



DISTURBED GRAVES

Horrifying player options for those wishing to embrace powers of the undead,
created for the world's greatest roleplaying game

DISTURBED GRAVES

CREDITS

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Product Oversight: The Grim Press

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WotC Inspirational Works: Libris Mortis (3.5e), Open Graves (4e), Ravenloft Setting, UA Artificer

Special Thanks to: My diligent (and patient) playtesters!! Also, I'd a shout-out to Halloween fanatics everywhere!

ON THE COVER

Bob Greyvenstein depicts the Deathless One as he surrounds himself with his merciless undead cohort. Many may know Grimloire as a Pale Master who has taken it upon himself to bless the multiverse with his knowledge of the dark arts.



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ABOUT THIS PRODUCT

Disturbed Graves is a product born out of a love for the undead and their place in the multiverse. Contained within this supplement are player options that have been balanced for inclusion in the 5th edition D&D ruleset.

The most notable is a new full class called the Pale Master. This class is a reimagining of the old 3.5e prestige class of the same name. 3.5e prestige classes do not translate well into the 5e system, so the version of the Pale Master found within this supplement has been greatly expanded to become fully-fledged class with 5 archetypes.

Also, a section on undead grafts has been created. While pale masters obtain their undead grafts for free at 3rd level, these foul options are open to all classes. Those interested in harnessing but a portion of the pale master's power might wish to obtain an undead appendage of their own.

GRIMLORE'S GRIMOIRE

While this supplement can be used as a standalone addition in your D&D games, it was created to accompany *Grimloire's Grimoire*, a spell supplement with over 200 new spells for 5th Edition.

**DOWNLOAD GRIMLORE'S GRIMOIRE FOR
FREE ON THE DMs GUILD!**



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PALE MASTER

Kneeling down beside the skeletal remains left behind in the aftermath of conflict, the elderly human begins to cast an incantation. The man's irides lose their color and his pupils constrict for a moment. To the horror of his companions, the mindless undead they fought to hard so defeat just moments ago rise up to walk among the living once again, but this time as an army of the dead under their comrade's control.

Stretching out a mummified hand wrapped in funeral dressings, the young gnome touches a corpse long since perished. Spectral bandages begin to form around the lifeless body until it is completely covered. As the process is completed, necrotic energies flow through the cadaver, causing it to twitch and contort its form as it rises to its feet; the foul mimicry of life coursing through its now sentient form.

A frenzied undead creature lumbers toward a stoic half-drow. As the zombie is about to tear into her, she calmly touches its forehead with her own skeletal appendage. The creature turns its rage-fueled eyes back towards the others of its pack, compelled to protect the one it previously sought to feed upon.

The Pale Master is a magic user obsessed with the study of life and death and with harnessing this newfound knowledge to raise an unending cohort of the dead to do their bidding. The secrets of necromancy not only allow them to be successful in this quest, but also give them insight into how they can bolster their own form with gifts from the undead, permanently granting them powers of undeath.

PRE-EMINENCE IN NECROMANCY

Pale Masters are arcane casters who draw upon necromantic lore that provides a macabre power all its own. Some aspire to live forever, effectively becoming immortal. Others are fascinated with death and the fate of souls that are unable to pass into the afterlife. Some pale masters seek to gain power through raising an army of once fallen soldiers to continue the battle once more.

With this obsession to learn every shred of obscure knowledge surrounding the necromantic arts, a sacrifice happens as the pale master tends to become uninterested in other types of magic, except for a select few spells they feel can help them achieve their goals faster. As a result, pale masters have a smaller subset of arcane spells to draw upon when compared to their other arcane brethren. This lack of breadth is offset by the unique abilities they gain while studying their undead subjects.

SEIZING UNDEAD SECRETS

Most practitioners of the necromantic arts share one overwhelming commonality; a lifelong search for the secrets of undeath. This search becomes an obsession for the pale master, who forsakes any sort of social life to study endlessly and try to quench their endless thirst for mastery of the dark arts. Those who truly wish to embrace these arts can choose a dangerous way to connect with the undead, completing an ancient and forbidden ritual hidden in the darkest tomes that mortal eyes may happen upon.



THE PALE MASTER

Level	Proficiency Bonus	Features	Creations Known	Macabre Enchantments	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th
1st	+2	Spellcasting, Aspect of the Dead, Undead Affinity	—	—	3	2	—	—	—	—	—	—
2nd	+2	Macabre Creations	3	2	3	3	—	—	—	—	—	—
3rd	+2	Deathless Axiom	3	2	3	3	2	—	—	—	—	—
4th	+2	Ability Score Improvement	4	2	3	3	3	—	—	—	—	—
5th	+3	Raise Incorporeal Undead	4	2	4	4	3	—	—	—	—	—
6th	+3	Deathless Axiom feature	4	2	4	4	3	2	—	—	—	—
7th	+3	—	5	3	4	4	3	3	—	—	—	—
8th	+3	Ability Score Improvement	5	3	4	4	3	3	—	—	—	—
9th	+4	—	5	3	4	4	3	3	1	—	—	—
10th	+4	Undead Cohort	5	3	4	4	3	3	2	—	—	—
11th	+4	—	6	3	4	4	3	3	2	—	—	—
12th	+4	Ability Score Improvement	6	3	4	4	3	3	3	1	—	—
13th	+5	—	6	4	5	4	3	3	3	2	—	—
14th	+5	Deathless Axiom feature	6	4	5	4	3	3	3	2	—	—
15th	+5	—	6	4	5	4	3	3	3	2	1	—
16th	+5	Ability Score Improvement	7	4	5	4	3	3	3	2	1	—
17th	+6	—	7	4	5	4	3	3	3	2	1	—
18th	+6	Necromastery	7	4	5	4	3	3	3	2	1	1
19th	+6	Ability Score Improvement	7	5	5	4	3	3	3	2	1	1
20th	+6	Amaranthine Shroud	7	5	5	4	3	3	3	2	1	1

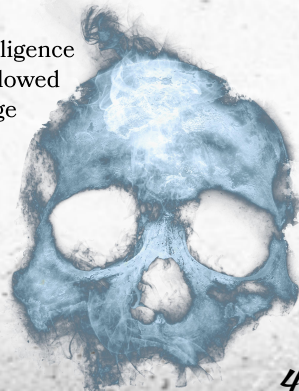
CREATING A PALE MASTER

Creating a pale master character benefits from a backstory involving an encounter with an undead creature. How did your character first come into contact with the undead? Why did you become fascinated with them? Why have you devoted large amounts of time to studying them?

What then drew you forth from this life of study? Do you want to find a specific undead creature? Maybe you want to gain a better understanding of necromantic magic? Have you received word of a sealed crypt not yet plundered? Perhaps you seek immortality and learning about the undead will help you uncover the answer to this secret.

QUICK BUILD

You can make a pale master quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Second, choose the sage background. Third, choose the blood siphon, corruption, and spare the dying cantrips, along with the following 1st-level spells from your grimoire: death's grasp, inflict wounds, and rot.



CLASS FEATURES

As a pale master, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per pale master level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per pale master level after 1st

PROFICIENCIES

Armor: light armor

Weapons: Daggers, light hammers, sickles, quarterstaves

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Religion, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a sickle or (b) a quarterstaff
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a priest's pack
- A grimoire

SPELLCASTING

As a student of necromantic magic, you have obtained a grimoire from which to study spells dealing with the dark arts. Although your study of arcane magic is similar to that of a traditional wizard, you forgo some of their spellcasting prowess in favor of obtaining specialized gifts from your undead subjects. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and page 21 of this supplement for the pale master spell list.

CANTRIPS

At 1st level, you know three cantrips of your choice from the pale master spell list. You learn additional pale master cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Pale Master table.

When you gain a level in this class, you can replace one of the pale master cantrips you know with another cantrip from the pale master spell list.

GRIMOIRE

At 1st level, you obtain a grimoire, which is the repository of all spells available to pale master.

PREPARING AND CASTING SPELLS

The Pale Master table shows how many spell slots you have to cast your pale master spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of pale master spells that are available for you to cast. To do so, choose a number of pale master spells from your grimoire equal to your Intelligence modifier + half your pale master level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 4th-level pale master, you have three 1st-level and three 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination, chosen from your grimoire. If you prepare the 1st-level spell *false life*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of pale master spells requires time spent studying your grimoire and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

A PALE MASTER'S GRIMOIRE

All pale masters are given a grimoire at 1st level. As this tome contains all known necromancy spells in the multiverse, it is quite a rare item indeed. Player's may wish to share the details how, where, and from whom they received their grimoire in their character's backstory.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your pale master spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for a pale master spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast a pale master spell as a ritual if that spell has the ritual tag and it is from the school of the necromancy. You don't need to have the spell prepared.

SPELLCASTING FOCUS

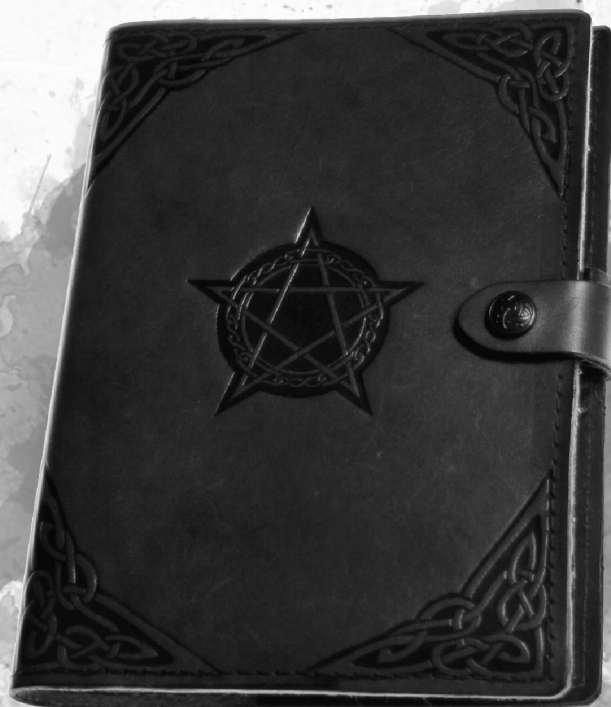
You can use an arcane focus (*PHB*, chapter 5) as a spellcasting focus for your pale master spells. At 3rd level, you obtain your *Undead Graft*, which becomes your spellcasting focus for your magic, allowing you to cast spells with it and perform the somatic components of spells even when you have weapons or a shield in one or both hands.

YOUR GRIMOIRE

Your grimoire contains all of the spells available to pale masters. Your ability to prepare and cast the spells contained within grows, reflecting the research you conduct on your own, as well as intellectual breakthroughs while studying the undead creatures you keep in your cohort.

Replacing the Book. The grimoire you receive at 1st level is invaluable, entrusted to you when beginning your journey as a pale master. If you lose your grimoire, it will cost you 50 gp per pale master level to replace.

The Grimoire's Appearance. A pale master's grimoire tends to be emblazoned with runes inlaid into a black leather cover, which symbolize the dark magic contained within.



ASPECT OF THE DEAD

Your form begins to take on the qualities of undeath: an unnerving side effect of spending long periods of time around the dead. This transformation becomes more pronounced as you gain levels in this class.

At 1st level, your composure allows you to shrug off an attack that would normally break your concentration. Once per long rest, when you are concentrating on a spell from the school of necromancy and take damage, you may roll your concentration check with advantage.

At 6th level, your time studying the dead has clarified many mysteries formerly shrouded by the dark. You gain darkvision out to a range of 60 feet. If you already have darkvision, its range is extended by 30 feet.

At 11th level, your time spent among decay has inured you to the ravages of corpse-borne plagues, granting you resistance to poison and necrotic damage. Additionally, you are immune to disease and can't be poisoned.

At 17th level, your form bears a close resemblance to the undead you study, allowing you to age at a slower rate. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged.

UNDEAD AFFINITY

At 1st level, your mere touch can force an undead creature to follow your commands for a short time. Make a melee spell attack against an undead creature with a challenge rating equal to or less than half of your pale master level (rounded down). On a hit, the creature will follow your commands for 1 round per pale master level. When the duration expires, the undead creature returns to its former allegiance, if any.

If the undead creature has an Intelligence of 6 or more, you make the attack with disadvantage. If it has an Intelligence of 12 or more it is immune to this feature.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), but can only control one undead creature at a time. You regain expended uses when you finish a long rest.

MACABRE CREATIONS

At 2nd level, you gain the ability to enhance mundane items with undead enchantments. The magic items you create with this feature are take the form of undead armors, weapons or wonderous items.

MACABRE CREATIONS KNOWN

When you gain this feature, pick three pale master macabre creations to learn, choosing from the "Macabre Creations" section at the end of the class description (page 19). You learn additional creations of your choice when you reach certain level in this class, as shown in the Creations Known column of the Pale Master table.

Whenever you gain a level in this class, you can replace one of the macabre creations you learned with a new one.

CRAFTING A MACABRE CREATION

Whenever you finish a long rest, you can craft a macabre creation, turning it into a magic item. The magical nature of these creations is specific to certain kinds of objects, as detailed in the creation's description. If the item requires attunement, you can attune yourself to it the instant you create the item, or you can forgo attunement so that someone else can attune to the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see "Attunement" in the Dungeon Master's Guide, page 136).

The magical properties of a macabre creation remain indefinitely, but when you die, the magic used in its creation vanishes after a number of days have passed equal to your Intelligence modifier (minimum of 1 day). However, the magic used in its creation will instantly vanish if you give up your knowledge of the macabre creation for another one.

You can only create one macabre creation per long rest. The maximum number of macabre creations you can have active at a time appears in the Macabre Enchantments column of the Pale Master table. If you try to exceed your maximum number of creations, the oldest one immediately loses its magical properties, and then the newest macabre creation is completed.

DEATHLESS AXIOMS

The study of the dark arts is ancient, stretching back to the earliest discoveries of magic.

At 3rd level, you choose an deathless axiom, which forms the foundation of your unending subjugation of the dark arts. The boons of undeath are granted as a result of your obsession in studying one of five elegies: Decay, Dread, Enduring, Revenge, or Twilight, each of which are detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 6th and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

RAISE INCORPOREAL UNDEAD

At 5th level, you can create an undead servant from the fading soul of a fallen creature. You choose a humanoid that has been dead no longer than 24 hours and create a specter (the DM has the creature's game statistics). Roll initiative for the specter, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the specter, it defends itself but otherwise takes no actions. The specter is under your control for 10 minutes, after which it disappears.

Beginning at 12th level, you can raise a banshee instead of a specter.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), but can only raise one incorporeal undead at a time. You regain any expended uses when you finish a long rest.

UNDEAD COHORT

At 10th level, you are able to create an undead creature specific to your chosen archetype.

NECROMASTERY

At 18th level, you have gained mastery over certain necromancy spells, allowing you to cast them at will.

Choose a 1st-level pale master spell and a 2nd-level pale master spell that are in your grimoire and belong to the necromancy school of magic. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

AMARANTHINE SHROUD

At 20th level, when you take a single source of damage that would knock you unconscious or kill you outright, you may use this feature as a reaction to take no damage instead.

Once you use this feature, you can't use it again until you complete a short or long rest.

DEATHLESS AXIOMS

The study of necromantic magic has long been debated as immoral, recognized as a disruption to the natural process between life and death by desecrating the very souls of once-living beings. However, those who choose to dedicate themselves to studying this shunned school of magic would argue that not everything is black or white. Necromancy exists in a greyness that should be explored, as the secrets uncovered through the study of the dark arts are truly unending.

While often disavowed by the masses, the dark magic studied by pale masters have been separated into five different elegies, the folklore surrounding whichever undead creature serves as the pale master's inspiration. The following pages go into detail on each elegy.





Elegy of Decay

ELEGY OF DECAY

Your study is focused on preserving the rotting dead. Elegy of Decay pale masters draw their strength from examining the mummified remains of corpses by instilling them with the foul mimicry of life. The propensity of preservation leads these pale masters to study this elegy, which focuses primarily on the mummy.

UNDEAD GRAFT: WITHERED HAND

Beginning when you select this elegy at 3rd level, you remove your hand and replace it with a mummified hand swathed in funeral wrappings.

Your undead graft becomes a spellcasting focus for your magic, allowing you to cast spells with it and perform the somatic components of spells even when you have weapons or a shield in one or both hands. Additionally, you may attack with your graft as if it were a simple weapon with which you are proficient. To do so, you make a melee spell attack against a creature, dealing 1d8 necrotic damage on a hit.

At 6th level, your graft gains a +1 bonus to melee attack and damage rolls. This increases to a +2 bonus at 12th level and a +3 bonus at 17th level.

MUMMIFIED SERVANT

At 3rd level, you learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of prepared spells.

When you cast the spell, you can choose only from the following withered creatures: bat, hound, or rat.

Additionally, when you take the attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

WITHERING TOUCH

Starting at 6th level, when you hit a creature with a melee spell attack from your undead graft, you can cause the target's skin to begin to rot away. The target takes an additional 1d8 necrotic damage, 1d8 of poison damage, and must succeed on a Constitution saving throw or become poisoned. A creature poisoned in this manner remains poisoned until cured by magical means.

You can use this feature once per long rest at 6th level. You gain an additional use at 12th level and again at 17th level. Expended uses are regained when you finish a long rest.

ANNEAL CURSE

Starting at 6th level, you can cast the *bestow curse* spell using one of your spell slots, but it does not count towards your number of prepared spells. When you cast *bestow curse*, you may select two natures that the curse may take on instead of one. Both of these natures last for the duration.

UNDEAD COHORT: MUMMY

At 10th level, you are able to taint the remains of a recently slain creature. You choose the corpse of a creature that has died in the last 24 hours and touch it with your undead graft, encasing it in funeral wrappings fused with necrotic energy and causing it to rise as a mummy under your control. The mummy turns to dust when it drops to 0 hit points or when 1-hour passes. The mummy is friendly to you and your companions for the duration. Roll initiative for the mummy, which has its own turns.

The mummy obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the mummy, it defends itself from hostile creatures but otherwise takes no actions. The DM has the mummy's statistics.

Once you use this feature, you can't use it again until you finish a long rest.

PUTRESCENT SLAM

At 14th level, you gain the power to bestow mummy's rot. Make a melee spell attack against a creature. On a hit, the target takes 10 (3d6) bludgeoning damage, plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Once you use this feature, you can't use it again until you finish a short or long rest.

WITHERED BAT

Tiny undead, shares master's alignment

Armor Class 14 (natural armor)

Hit Points 27 (6d4 + 12)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	15 (+2)	6 (-2)	15 (+2)	6 (-2)

Skills Perception +4, Stealth +5

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses Blindsight 120 ft., passive Perception 14

Languages Understands the languages of its master but can't speak

Challenge 1/2 (100 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

One with the Night. The bat has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, plus 3 (1d6) necrotic damage.

Stunning Screech (1/Day). The bat emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a bat must succeed on a DC 13 Constitution saving throw or be stunned until the end of the bat's next turn.

WITHERED HOUND

Medium undead, shares master's alignment

Armor Class 13
Hit Points 45 (6d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	6 (-2)	15 (+2)	11 (+0)

Skills Perception +4
Damage Immunities necrotic, poison
Condition Immunities charmed, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft. passive Perception 12
Languages Understands the languages of its master but can't speak
Challenge 1/2 (100 XP)

Consumption. If the hound spends 1 minute feeding on the corpse of a creature that it has killed, it regains 10 hit points.

Keen Smell. The hound has advantage on Wisdom (Perception) checks that rely on smell.

Turning Defiance. The hound has advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, plus 3 (1d6) necrotic damage.

Howl of the Grave (1/Day). The eerie howl of a withered hound echoes throughout the night. Each creature of the hound's choosing within 30 feet of the hound and can hear it must succeed on a DC 13 Wisdom saving throw or become frightened of the hound for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



WITHERED RAT

Tiny undead, shares master's alignment

Armor Class 15 (natural armor)
Hit Points 9 (2d4 + 4)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	15 (+2)	6 (-2)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5
Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Understands the languages of its master but can't speak
Challenge 1/2 (100 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on sight.

Shadowmeld. If the rat is in dim light or darkness, it can take the Hide action as a bonus action. Additionally, if an attack misses the rat, the rat can use its reaction to move up to half of its movement speed without provoking attacks of opportunity.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means.

Rotten Stench (1/Day). A cloud of noxious gas escapes from the rat's pores. Each creature within 10 feet of the rat must succeed on a DC 13 Constitution saving throw or be poisoned until the end of the creature's next turn.

Elegy of Dread



ELEGY OF DREAD

The Elegy of Dread personifies the feeling of unease that accompanies the mention of creatures that populates this elegy's lore. Driven to feast off the blood and fear of living creatures, vampires will go to any lengths to ensure their survival throughout eternity.

This primal instinct is inherited by the pale masters who study the elegy of dread. Seeking out blood and using it as a catalyst to strengthen their incantations and eventually themselves is their ultimate goal.

UNDEAD GRAFT: VAMPIRIC FANGS

Beginning when you select this elegy at 3rd level, you remove all of your teeth and replace them with fangs infused with necrotic energy.

Your undead graft becomes a spellcasting focus for your magic, allowing you to cast spells and perform the somatic components of spells even when you have weapons or a shield in one or both hands. Additionally, you may attack with your graft as if it were a simple weapon with which you are proficient. To do so, you make a melee spell attack against a creature, dealing 1d8 necrotic damage on a hit.

At 6th level, your graft gains a +1 bonus to melee attacks and damage rolls. This increases to a +2 bonus at 12th level and a +3 bonus at 17th level.

SUMMON BATS

At 3rd level, you are able to assert your control over those which feed in the night.

You to spend 1 minute creating an offering of blood, which calls forth a swarm of bats (your DM has the swarms' statistics). The swarm is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain the control of the swarm for another 24 hours, you must spend 1 minute creating another offering of blood before the current 24-hour period ends. You may only control one swarm of bats in this manner at a time. If a swarm of bats under your control dies your you dismiss them as an action, you cannot use this feature again until you complete a long rest.

DRAINING TOUCH

Starting at 6th level, when you hit a creature with a melee spell attack from your undead graft, you can drain the very life-force that sustains it. The target takes an additional 2d8 necrotic damage and becomes grappled. A grappled creature can use its action to attempt to break free (escape DC is contested by your spellcasting modifier).

Additionally, while the target is grappled in this manner, you regain hit points equal to half the amount of necrotic damage dealt to it by attacks with your undead graft, which includes the initial attack.

You can use this feature once per long rest at 6th level. You gain an additional use at 12th level and again at 17th level. Expended uses are regained when you finish a long rest.

OUT FOR BLOOD

Starting at 6th level, you can cast the *vampiric touch* spell using one of your spell slots, but it does not count towards your number of prepared spells. When you cast *vampiric touch*, each creature hit with a melee spell attack with the spell deals maximum damage to the target, and you regain hit points equal to the total amount of necrotic damage dealt, instead of half.

UNDEAD COHORT: VAMPIRIC MIST

At 10th level, you are able to taint the soul of a recently slain creature. You choose the corpse of a creature that has died in the last 24 hour and bite it with your undead graft, infusing it with necrotic energy and causing its soul to rise as a vampiric mist under your control. The vampiric mist dissipates when it drops to 0 hit points or when 1-hour passes. The vampiric mist is friendly to you and your companions for the duration. Roll initiative for the vampiric mist, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the vampiric mist, it defends itself from hostile creatures but otherwise takes no actions. The DM has the vampiric mist's statistics.

Once you use this feature, you can't use it again until you finish a long rest.

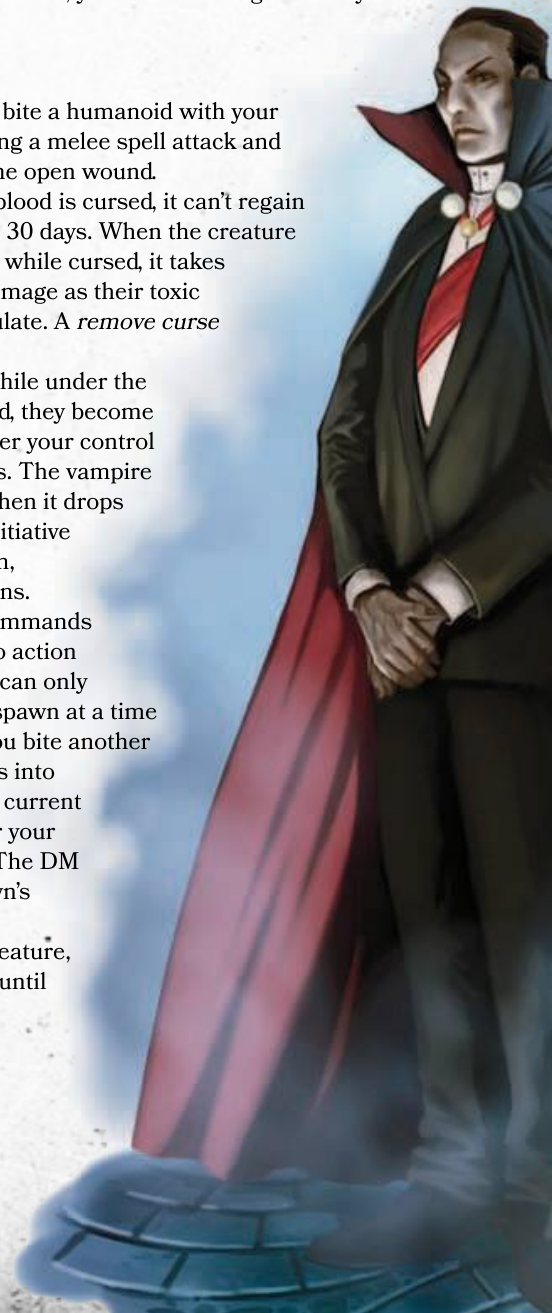
CURSED BLOOD

At 14th level, you can bite a humanoid with your undead graft by making a melee spell attack and bestow a curse into the open wound.

When a creature's blood is cursed, it can't regain hit points for the next 30 days. When the creature completes a long rest while cursed, it takes 19 (3d12) necrotic damage as their toxic blood begins to coagulate. A *remove curse* spell ends this effect.

If a creature dies while under the effects of cursed blood, they become a vampire spawn under your control 1d10 days after it dies. The vampire spawn turns to ash when it drops to 0 hit points. Roll initiative for the vampire spawn, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). You can only control one vampire spawn at a time with this feature. If you bite another humanoid and it turns into a vampire spawn, the current vampire spawn under your control turns to ash. The DM has the vampire spawn's statistics.

Once you use this feature, you can't use it again until you finish a long rest.



Elegy of Enduring



ELEGY OF ENDURING

The pursuit of immortality is what drives pale masters to enter into this elegy, as they are fascinated with the gifts possessed by liches. While missing much of the prowess of their undead idols, these pale masters are only just beginning their quest. Perhaps through greater devotion, one day it may be possible for an enduring pale master to ascend completely...

UNDEAD GRAFT: SKELETAL ARM

Beginning when you select this elegy at 3rd level, you remove your arm and replace it with a skeletal appendage.

Your undead graft becomes a spellcasting focus for your magic, allowing you to cast spells with it and perform the somatic components of spells even when you have weapons or a shield in one or both hands. Additionally, you may attack with your graft as if it were a simple weapon with which you are proficient. To do so, you make a melee spell attack against a creature, dealing 1d8 necrotic damage on a hit.

At 6th level, your graft gains a +1 bonus to melee attacks and damage rolls. This increases to a +2 bonus at 12th level and a +3 bonus at 17th level.

PRACTISED SPELLCASTER

Your study of the dark arts expands your spellcasting prowess beyond other pale masters.

At 3rd level, you are able to select 2 additional cantrips from the pale master spell list, which don't count against your number of Cantrips Known. You can change these cantrips when you gain a new pale master level.

PARALYZING TOUCH

Starting at 6th level, when you hit a creature with a melee spell attack from your undead graft, you can instill rigor mortis. The target takes an additional 2d8 necrotic damage and must succeed on a Constitution saving throw or become paralysed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can use this feature once per long rest at 6th level. You gain an additional use at 12th level and again at 17th level. Expended uses are regained when you finish a long rest.

INVIGORATE THE DEAD

Starting at 6th level, you can cast the *animate dead* spell using one of your spell slots, but it does not count towards your number of prepared spells. When you cast *animate dead*, each skeleton or zombie animated has its maximum number of hit points. Additionally, each undead created with this spell adds your spellcasting modifier to its attack and damage rolls.

UNDEAD COHORT: FLAMESKULL

At 10th level, you are able to taint the remains of a recently slain creature. You choose the corpse of a creature that died in the last 24 hour and instill the foul mimicry of life, animating its head as a flameskull under your control.

The flameskull turns to ash when it drops to 0 hit points or when 1-hour passes. The flameskull is friendly to you and your companions for the duration. Roll initiative for the flameskull, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you).

If you don't issue any commands to the flameskull, it defends itself from hostile creatures but otherwise takes no actions. The DM has the flameskull's statistics.

Once you use this feature, you can't use it again until you finish a long rest.

DEATHLESS VIGOR

Your research of liches has taught you how to make a rudimentary phylactery, which serves as the pinnacle of your obsession with immortality.

At 14th level, you bind a small part of your soul to an object of your choosing, which serves as your phylactery. Upon death, you gain a new body in 1d10 days that appears within 5 feet of your phylactery. Your new form looks similar to your old one.

While working in a similar manner to a lich's phylactery, the one you create with your deathless vigor feature does not possess the same power and is destroyed when used upon your death. You are able to create another rudimentary phylactery but must spend 10 days and 5,000 gp to do so. You can only bind yourself to one rudimentary phylactery at a time.





Elegy of Revenge

ELEGY OF REVENGE

Those who are drawn to the elegy of revenge have been all but consumed by a tragedy in their life and find solidarity in devoting their research interests to revenants. Driven by vengeance to right how they were wronged, these pale masters are relentless in their pursuit of delivering punishment, going so far as to return to walk among the living if they die before their retribution has been inflicted.

UNDEAD GRAFT: SKIN OF THE DAMNED

Beginning when you select this elegy at 3rd level, you flay the skin from your body and replace it with the unkempt fleshy remains of an undead creature.

Some of the qualities possessed by your graft's previous owner are intrinsically bestowed on to you. You gain proficiency with martial weapons, medium armor, and shields. Additionally, you learn how to craft scourged weapons.

SCOURGED WEAPON

Starting at 3rd level when you choose this elegy, you can bind yourself to a weapon and use it to channel your unending thirst for vengeance.

You perform a ritual over the course of 1 hour, which can be done during a short rest, over which time you stitch or encase undead skin onto a melee weapon or your choice (such as replacing the leather on a sword's hilt with flesh), and infuse it with necromantic magic. This weapon serves as a spellcasting focus for your pale master spells.

The primary source of damage dealt by the weapon becomes necrotic damage and you can use your Strength or Intelligence modifier for the attack and damage rolls when attacking with it. Any unique properties the weapon possesses (such a +1 bonus) are retained by the weapon.

If the weapon is lost or destroyed, you can perform the ritual again on a new weapon. You gain the ability to have two scourged weapons at 12th level and three scourged weapons at 17th level.

VENGEFUL TOUCH

Starting at 6th level, when you hit a creature with an attack from a scourged weapon, it can cause great trepidation. The target takes an additional 2d8 necrotic damage must make a Wisdom saving throw. On a failure, the target is paralyzed until you deal damage to it, or until the end of your next turn. When the paralysis ends, the target becomes frightened of you for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see you, ending the frightened condition on itself on a success.

You can use this feature once per long rest at 6th level. You gain an additional use at 12th level and again at 17th level. Expended uses are regained when you finish a long rest.

STRENGTH IN DEATH

Starting at 6th level, you can cast the *feign death* spell using one of your spell slots, but it does not count towards your number of prepared spells. When you cast *feign death*, the willing creature has immunity to all damage except psychic damage. Additionally, if the target is diseased or poisoned when you cast the spell, these effects are cured.

CREATE WIGHT

At 10th level, you are able to taint the remains of a recently slain creature. You choose the corpse of a creature that has died in the last 24 hours and grant it a semblance of life that is fed by your violence and hatred, raising as a wight under your control.

The wight turns to ash when it drops to 0 hit points or when 1-hour passes. The wight is friendly to you and your companions for the duration. Roll initiative for the wight, which has its own turns.

It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the wight, it defends itself from hostile creatures but otherwise takes no actions. The DM has the wight's statistics.

Once you use this feature, you can't use it again until you finish a long rest.

LOATHSOME REBIRTH

Starting at 14th level, if the you are killed, your soul lingers. After 24 hours, your soul inhabits and animates another humanoid corpse on the same plane of existence (picked by the DM). You retain all of your character's statistics in your new form, but none of your old gear unless you retrieve it from the corpse of your previous body.

Once you use this feature, you can't use it again until you inhabit your most recent form for at least 10 days. If you die before 10 days pass, your soul passes into the afterlife.





Elegy of Twilight

ELEGY OF TWILIGHT

In an attempt to become one with the darkness itself, twilight pale masters devote their research to shadows and wraiths. Their haunting devotion gives them unique abilities unavailable to other pale masters, ones which allow them to become a terrifying form partially illuminated by the moon's eerie gaze.

UNDEAD GRAFT: UMBRAL ARM

Beginning when you select this elegy at 3rd level, you infuse the pours of your arm with small traces of necrotic energies that manifest and wreath your arm in shadow.

Your undead graft becomes a spellcasting focus for your magic, allowing you to cast spells with it and perform the somatic components of spells even when you have weapons or a shield in one or both hands. Additionally, you may attack with your graft as if it were a simple weapon with which you are proficient. To do so, you make a melee spell attack against a creature, dealing 1d8 necrotic damage on a hit.

At 6th level, your graft gains a +1 bonus to melee attacks and damage rolls. This increases to a +2 bonus at 12th level and a +3 bonus at 17th level.

SUMMON SHADOW

At 3rd level, you are able to assert your control over shadows that lurk in the dark.

While in dim light or darkness, you spend 1 minute conjuring a shadow from the darkness (your DM has the shadow's statistics). Roll initiative for the shadow, which has its own turns. It obeys your verbal commands and is under your control for 10 minutes, at which point it vanishes. You can only have one shadow summoned at a time. If a shadow under your control dies, 10 minutes pass, or you dismiss it as an action, you cannot use this feature again until you complete a long rest.

FEARFUL TOUCH

Starting at 6th level, when you hit a creature with a melee spell attack from your undead graft, you can instill irrational terror. The target takes an additional 2d8 necrotic damage and must succeed on a Wisdom saving throw or become frightened for 1 minute. A creature frightened in this manner must take the Dash action and move away from you by the safest available route on each of its turns. If there is nowhere to move, the creature stays in its current location, but takes 2d8 necrotic damage.

You can use this feature once per long rest at 6th level. You gain an additional use at 12th level and again at 17th level. Expended uses are regained when you finish a long rest.

INSATIABLE HORROR

Starting at 6th level, you can cast the *fear* spell using one of your spell slots, but it does not count towards your number of prepared spells. When you cast *fear*, each target makes the Wisdom saving throw with disadvantage.

UNDEAD COHORT: WRAITH

At 10th level, you are able to taint the soul of a recently slain creature. You choose the corpse of a creature that has died in the last 24 hour and infuse it with necrotic energy, causing its soul to rise as a wraith under your control.

The wraith dissipates when it drops to 0 hit points or when 1-hour passes. The wraith is friendly to you and your companions for the duration. Roll initiative for the wraith, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you).

If you don't issue any commands to the wraith, it defends itself from hostile creatures but otherwise takes no actions. The DM has the wraith's statistics.

Once you use this feature, you can't use it again until you finish a long rest.

TERROR IN THE NIGHT

Your research has led to a profound breakthrough, allowing you to become one with the darkness.

At 14th level, while in an area of dim light or darkness, you can meld with the shadows for 1 hour. While melded, you gain advantage on Dexterity (Stealth) checks, can take the Hide action as a bonus action, and are able to move through a space as narrow as 1 inch wide without squeezing. You retain all of your normal statistics and abilities while melded.

You can move through areas of sunlight while melded, but suffer disadvantage on attack rolls, ability checks, and saving throws while in sunlight. Ending your turn in sunlight ends the melded condition.

Once you use this feature, you can't use it again until you finish a short or long rest.



MACABRE CREATIONS

Pale Masters have spent countless years fusing necrotic magic with undead parts to bolster common items. To the uninformed, the work of a pale master may seem gaudy, but the value of their work quickly becomes evident.

The description of each creation tells you the type of item that can receive it. The description also tells you if the resulting magic item requires attunement.

Some creations specify a minimum pale master level. You can't learn such a creation until you are at least that level.

BATON OF THE NETHERWORLD

Prerequisite: 12th-level pale master

Item: A wand, very rare (requires attunement)

A steel baton containing several glyphs incised along its length that promise power over the undead. The wielder can turn undead once per long rest, as if they were a cleric.

As an action, the wielder presents your this baton and speak a prayer censuring the undead. Each undead that can see or hear the wielder within 30 feet of it must make a DC 15 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from the wielder as it can, and it can't willingly move to a space within 30 feet of it. The creature also can't take reactions. For its action, the creature can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

BAGPIPES OF THE DAMNED

Item: A set of bagpipes (Wondrous item), uncommon (requires attunement)

When played, these bagpipes help bolster undead against turning. Once per long rest, a musician can use these bagpipes to grant all undead of their choice within 60 feet that can hear the piper advantage on Wisdom saving throws for 10 minutes.

BULWARK OF THE EVERLASTING

Prerequisite: 20th-level pale master

Item: A suit of armor, legendary

A skeletal set of armor modelled after the one worn by the Deathless One himself. You gain a +2 bonus to AC and have advantage on Constitution saves that you make to maintain concentration on a spell when you take damage.

Whispers from the Deathless One (Requires Attunement). You must be attuned to the *scepter of the everlasting* to attune to this armor. While attuned to this armor, you gain access to the 8th and 9th level spells in your grimoire that were previously unattainable to you.

When you complete a long rest, roll a d20. On a score of 18, 19 or 20, you can select one 8th or 9th level spell to prepare. The spell remains prepared until you cast it. Once you cast the spell, it is removed it from your prepared spell list. You may only prepare one 8th or 9th level spell in this manner at a time.

ECTOPLASMIC SHIELD

Armor (shield), uncommon

This shield allows you to create a backlash of positive energy when you are harmed by incorporeal undead. When the wielder is hit with a melee weapon or spell attack by an incorporeal creature, the wielder may use its reaction to deal 4 (1d8) force damage to the attacking creature.

EXOSKELETON

Item: Armor (light or medium), uncommon (requires attunement)

An enhanced suit of armor prepared from the bones of an undead skeleton. The wearer gains a +1 bonus to Armor Class, has advantage on saving throws against being poisoned, and has resistance against poison damage.

GHOST WARD

Prerequisite: 4th-level pale master

Item: Armor (medium or heavy), uncommon

This armor grants additional protection against the incorporeal undead. Ghosts, Shadows, Wraiths and other undead without a corporeal form suffer disadvantage on attacks against the wearer, and the wearer has advantage on any saving throws it makes to resist abilities of incorporeal undead creatures.

GHOUL SHELL

Prerequisite: 8th-level pale master

Item: Armor (light), rare (requires attunement)

A suit of this armor consisting of shaped and fitted sections of ghoulish hide sewn and interlocked to cover the entire body (except head, hands, and feet). The wearer gains a +2 bonus to AC and can make a ghoulish attack as an unarmed strike once per day. On a hit, the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of the wearer's next turn.

GOGGLES OF LIFESIGHT

Prerequisite: 4th-level pale master

Item: A set of goggles (Wondrous item), uncommon (requires attunement)

The wearer of these goggles automatically knows whether any visible creature within 30 feet is alive, dead, or undead. The goggles have no effect on constructs, which appear as inanimate objects.

LYRE OF THE RESTFUL SOUL

Item: A lyre (Wondrous item), rare

When played, this lyre weakens the ability of undead creatures to resist turning. Once per long rest, a musician can make a DC 16 Charisma (Performance) skill check. On a success, the musician uses the lyre to affect all undead of their choice within 60 feet that can hear it with disadvantage on Wisdom saving throws for 1 minute.

NIGHT CALLER

Item: A whistle (Wondrous item), uncommon (requires attunement)

This whistle is wreathed in shadow and resembles a small skull with a snake's tongue protruding from its jaw. When blown at night over a grave containing a pile of bones or a corpse, the whistle imbues the target with a foul mimicry of life, raising it as an undead creature as per the *animate dead* spell. The target becomes a Skeleton if the grave contained bones or a Zombie if it contained corpse (the DM has the creature's game statistics). Once used, you must complete a long rest before you can use the night caller again. You can only control one creature with a night caller at a time, but you may maintain the control of the creature if use the whistle again before the current 24-hour period ends.

NIGHTSTICK

Prerequisite: 8th-level pale master

Item: A wand, rare (requires attunement by a cleric)

A black rod carved of darkly stained wood is inset with religious symbols of various deities. When the wielder uses their *channel divinity: turn undead* ability, the range is extended to 60 feet and undead make their Wisdom saving throw with disadvantage.

ROD OF UNDEAD MASTERY

Prerequisite: 6th-level pale master

Item: A wand, uncommon (requires attunement)

A wooden rod is carved to resemble a stack of miniature skulls. The wielder can cast *animate dead* once per long rest.

SCEPTER OF THE EVERLASTING

Prerequisite: 16th-level pale master

Item: A quarterstaff, very rare (requires attunement by a spellcaster)

A quarterstaff molded into a grand scepter, embordered with bones of the fallen and teeming with necrotic energy. While holding this scepter, you gain a +3 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

SHADOW VEIL

Item: Armor (light), uncommon

This set of armor has been interwoven with an umbral essence. The wearer gains advantage on Dexterity (Stealth) skill checks and can take the Hide action as a bonus action on their turn.

ZOMBIE SHEATH

Item: Armor (light), uncommon (requires attunement)

A suit of armor stitched together with the intestines of a zombie. Once per long rest, if damage reduces the wearer to 0 Hit Points, it must make a Constitution saving throw with a DC of 5+ the damage taken, unless the damage is radiant or from a critical hit. On a success, the wearer drops to 1 hit point instead.

MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. See Chapter 6 in the PHB for more information.

MULTICLASSING PREREQUISITES

To qualify for the pale master class, you are required to have a minimum Intelligence of 13.

MULTICLASSING PROFICIENCIES

When multiclassing into a pale master, you do not gain any additional proficiencies in armor or weapons.

PALE MASTER SPELLS

Pale Masters forgo delving into all of the arcane schools of magic, preferring to specialize in necromancy. While they do pick up a few spells from other schools that enhance their research of the undead, you will not see a pale master hurling a fireball, for example. The following page (pg.XYZ) shows the pale master's spell list, which includes spells from Grimlore's Grimoire.

GRIMLORE'S GRIMOIRE

The *Grim Press* has released a *pay what you want* spell compendium, containing over 200 new spells for D&D 5th Edition on the DMs Guild. The necromancy spells found within were created with the pale master in mind and have been included in the *Pale Master Spell List*, marked by (GG). While *Grimlore's Grimoire* is an invaluable resource for pale masters, speak with your DM before using the spells in their game.

You can download this spell supplement for free from the DMs Guild by clicking [here](#).



PALE MASTER SPELL LIST

CANTRIPS (0 LEVEL)

Blood Siphon (GG)
 Bloodlink (GG)
 Chill Touch
 Corruption (GG)
 Dancing Lights
 Eidolic Chains (GG)
 Grimlore's Influence (GG)
 Gloom (GG)
 Grim Scythe (GG)
 Infestation
 Manipulate Shadow (GG)
 Minor Illusion
 Night Terror (GG)
 Pacify (GG)
 Peaceful Valediction (GG)
 Poison Spray
 Rancorous-Mist Blade (GG)
 Scourge (GG)
 Shadow Embrace (GG)
 Shadow Ink (GG)
 Shawl of the Unseen (GG)
 Shocking Grasp
 Song of the Dead
 Spare the Dying
 Spare the Living (GG)
 Toll the Dead
 Unholy Flame (GG)
 Waning Touch (GG)

1ST LEVEL

Acrid Delight (GG)
 Alacritous Interpretation (GG)
 Animate Cranium (GG)
 Arms of Hadar
 Bane
 Bone Storm (GG)
 Cause Fear
 Creeping Crawling Claw (GG)
 Cursed with Undeath (GG)
 Death's Grasp (GG)
 Dread (GG)
 False Life
 Grimlore's Shadowblight (GG)
 Guillotine (GG)
 Inaudible (GG)
 Inflict Wounds

Interpret Bone (GG)
 Larloch's Minor Drain (GG)
 Misery (GG)
 Murmurs of the Restless (GG)
 Ray of Sickness
 Rot (GG)
 Shed Skin (GG)
 Unseen Servant
 Witch Bolt

2ND LEVEL

Analyze Blood (GG)
 Blindness/Deafness
 Darkness
 Darkvision
 Desecration (GG)
 Detect Familiar (GG)
 Drain Life (GG)
 Elemental Anguish (GG)
 Gentle Repose
 Grimlore's Shadowgrasp (GG)
 Manacle of Burden (GG)
 Misty Step
 Necrotic Visage (GG)
 Ray of Enfeeblement
 Shadow Blade
 Shadow Bind (GG)
 Silence
 Silvanus' Blessing
 Unseat Hand (GG)

3RD LEVEL

Animate Dead
 Bestow Curse
 Counterspell
 Dispel Magic
 Fear
 Feign Death
 Grimlore's Affliction (GG)
 Life Transference
 Lunar Blessing (GG)
 Mummify (GG)
 Phantom Steed
 Poisoned Heart (GG)
 Remove Curse
 Revivify
 Speak with Dead

Stinking Cloud
 Tongues
 Vampiric Touch
 Water Breathing

4TH LEVEL

Army of the Dead (GG)
 Black Tentacles
 Blight
 Devastate Undead (GG)
 Dusk Arrows (GG)
 Embers (GG)
 Evard's Black Tentacles
 Grimlore's Withering Coils (GG)
 Hallowing Curse (GG)
 Hemorrhage (GG)
 Phantasmal Killer
 Plague (GG)
 Shadow of Moil
 Vacillate (GG)

5TH LEVEL

Animate Shadow (GG)
 Armor of Bones (GG)
 Banshee's Grievance (GG)
 Cloudkill
 Contagion
 Danse Macabre
 Defile (GG)
 Enervation
 Grimlore's Touch of Undeath (GG)
 Hallow
 Ilmater's Fortune (GG)
 Insect Plague
 Midnight (GG)
 Mislead
 Negative Energy Flood
 Oghma's Knowledge Transferral (GG)
 Raise Dead
 Reincarnate
 Scrying

6TH LEVEL

Bound into Obedience (GG)
 Circle of Death
 Create Undead

Disintegrate
 Eyebite
 Grace of Shar (GG)
 Grimlore's Aphotic Armor (GG)
 Harm
 Investiture of Necrosis (GG)
 Magic Jar
 Myrkul's Power (GG)
 Soul Cage
 Soultap (GG)
 True Seeing

7TH LEVEL

Etherealness
 Finger of Death
 Forcecage
 Grimlore's Doom (GG)
 Resurrection
 Symbol
 Vampiric Aura (GG)

8TH LEVEL

Abi-Dalzim's Horrid Wilting
 Armament of Irritants (GG)
 Ascendancy of Vecna (GG)
 Chalice of the Night (GG)
 Clone
 Grimlore's Crippling Incursion (GG)
 Feeblemind
 Mind Blank
 Power Word Stun
 Scornful Mantle of the Undaunted (GG)
 Soul Imprisonment (GG)

9TH LEVEL

Astral Projection
 Bixmodeus' Binding of Perducing Possession (GG)
 Grimlore's Calamity (GG)
 Power Word Kill
 Tamara's Rebirth (GG)
 True Resurrection

UNDEAD GRAFTS

NEW PLAYER OPTIONS

Undead grafts are formed by attaching dead flesh or parts to a still-living body, the results of vile experimentation by pale masters seeking to become more like the undead creatures they keep in the study, while still retaining some sense of mortality. The grafts detailed in this section have no statistics of their own. Instead, a graft may improve some ability or characteristic of the creature it's attached to, or grant the creature a new ability entirely.

While pale masters obtain an undead graft upon reaching third level and selecting their deathless axiom, this section has been included for other classes to obtain an undead graft. Dungeon Masters wanting to introduce undead grafts as options for their players should instruct their players to consider the ramification of grafting an undead appendage to their bodies. Some who consider undead creatures as vile abominations might not openly accept deformation of the living with undead appendages.

MASTER GRAFTER CRAFTER

As this type of work is typically shunned in civilized areas throughout the realms, DMs should introduce an NPC that specializes in these types of operations: one skilled enough to do the work and carries an inventory of undead appendages - *gods have mercy if players want to try this on their own...*

This NPC will want to be in a quiet and comfortable setting to conduct their work, usually an alchemical laboratory, but possibly an evil temple or desecrated catacomb would be more fitting. Additionally, they would need a supply of materials, which usually takes the form of flesh or body parts obtained from undead creatures of the appropriate type.

The list of grafts included below have a price-range based on their quality, much like that of other items. This price includes all of the mundane components and the cost of the surgery, as well as a list of specialized materials. It is up to the DM if they wish to include these specialized materials in the cost of the graft, or perhaps send the players on a quest to fetch a rare component.

Also, it is important to note that grafts are not magic items, even though in game terms they function very much like they are. A graft does not radiate magic once completed, and it does not require attunement to be worn. It is very hard, if not impossible, to salvage another creature's graft as treasure.

GRAFTS IN THE MULTIVERSE

The following list of undead grafts is available to players, should they be willing to pay the price to obtain them. If the graft grants a unique feature with a limited number of uses (per day or total), it is indicated in the charges heading for the graft. Also, a character can only obtain the undead gifts from each graft once: if they graft two zombie arms onto their body, they only gain the benefit from one arm, for example.

STRENGTHEN YOUR RESOLVE

Beware! Undergoing the process to obtain an undead graft is not for the faint of heart, and the operations are irreversible.

UNDEAD GRAFTS A-Z

BANSHEE'S TONGUE

Undead graft, very rare

Cost: 5,001 - 50,000 gp

Charges: 1 / day

Appendage: tongue

Rare Component: a humanoid tongue

A dehydrated appendage from a body whose spirit became a banshee, which replaces your tongue. Your graft has 1 charge, which recharges at dusk. You release a mournful wail, causing creatures within 30 feet of you that can hear you to succeed on a DC 15 Constitution saving throw or drop to 0 hit points. This wail has no effect on constructs and undead.

BONEMAIL

Undead graft, rare

Cost: 501 - 5,000 gp

Charges: n / a

Appendage: chest and torso

Rare Component: minotaur skeleton bones

Bonemail resembles armor crafted from interlocking shards of bone, which are grafted to your body. While you are not wearing any armor, your Armor Class equals 12 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

BODAK'S EYE

Undead graft, very rare

Cost: 5,001 - 50,000 gp

Charges: 3 / day

Appendage: eye

Rare Component: a bodak's eye

A white eye that fits into your empty eye socket. Your graft has 3 charges. When a creature that can see your graft starts its turn within 30 feet of you, you use your reaction to force it to make a DC 15 Constitution saving throw. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, it takes 16 (3d10) psychic damage on a failed save. The graft regains 1d3 expended charges daily at dusk.

DEHYDRATED OGRE'S SKIN

Undead graft, rare

Cost: 5,001 - 50,000 gp

Charges: 1 / day

Appendage: skin

Rare Component: zombie ogre's flesh

A massive amount of desiccated flesh, which replaces your skin. The graft gives you a +2 bonus to your Strength ability score. Additionally, if you attack a creature while possessing this graft, the graft can drain the target's strength. On a hit from a melee weapon attack, the target must succeed on a DC 15 Constitution saving throw or suffer two levels of exhaustion. The graft's enchantment can't be used this way again until the next dusk.

ETHEREAL SKIN

Undead graft, very rare

Cost: 5,001 - 50,000 gp

Charges: n / a

Appendage: skin

Rare Component: a ghost's remains

Ectoplasmic remains from a ghost, which are grafted over your current skin. The graft allows you enter the Ethereal Plane from the Material Plane (or vice versa), as an action. You remain visible on the Material Plane while you are in the Border Ethereal, and vice versa, but you can't affect or be affected by anything on the other plane.

FLAMING EYE

Undead graft, rare

Cost: 501 - 5,000 gp

Charges: 1 / day

Appendage: eye

Rare Component: a docile beholder's eye

A crimson eye from an unusually docile beholder, which fits into your empty eye socket. The graft gives you resistance to fire damage and lets you cast the *fireball* spell once per day, recharging at dusk.

EYES OF THE REVENANT

Undead graft, uncommon

Cost: 101 - 500 gp

Charges: 1 / day

Appendage: eyes

Rare Component: a docile beholder's eye

The eyes of a creature that was possessed by a revenant, which replace your own. The graft helps you seek revenge on someone who has become the source of your unending vengeance. Select one being or creature as your mortal enemy, and while they are on the same plane of existence as you, you have an unerring sense of direction to help you locate them. You gain advantage on a skill checks if they are related to finding your mortal enemy.

LICH'S HEART

Undead graft, legendary

Cost: 50,000+ gp

Charges: Special

Appendage: heart

Rare Component: a lich's phylactery

A phylactery belonging to a lich, which replaces your heart. This graft grants you a limited form rejuvenation due to the power used during its initial creation. If you are killed, but your body is not destroyed, your body regains its life force over the next 1d10 days. Lost body parts are reformed, including any vital to life.

The process turning a lich's phylactery into a lich's heart is more complicated than most undead grafts. If the lich whose soul is bound to the phylactery has not been killed before the graft is completed, the lich's soul expelled from the phylactery, but immediately knows and can locate it if on the same plane. Alternatively, if the lich has been killed and is undergoing the process of rejuvenation, the lich is completely and utterly destroyed.



MOHRG'S TONGUE

Undead graft, uncommon

Cost: 101 - 500 gp

Charges: n / a

Appendage: tongue

Rare Component: a mohrg's tongue

A long cartilaginous appendage that bears sharp claws at its tip, which replaces your tongue. The graft is a simple weapon with which you are proficient and has the finesse and reach properties. Using an action, you can make a melee weapon attack with the graft. On a hit, the target takes 1d4 piercing damage must succeed on a DC 13 Constitution saving throw or be paralyzed until the end of its next turn.

MORTIFIED LEGS

Undead graft, uncommon

Cost: 101 - 500 gp

Charges: n / a

Appendage: legs

Rare Component: a pair of zombie legs

Two gaunt limbs composed of desiccated flesh, which replace your legs. The graft causes you to permanently lose 5 feet of movement speed. In return, you are no longer affected by difficult terrain which occurs on solid that is moderately flat, such a terrain caused by the *mold earth* cantrip.

MUMMIFIED TORSO

Undead graft, very rare

Cost: 5,001 - 50,000 gp

Charges: 1 / day

Appendage: torso

Rare Component: a mummified eye

A swath of preserved undead flesh, which replaces the skin around your torso. The graft gives you a +2 bonus to your Constitution ability score.

Additionally, if you attack a creature while possessing this graft, you can paralyze the target. On a hit from a melee weapon attack, the target must succeed on a DC 17 Constitution saving throw or be paralyzed. The graft's enchantment can't be used this way again until the next dusk.

MUMMIFIED EYE

Undead graft, very rare

Cost: 5,001 - 50,000 gp

Charges: 1 / day

Appendage: eye

Rare Component: a mummified eye

A dehydrated orb that fits into your empty eye socket. It looks much like a normal eye, but it has a distinctly dry appearance and does not move in your eye socket. The graft lets you cast the *eye bite* spell once per day, recharging at dusk.

MUMMIFIED HAND

Undead graft, rare

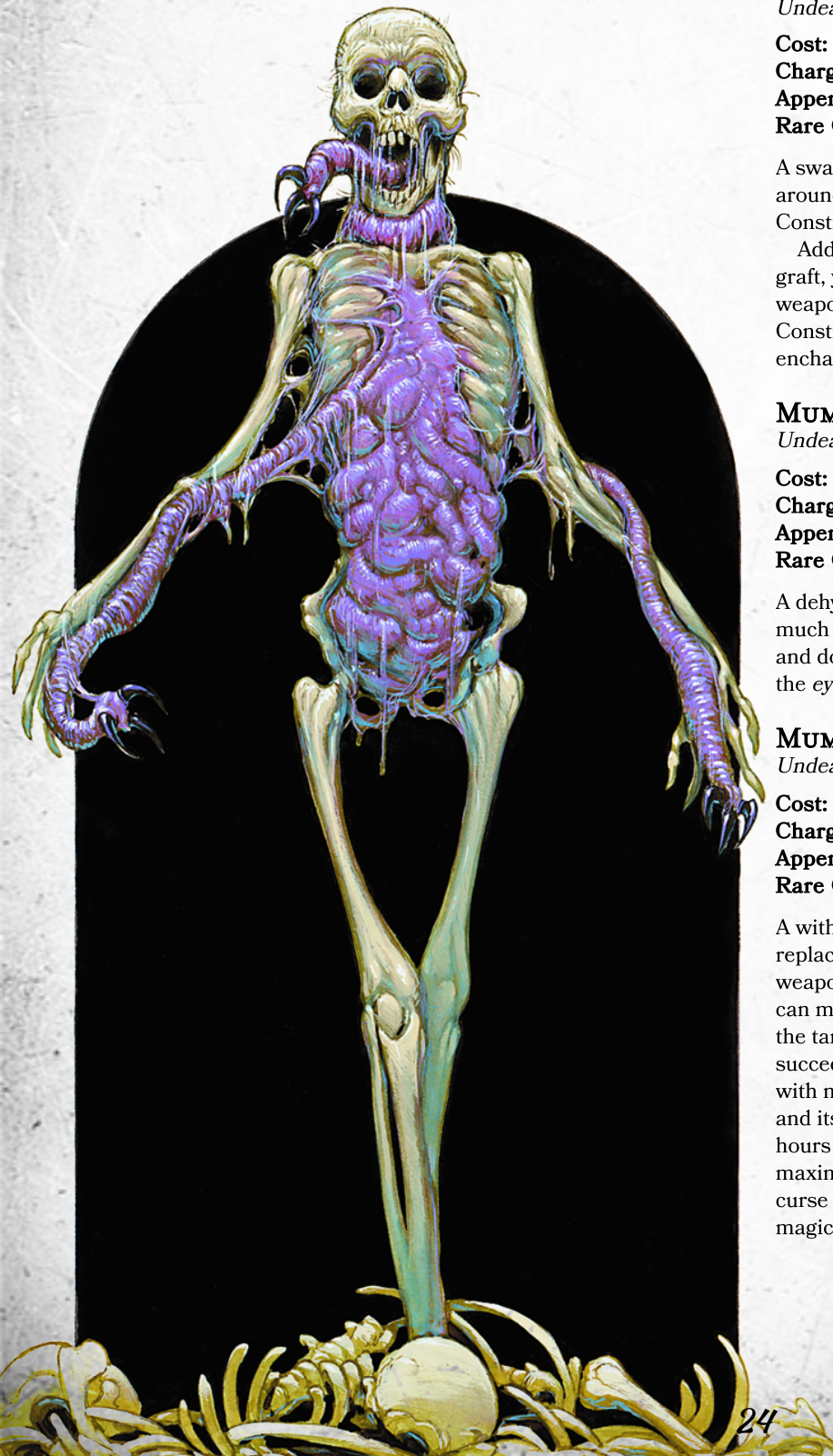
Cost: 501 - 5,000 gp

Charges: 3 / day

Appendage: hand

Rare Component: a mummy's hand

A withered appendage swathed in funereal wrappings, which replaces your hand. The graft has 3 charges and is a simple weapon with which you are proficient. Using an action, you can make a melee weapon attack against a target. On a hit, the target takes 7 (2d6) bludgeoning damage and must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic. The graft regains 1d3 expended charges daily at dusk.



OSSEIN ARMS

Undead graft, rarity varies

Cost: 5,001 - 50,001+ gp

Charges: n / a

Appendage: arms

Rare Component: shards of bone from a giant

Shards of bone from a hardy giant, which are grafted into your forearms underneath your skin. With this graft, your Strength score changes to a score granted by the graft. If your Strength is already equal to or greater than the graft's score, it has no effect on you.

Type	Strength	Rarity
Hill giant	19	Rare
Stone/frost giant	21	Very Rare
Fire giant	23	Very Rare
Cloud giant	25	Legendary
Storm giant	27	Legendary

SKELETAL HAND

Undead graft, uncommon

Cost: 101 - 500 gp

Charges: n / a

Appendage: hand

Rare Component: a skeleton's hand

A bony appendage with sharp claws, which replaces your hand. The graft is a simple weapon that deals 1d4 slashing damage. You are proficient with the graft and it has the finesse property. If you make an attack with a melee weapon on your turn, you can use your bonus action to make an additional attack with the graft if is not holding an object or weapon.

UMBRAL PORES

Undead graft, uncommon

Cost: 101 - 500 gp

Charges: n / a

Appendage: entire body

Rare Component: remains from an incorporeal undead

Whisps of shadow or ectoplasumn remains from a ghost, which are infused into your pores. The graft lets you cast the *misty step* spell once per day, recharging at dusk.

UNDEAD SKIN

Undead graft, rare

Cost: 501 - 5,000 gp

Charges: n / a

Appendage: skin

Rare Component: skin from an undead creature

A mottled gray hide, which you graft onto yourself after flaying off your own skin. The graft gives you immunity to damage dealt from critical hits and sneak attacks, causing the attacks to deal normal damage instead. You can wear armor and still gain this benefit.

VAMPIRIC FANGS

Undead graft, rare

Cost: 501 - 5,000 gp

Charges: n / a

Appendage: teeth

Rare Component: teeth from a vampire

A set of sharp teeth, which are grafted into your jaw once you remove your own. The graft is a simple weapon with which you are proficient. Using an action, you can make a melee weapon attack with your graft. On a hit, the target takes 10 (3d6) necrotic damage, and you gain hit points equal to half of the necrotic damage done. Additionally, the target is grappled. A grappled creature can use its action to attempt to break free (escape DC is contested by your Strength (Athletics) skill).

ZOMBIE'S ARM

Undead graft, uncommon

Cost: 101 - 500 gp

Charges: n / a

Appendage: arm

Rare Component: a zombie's arm

A rotting limb of undead flesh, which replaces your forearm. The graft gives a permanent +1 bonus to your Strength ability score, but also gives a -1 penalty to your Dexterity ability score. Additionally, when you are reduced to 0 Hit Points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

ZOMBIE PORES

Undead graft, very rare

Cost: 5,001 - 50,000 gp

Charges: n / a

Appendage: entire body

Rare Component: a zombie's corpse

The pustules from a zombie are harvested and infused into your pores, bolstering your fortitude. If damage reduces you to 0 hit points, you make a Constitution saving throw with a DC of 5+ the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead.

