Drain Power
14 th	Immediate Absence
18 th	Deny Existence

EMPTY SIGHT

Beginning at first level, you learn to see into the emptiness that links all things together. You can see twice as far as normal, and cannot suffer disadvantage on Wisdom (Perception) checks related to sight. (You can still automatically fail Wisdom (Perception) checks related to sight, such as if you are blinded.)

CALL OF THE VOID

Also beginning at first level, you learn how to use the emptiness underlying space to manipulate distance. When a target fails their saving throw, or is hit by your attack roll, from a spell of 1st level or higher, you may pull the target up to 10' towards you as a bonus action. This movement does not provoke opportunity attacks. **(Ritual)** You may instead pull the target a distance up to five feet times your Charisma modifier.

DRAIN POWER

Beginning at 6th level, you learn how to drain energy from the exertion of creatures around you. Whenever a creature you can see makes an attack roll or saving throw, you can use your reaction and spend 2 sorcery points to drain power from them. Roll 1d4 and apply the result as a penalty to the triggering roll. After draining power, if you deal damage with a spell before the end of your next turn, add your Charisma modifier to the damage dealt. **(Ritual)** When you cast a spell of 1st level or higher that benefits from this bonus damage, you regain 2 sorcery points.

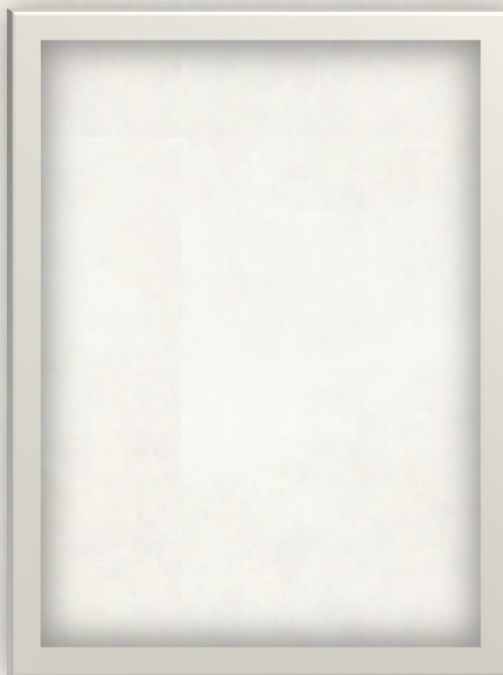
IMMEDIATE ABSENCE

Beginning at 14th level, you learn how to rapidly become absent from dangerous situations. When you are hit by an attack, you may use your reaction to teleport up to 60'

and become invisible until the end of your next turn. You may use this ability only once per short or long rest.

DENY EXISTENCE

Beginning at 18th level, you learn how to temporarily call upon emptiness to swallow a target. As an action, you may attempt to banish a target temporarily into a void of pure nothingness. Spend 5 sorcery points and choose a creature within 120'. The chosen creature must make a Charisma saving throw against your spell save DC. On a failure, they are banished into a void of pure nothingness, where even they themselves do not exist. The creature returns to the space that they occupied at the end of your next turn, or to the nearest unoccupied space if that space is occupied. The creature takes 6d10 psychic damage from the horror of their pure nonexistence. A creature that makes their saving throw takes only half of this psychic damage, and is not banished.



WARLOCK – RUNESCRIBED

Runic symbols adorn the body of a runescribed warlock. The physical evidence of their pact, they are there both to allow the warlock to channel their patron's power and to remind them. Many creatures might swear warlocks to the pact of the runescribed; demons, devils, greater fey creatures, demigods, and many more are all possible options. The most common are demons, however. Though there are many runes in the pact, and many runes on the warlock's body, the most prominent and the most powerful are the runes of Malice, Fury, and Pride. Any creature in whom those qualities are preeminent can serve as a patron for a runescribed warlock. The warlock themselves need not have those qualities in excess, although many do. Able to focus power on single targets (Malice), many targets (Fury), or themselves (Pride), a runescribed warlock has a variety of valuable abilities available to them. A runescribed warlock who makes a pact with a creature normally, instead of undergoing the ritual of transformation, will still have their body adorned with runes, but not as densely, and their connection to the runic powers will not be as strong.

The ritual to transform a warlock into a runescribed requires a 11th level or higher character who is proficient in the Arcana skill, and the warlock must be at least 11th level. The required components are nine scales from a young red dragon, an iron rod set with a fire opal worth 1,000 gp, a golden crown set with colored glass 'gems' worth 750 gp, and a mixture of sulfur, volcanic ash, coal dust, and small amounts of powdered ruby, sapphire, and amethyst worth 250 gp. A total of ten work-weeks are required to complete the

ritual. The first five work-weeks do not require the warlock, and are needed to prepare the components. The second five work-weeks require both the ritualist and the warlock, culminating in the warlock branding the runes onto their skin with the prepared dragonscales.

Runescribed Features

Warlock Level	Feature
1 st	Expanded Spell List, Runic Lore
6 th	Runic Shield
10 th	Runic Doctrine
14 th	Runic Exaltation

EXPANDED SPELL LIST

Your knowledge of runes and power of your patron allows you to choose from an expanded list of spells when you learn a new spell. The following spells are added to the warlock spell list for you.

Runescribed Expanded Spells

Spell Level	Spells
1 st	<i>bane, comprehend languages</i>
2 nd	<i>blindness/deafness, magic weapon</i>
3 rd	<i>bestow curse, glyph of warding</i>
4 th	<i>leomund's secret chest, stoneskin</i>
5 th	<i>animate objects, planar binding</i>

RUNIC LORE

Beginning when you become a runescribed at 1st level, you learn the lore of your runes. Choose a rune (Malice, Fury, or Pride). You learn how to activate the chosen rune. You may activate the chosen rune once per short

or long rest. **(Ritual)** You may activate the chosen rune twice per short or long rest, instead of once.

EYE OF MALICE – As a bonus action, you may activate your Malice rune and curse a target within 60'. Their attack rolls against you have disadvantage, your attack rolls against them have advantage, and they take damage equal to your Charisma modifier at the start of each of their turns. You also take the same damage at the start of each of your turns. The curse lasts for 1 minute, or until you or the target loses consciousness or dies, or you choose to end the curse early on your turn.

EXPLOSIVE FURY – When you hit an enemy with an attack, you may choose to activate your Fury rune. If you do so, the target is branded. The first time each round that you deal damage to a branded target, the brand is activated. When your Fury rune or your brand is activated, the target and each enemy within 30' of them takes damage equal to your proficiency bonus. The brand lasts for 1 minute or until the target dies.

WOUNDED PRIDE - As a reaction when you are attacked, you can activate your Pride rune and give the triggering attack disadvantage. If the triggering attack hits, your next successful attack made against the target before the end of your next turn deals bonus damage equal to 1d6 + half your warlock level.

RUNIC SHIELD

Beginning at 6th level, you learn how to draw excess energy to shield yourself when you use your runes. When you activate or exalt any rune, you gain temporary hit points equal to your warlock level + Charisma modifier.

RUNIC DOCTRINE

Beginning at 10th level, you learn how to live out the doctrine of one of your runes. Choose a rune. The doctrine of each rune offers you a different bonus. You may choose the same rune you did at 1st level, or a different rune.

MALICE – The first time each round you deal damage to a cursed creature (by Eye of Malice, Hex, or any other curse ability), or a creature who has no allies within 10 feet of it, you deal 1d8 additional damage.

FURY – When you cast a cantrip that targets only one creature, you may instead target two creatures within range and within 5' of each other.

PRIDE - You have resistance to fire damage, and whenever a creature strikes you with a nonmagical melee attack, they take fire damage equal to your Charisma modifier.

RUNIC EXALTATION

Beginning at 14th level, you learn the deep exaltations of one of your runes. Choose a rune. You learn how to exalt the chosen rune. You may exalt the chosen rune once per long rest. You may choose a rune you have previously chosen (for the 1st or 10th level features), or a different rune. **(Ritual)** You may exalt the chosen rune twice per long rest instead.

WEIGHT OF MALICE – As an action, you may exalt your Malice rune. Choose a target within 90'. The chosen target suffers 8d8 damage. They may make a Strength saving throw against your spell save DC; on a success, they take only half damage. On a failed save, they are also cursed, knocked prone, and restrained. They may make another save at the end of each of

their turns, ending the effect on a successful save.

SEAL OF FURY – As an action, you may exalt your Fury rune. When you do, you place a seal on a surface, affecting an area up to 20' in radius. The first time each turn that a creature enters the area, the seal activates. The seal also activates the first time on your turn you hit a creature in the area with an attack. When the seal activates, creatures in the area take 4d6 damage. The seal lasts for 1 minute.

VISAGE OF PRIDE - As an action, you may exalt your Pride rune. You transform into a monstrosity prideful form. The exact details of your monstrosity prideful form will vary between warlocks. Your prideful form lasts for 1 minute. While you are in your prideful form, whenever an enemy attempts to make an attack targeting you, they must make a Wisdom saving throw. On a failed saving throw, you may choose a new target for their attack. The new target must be a creature within their reach other than themselves. If there are no creatures other than you within their reach, their action is lost. On a successful saving throw, they may choose a different target for their attack or continue to attack you. If they choose to attack you, they take 10 psychic damage.



WIZARD - LICH

The lich is a wizard that consumes the souls of living beings in order to lengthen their existence. Indeed, as part of becoming a lich, they give up everything except existence. A lich's cold, terrifying eyes and their paralyzing touch have been the death of many adventurers, and their souls fed the lich's phylactery. Even those liches that undergo the transformation are not full liches, but have taken the first steps toward it. Those wizards that study the ways of the lich without undergoing the transformation still learn many of the secrets of Death and Unbeing, but will never reach quite as deeply into the guts of existence as one who is transformed.

The ritual to transform a wizard into a lich requires a 11th level or higher character who is proficient in the Arcana skill, and the wizard must be at least 11th level. The required components are the brain of an aboleth, a spellbook crafted with gilded pages, gold inlays, and platinum thread binding worth 1,250 gp, an ink made from iron-gall ink, diamond dust, humanoid spinal fluid, and pulped or liquefied spleen worth 500 gp, and a quill made from the feather of a bird killed by poison, the eyelashes of a corpse, bands of black iron, and a silver nib worth 250 gp. A total of ten work-weeks are required to complete the ritual. The first five work-weeks do not require the wizard, and are needed to prepare the components. The second five work-weeks require both the ritualist and the wizard, culminating in everything about the wizard being written in the book using the other components. When the book is complete, it disintegrates, and the wizard's prior life is erased as they become a lich.

Lich Features

Wizard Level	Feature
2 nd	Frozen Touch, Lich Recovery
6 th	Frightening Gaze
10 th	Undead Nature
14 th	Lesser Phylactery

FROZEN TOUCH

Beginning at 2nd level, when you become a lich, your icy touch can chill your foes. You learn the chill touch cantrip. If you already knew chill touch, you learn a different cantrip of your choice instead. **(Ritual)** When you hit an enemy with chill touch, they must make a Constitution saving throw against your spell save DC or be paralyzed for 1 minute. A creature paralyzed in this way may make an additional saving throw at the end of each of their turns to end the effect early.

LICH RECOVERY

Also beginning at 2nd level, you learn how to rapidly claw at magical energy to recover a spell. You may use your Arcane Recovery as a bonus action, instead of during a short rest. If you do, roll a die as indicated by level on the table below, and recover a single spell of level equal to or less than the number rolled. You can't recover a slot of higher level than you have an expended slot, even if you roll a number higher than your highest-level expended slot. You may always recover a spell of at least level 1, even if your roll is 0 or lower.

Wizard Level	Slot Recovered
2 nd -4 th	1d4-2
5 th -9 th	1d4
10 th -14 th	1d6
15 th -20 th	1d8

FRIGHTENING GAZE

Beginning at 6th level, your gaze can terrify foes. When targeted by an attack, you can use your reaction to force the attacker to make a Wisdom saving throw against your spell save DC. On a failure, they are frightened of you for 1 minute or until they end their turn out of line of sight. They may make a new saving throw at the end of each of their turns, ending the effect on a success. You may use this ability once per short or long rest.

UNDEAD NATURE

Beginning at 10th level, you undergo rituals that invest you with the power of undeath (whether or not you underwent the full lich transformation). You no longer need to eat, drink, breathe, or sleep, and you are resistant to necrotic damage. **(Ritual)** You are also resistant to poison damage, and have advantage on saving throws against the charmed, paralyzed, frightened, and poisoned conditions.

LESSER PHYLACTERY

Beginning at 14th level, you learn deeper secrets of undeath and unbeing. You may create a lesser phylactery. Creating a lesser phylactery requires 8 hours and a soul. You may use your own soul (but only once, of course), or you may kill a helpless creature at the end of the process to use its soul. When a creature dies within 30' of you while you are wearing or carrying your lesser phylactery, you may use your reaction to capture its soul in your lesser phylactery. Your lesser phylactery may contain a maximum number of souls equal to your Intelligence modifier, and you may capture only one soul per long rest.

You may consume one soul from your lesser phylactery as an action on your turn to create a soul consumption effect of your choice. Once you do this, you may not consume a soul until you take a long rest. A soul that is consumed this way is damaged, but not utterly destroyed. A creature whose soul is consumed by your lesser phylactery may not be resurrected by any spell less powerful than *true resurrection*.

SOUL CONSUMPTION EFFECTS

Reinforced Form. You may consume a soul to become immune to nonmagical weapons for 1 round.

Necrotic Burst. You may consume a soul to unleash a necrotic burst in a 20' radius centered on you. Living creatures in the radius suffer 8d6 necrotic damage. They may make a Constitution saving throw against your spell save DC to take half damage.

Essence Recovery. You may consume a soul to end all conditions on you other than incapacitated or dying. You may use this ability even if a condition prevents you from taking actions, but only as an action on your turn.



An angry lich is an unpleasant sight.

ILKHANA'S GRIMOIRES



SECRETS OF ILKHANA'S WILL

- GREATER UNDEAD
TRANSFORMATIONS
- 12 NEW SUBCLASSES