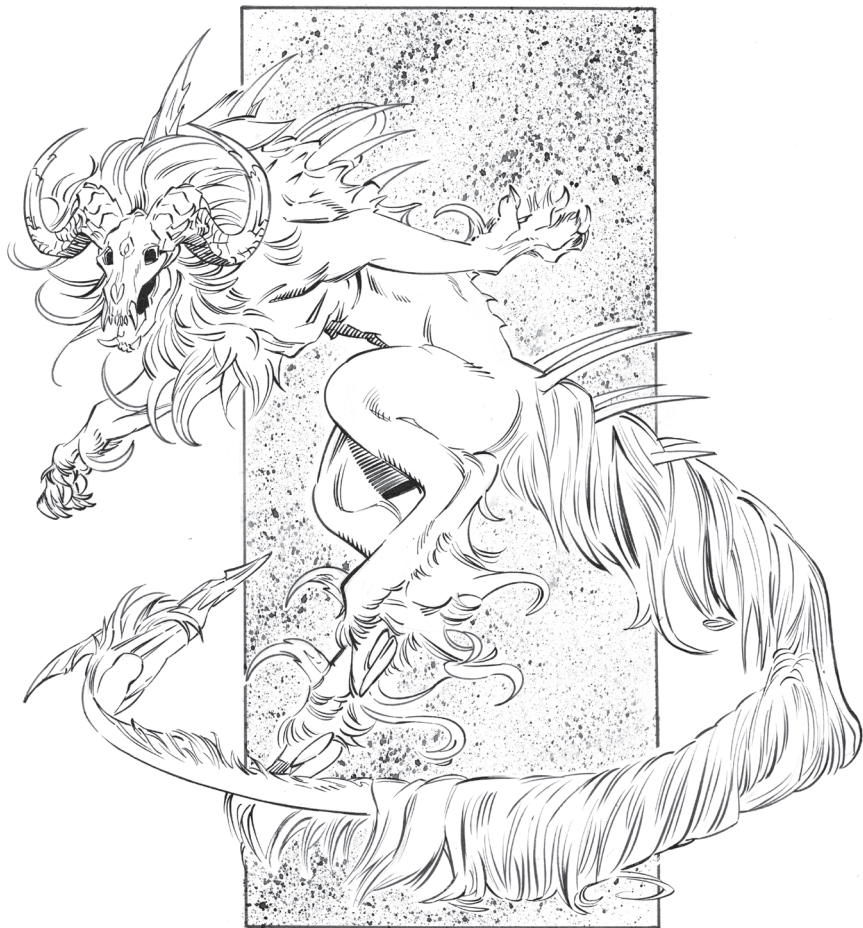


# Unnatural Selection

THE UNTAMED AND THE UNDERWORLD



Designed for use with

**ShadowDark RPG**



PLAYER QUICKSTART GUIDE

# Unnatural Selection

## Quickstart Guide

### WRITING, DESIGN, LAYOUT

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### ART

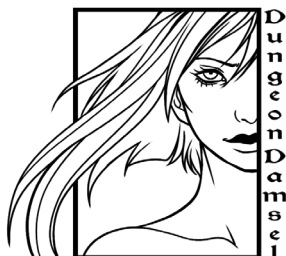
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Bunni Daniel, Mark Lyons, Mark McKenna

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# Ancestry

## CHELONIAN

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

You know the common and chelonian languages.

**Armored.** You gain a +1 to AC.

## DRAGONBORN

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

You know the common and draconic languages.

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

## FOREST ELF

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

You know the common, elvish, and sylvan languages.

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

## HALF TROLL

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

You know the common and giant languages.

**Regenerate.** Regain 1HP per hour unless damaged by fire or acid. Death timer is unaffected.

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

## SHADOW ELF

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

You know the common, elvish, and drow languages.

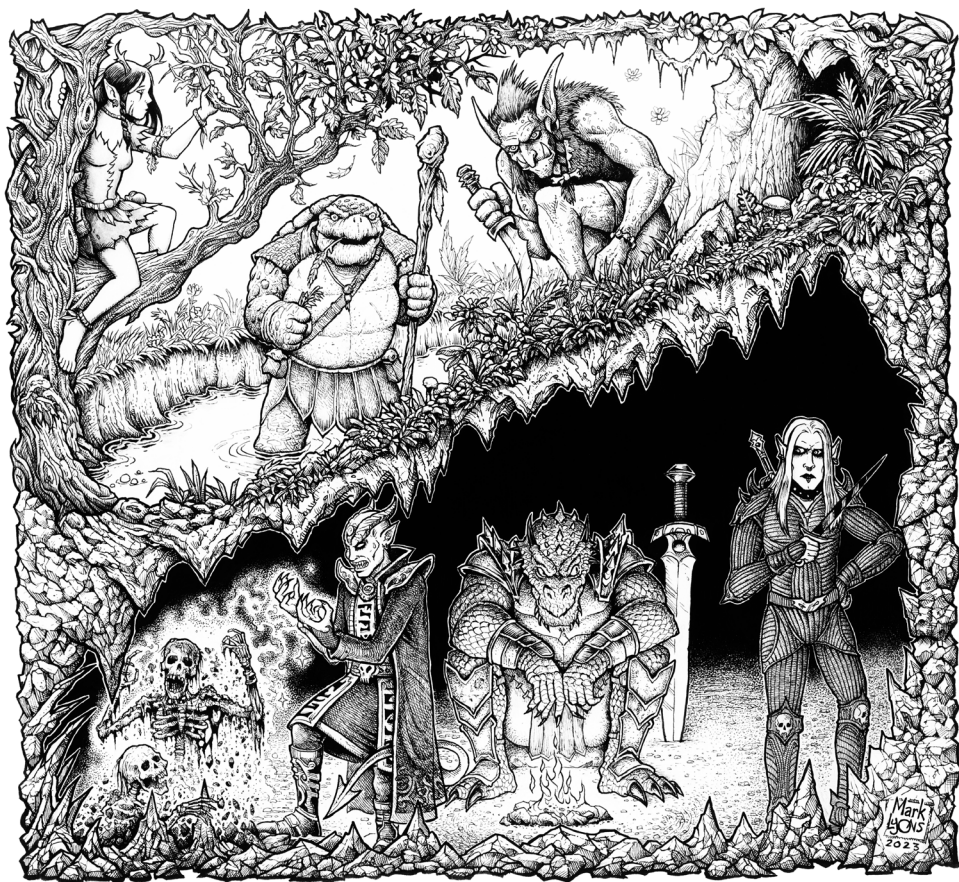
**Friend of the shadows.** When shrouded in darkness, monsters attack your allies first.

## TIEFLING

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

You know the common and diabolic languages.

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





# Beastmaster Class

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

**Weapons:** All ranged weapons

**Armor:** None

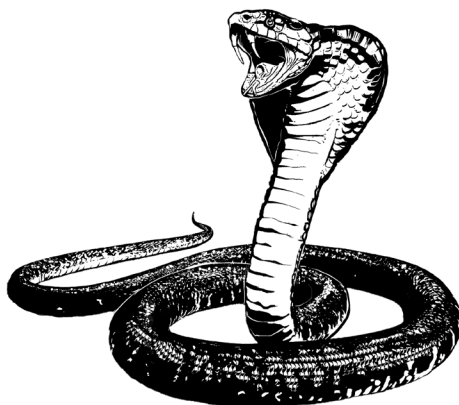
**Hit Points:** 1d8 per level

**Languages.** You can speak to your chosen animal type.

**Beast Attack.** Choose one animal type to use for all melee attacks. If your talents allow for multiple animals (see Beastmaster Talents chart on this page), you may choose which beast attack to use with every action.

**Beast Hyde.** Your skin is covered with a protective hide. Add your constitution modifier, if positive, to your AC.

**Beast Shape.** Once per day, you may transform into the natural form of your chosen beast for 3 rounds. You still need light to see.



## BEASTMASTER TALENTS

**2d6 (3-5 after d12 = reroll)**

---

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

---

3-5 Increase Beast Attack damage die category by one.

---

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

---

10-11 Make an animal magic item of your type (see pg. 34).

---

12 Select and add a new beast attack to your arsenal. Choose which beast before making future talent table rolls.

---

## BEAST ATTACKS

Beast	Attack
-------	--------

Wolf	Bite deals d6 damage equal to half your level rounded down. Minimum of 1d6.
------	---

Bear	Claw x2 attacks do 1d4 damage each. If both claws hit, add 1d4 from bear hug.
------	---

Snake	Bite attack does 1d4 + poison. DC 9 CON check or paralyzed for 1d4 rounds.
-------	--

Eagle	Talon grasp attack does 1d6 from additional pecking. Target must make a DC 9 STR check to escape. If grappled, do automatic 1d6 peck damage each round.
-------	---



# Grave Warden Class

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

**Weapons:** Dagger, Scythe

**Armor:** Leather armor

**Hit Points:** 1d4 per level

**Languages.** You know one rare language

**Necrotic Reap.** You can touch a target with a scythe (but not attack) to cast touch spells. Gain a +1 spellcasting bonus.

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

**Spellcasting.** You can cast grave warden spells you know.

You know three tier 1 spells of your choice from the grave warden spell list.

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

You use your Constitution stat to cast grave warden spells. The DC is 10 + the spell's tier.

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

If you roll a natural 1 on a spellcasting check, you must also roll on the corresponding Grave Warden Mishap table (see pg. 21) for the spell's tier.





## GRAVE WARDEN SPELLS KNOWN

Spells Known By Spell Tier

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

## GRAVE WARDEN TALENTS

**2d6** Effect (2 duplicate = reroll after Extreme is gained)

2 Claim Undead gains one DC step for undead resistance.

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

8-9 Gain advantage on casting one spell you know

10-11 Increase the bonus to cast any touch spell with Necrotic Reap by +1

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



# Plague Doctor Class

Shadow-veiled alchemical apothecaries, compassionate herbalist healers, or beak-masked disease cultists who harness the power of contagion or possess the elusive cure to plagues that ravage the realm.

**Weapons:** Stiletto, rapier, needle whip, dart

**Armor:** Leather armor

**Hit Points:** 1d6 per level

**Languages.** You know two additional common languages

**Mask Infusion.** You can inhale one pre-made herbal elixir from your mask for prevention. Lasts up to 1 day, expires as soon as it takes effect.

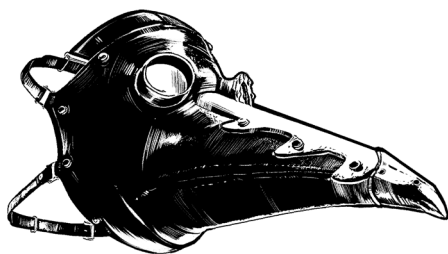
**Mesmirize Insect.** You use a bewitching insect lure to deliver an injection elixir to a target within near range via sting or bite. Perform 1/day.

**Elixirs.** You can craft elixirs with varied delivery methods. It takes an action and an INT check to craft your choice, adding the delivery method bonus to your die roll. (See Delivery Method table on pg. 11). If you fail, you can't make that elixir again until you rest. Except for mask infusions, elixirs expire in 5 rounds.

Critical fails on toxin or plague immediately affect you.

Critical success increases die category or DC category by one.

You can use the table on pg. 27 of Cursed Scroll #2 to craft more elixirs. These poisons require a DC 15 INT check and refer to the "use" column for the delivery modifier.



## ELIXIR CRAFTING

DC	Effect
11	<b>Stenchwort.</b> Immune to smells and cures paralysis.
12	<b>Panacea.</b> Ends one poison or disease.
13	<b>Toxin.</b> DC 12 CON check or paralyzed for 1d4 rounds.
14	<b>Plague.</b> DC 12 CON check or 1d6 permanent damage. Check daily to fully recover or take another 1d6.
15	<b>Remedy.</b> 1d6 healing. Mask infusion allows you to activate at any time, including during death timer.

## DELIVERY METHOD

Bonus	Type
+3	<b>Mask Infusion.</b> Lasts up to 1 day or until activated.
+1	<b>Swallowed.</b> Quaffed like a potion.
0	<b>Injure.</b> Skin must be pierced or cut.
-2	<b>Touch.</b> Skin must simply be touched by the elixir.
-3	<b>Inhaled.</b> Gas covers near radius.

## PLAGUE DOCTOR TALENTS

2d6	Effect (2 duplicate = reroll)
2	You can perform limb re-attachment, bone-setting, organ repair or other surgeries with ADV on all checks.
3-7	Increase elixir die category by one on an elixir you choose. d12 is max.
8-9	+2 points to intelligence, dexterity, or +1 to elixir checks
10-11	You gain ADV on elixir checks for an elixir you choose
12	Choose a talent or +2 points to distribute to stats

# Shaman Class

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

**Weapons:** Hunting Knife, Bows

**Armor:** None

**Hit Points:** 1d6 per level

**Languages.** You know Primordial

**Healing Circle.** 1/day you can perform a 10-minute drumming and chanting meditation. All participants are healed for 1d4 HP if the performance is not interrupted. A spellcaster can recover a lost spell or chant instead. Wandering monster chance is increased due to noise.

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

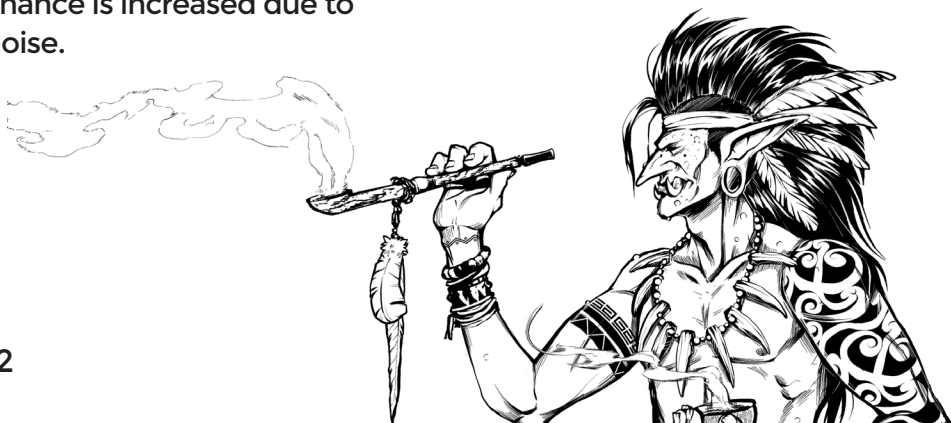
You know two tier 1 chants of your choice from the shamanic chants list.

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

You use your Wisdom stat to perform shamanic chants. The DC is 8 + the chant's tier.

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

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



## SHAMANIC CHANTS KNOWN

Spells Known By Spell Tier

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

## SHAMAN TALENTS

<b>2d6</b>	<b>Effect (2 duplicate = reroll after Extreme is gained)</b>
2	Increase Healing Circle die category by one
3-7	+2 to wisdom stat or +1 to shamanic chanting checks
8-9	Gain advantage on performing one chant you know
10-11	Learn one additional shamanic chant of any tier you know
12	Choose a talent or +2 points to distribute to stats

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





# Backgrounds

## UNTAMED BACKGROUNDS

d20	Effect
-----	--------

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

## UNDERWORLD BACKGROUNDS

### d20 Effect

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

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

# Nature Spirits

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

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

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

## **AELORIN (NEUTRAL)**

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

## **AQUALIS (NEUTRAL)**

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

## **CAAPI (NEUTRAL)**

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

## **LIORA (NEUTRAL)**

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

# Death Pantheon

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

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

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

## LYTHIA (NEUTRAL)

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

## DOMINUS (CHAOTIC)

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

## MORTHRAX (CHAOTIC)

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

## PERADINE (LAWFUL)

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



# Performing Magic

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

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

## DRUMMING

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

If a chant cannot be heard, then it has no effect. A magically silenced shaman will be unable to perform any chants.

Targeted allies or foes who cannot hear will also not be affected.

## CHANTING

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

To maintain a chant, you make a chanting check at the start of your turn as if you were just beginning the chant.

**Success.** The chant remains in effect until the start of your next turn.

**Failure.** The chant ends. You do not lose the ability to start the chant over again. However, if you **critically fail** on a maintenance chanting check, you lose it for the day.

If you take damage or become distracted while performing, you must immediately make a chanting check to maintain the performance.

You can move but cannot take any other action while chanting.

# RAISING THE DEAD

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

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

# CRITICAL FAILURE

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

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

**Shamanic Chant.** If the spell was a shamanic chant, your ancestors are dishonored. You can't perform the chant again until you complete a ritualistic purging or ceremony.

# PURGING

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

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

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

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

## CEREMONY COST

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

# Grave Warden Mishaps

**GRAVE WARDEN MISHAP TABLE 1-3**

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

# Chant and Spell Lists

## SHAMAN TIER 1

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

## SHAMAN TIER 2

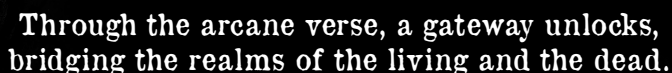
- Ancestral Guidance
  - Call to the Wild
  - Dance of the Drum
  - Gift of Earth
  - Grace of the Gazelle
  - Voice of Verity
- 

## GRAVE WARDEN TIER 1

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

## GRAVE WARDEN TIER 2

- Bonfire
- Bonebound Sentry
- Boneskin
- Darkness
- Dark Step
- Fireskull Familiar
- Ghoulish Claws
- Grasp from the Grave
- Grub Geyser
- Prevent Decay



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

# Chants and Spells

## ANCESTRAL GUIDANCE

*Tier 2, shaman*

**Range:** Near

Your voice carries the insight of ancient mystics, granting your allies in near distance advantage on all spellcasting and herbal checks.



## BONEBOUND SENTRY

*Tier 2, grave warden*

**Duration:** 10 rounds

**Range:** Near

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

## BONEFIRE

*Tier 2, grave warden*

**Duration:** 1 Day

**Range:** Close

You light a pile of bones or a corpse into a blue magical fire that creates warmth like a campfire, illuminates over a near radius and can catch flammable objects on fire.

The bonefire is considered attached to the ground or floor and cannot be picked up or moved.

## BONESKIN

*Tier 2, grave warden*

**Duration:** 10 rounds

**Range:** Self

Your skin becomes covered in hardened bone armor.

For the spell's duration, your armor class becomes 16 (20 on a critical spellcasting check.)



## CARRION STENCH

*Tier 1, grave warden*

**Duration:** 1 turn

**Range:** Near

You exude the putrid essence of a ghaſt. Living creatures muſt make a DC 12 CON check within near diſtance. Thoſe affected have diſadvantage on attacks and ſpellcaſting on their next turn.

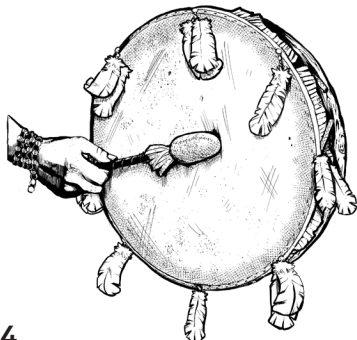
## CALL TO THE WILD

*Tier 2, ſhaman*

**Range:** Far

Your voice carries the ancient melody that invites animals in a far range to come to your aid. They begin arriving in one round and will take the moſt obvious, inſtinctual action that can aſſiſt you and your allies.

This chant does not grant you the ability to ſpeak to them.



## CORPSE COMPANION

*Tier 1, grave warden*

**Duration:** 1 Day

**Range:** Close

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

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

## DANCE OF THE DRUM

*Tier 2, ſhaman*

**Range:** Near

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

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



## DARKNESS

*Tier 2, grave warden*

**Duration:** 5 rounds

**Range:** Near

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

## DARK STEP

*Tier 2, grave warden*

**Duration:** Instant

**Range:** Self

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

## DEADLIGHT

*Tier 1, grave warden*

**Duration:** 1 hour of real time

**Range:** Near

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

## DIVINE INTERVENTION

*Tier 4, shaman*

**Range:** Near

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

## FIRESKULL FAMILIAR

*Tier 2, grave warden*

**Duration:** 1 hour of real time

**Range:** Close

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

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

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



## FLORA'S EMBRACE

*Tier 1, shaman*

**Range:** Far

You awaken the spirits of the plants, entwining foes in a near radius within the chant's range.

Targets are limited to move at close range only, but they can still perform actions.

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

## GHOULISH CLAWS

*Tier 2, grave warden*

**Duration:** 5 rounds

**Range:** Self

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

Your target may make two claw attacks that cause 1d4 points of damage each plus paralyze.

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



## GIFT OF EARTH

*Tier 2, shaman*

**Range:** Near

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

You and your affected allies are unable move until the chant ends.

## GRACE OF THE GAZELLE

*Tier 2, shaman*

**Range:** Near

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

## GRASP FROM THE GRAVE

*Tier 2, grave warden*

**Duration:** Focus

**Range:** Far

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

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

## GRUB GEYSER

*Tier 2, grave warden*

**Duration:** 5 rounds

**Range:** Close

You breathe a stream of flesh-eating maggots at a close target.

Target takes 1d4 damage and must make a DC 12 CON check or suffer disadvantage on attacks and spellcasting as long as they are covered in maggots.

Target continues to take 1d4 damage each round until the effect ends or until they take an action to brush them off.

## HEART OF THE LION

*Tier 1, shaman*

**Range:** Near

You bang your drum with ferocity, causing yourself and your allies within near range to gain unwavering determination.

Those affected cannot be surprised and have advantage on initiative rolls.

## HISS OF THE VIPER

*Tier 1, shaman*

**Range:** Near

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

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

## LOCATE CORPSE

*Tier 1, grave warden*

**Duration:** Instant

**Range:** Far

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

## PREVENT DECAY

*Tier 2, grave warden*

**Duration:** 1 Day

**Range:** Close

Any corpse you touch is perfectly preserved for 1 day.

## PROTECTION FROM UNDEAD

*Tier 1, grave warden*

**Duration:** Focus

**Range:** Close

Undead beings have disadvantage on attack rolls against a target you touch. These beings also can't possess, compel, or beguile it. When cast on an already-possessed target, the possessing entity makes a CON check vs. the last spellcasting check. On a failure, the entity is expelled.

## SACRED BOUNTY

*Tier 1, shaman*

**Range:** Far

You open yourself to the abundance of the universe. When you or your allies discover treasure while performing this chant, you gain +1 XP.



## SHAMANIC PURGE

*Tier 1, shaman*

**Range:** Near

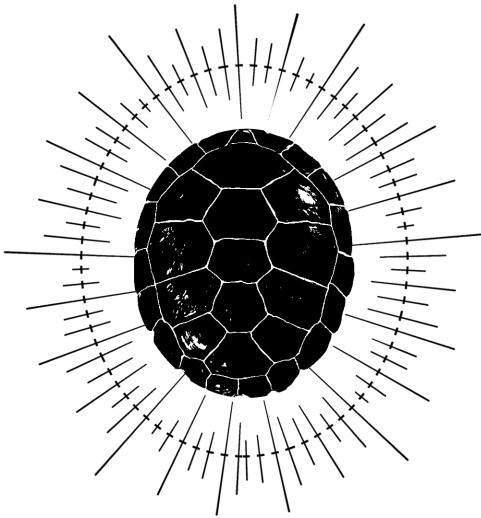
You compel your allies within a near range from you to undergo a violent upheaval, expelling possessing spirits or beguilements.

## SHELL OF THE TURTLE

*Tier 1, shaman*

**Range:** Near

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



## SPEAK WITH THE DEAD

*Tier 1, grave warden*

**Duration:** Instant

**Range:** Near

A dead body you touch answers your questions in a distant, wheezing voice. You can ask up to three yes or no questions (one at a time). The GM truthfully answers "yes" or "no" to each. Can only be cast 1/day.

## SPECTRAL SCYTHE

*Tier 1, grave warden*

**Duration:** 10 turns

**Range:** Near

You manifest a ghostly image of a scythe floating in front of you. On your turn you can move it up to near distance away and cast touch spells through it.

Apply your Necrotic Reap bonus to any spell cast in this way.

Only one instance of this spell may be active at a time. A second casting of this spell while another instance exists immediately de-activates the previous one, even if the spell fails.

## THRALL OFFERING

*Tier 1, grave warden*

**Duration:** 5 rounds

**Range:** Near

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

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

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

## TOUCH OF FATIGUE

*Tier 1, grave warden*

**Duration:** 1 round

**Range:** Close

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

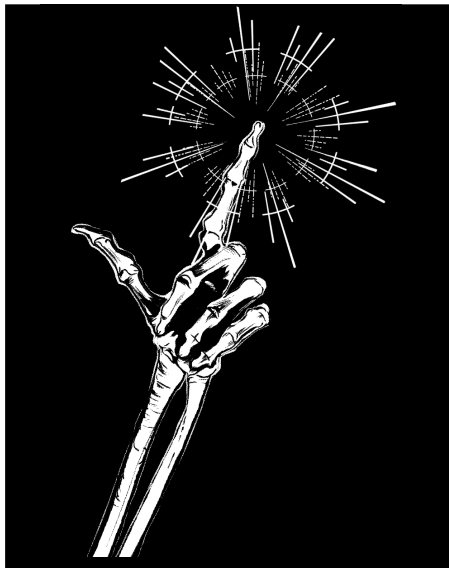
## UNDEATH BLESSING

*Tier 1, grave warden*

**Duration:** Instant

**Range:** Close

Your touch infuses necrotic vitality to an undead or withers the living. Any undead target you touch regains 1d6 hit points, while a living target you touch loses 1d6 hit points.



## VOICE OF VERITY

*Tier 2, shaman*

**Range:** Far

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

# Ceremonies

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

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

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

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

## CEREMONIAL EVENT

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

## CEREMONIAL OUTCOME

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

# Gear

## WEAPONS

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

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

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

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

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

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

**Darts.** You can store 5 darts per gear slot.



# Beastmaster Magic Items

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

## BEAR CLAW

*A large, pearly bear claw*

**Benefit.** You gain +1 to damage if affixed to a melee weapon. You gain ADV on strength checks if worn as jewelry. Your opponent must roll damage at DISADV when attached to armor, shield, or musical instrument.

## EAGLE FEATHER

*A pristine, sparkling eagle feather*

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

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

## VIPER FANG

*A sharp, gleaming viper fang*

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

## WOLF TOOTH

*A glowing, primal wolf fang*

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



# Minions

## LESSER SKELETON

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

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

**Undead.** Immune to morale checks.

Many more minions and monsters to come!





# So Much More To Come!

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MORE SPELLS  
MORE MONSTERS  
MORE ADVENTURE  
MORE MAGIC ITEMS  
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