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Jujutsu Sorcerer



JJK Edition

Jujutsu Sorcerer

Jujutsu Sorcerers are mystical combatants who stand at the crossroads of visible and invisible realms. They draw upon cursed energy, a volatile force that flows through the shadows of the world, to execute supernatural feats and powerful techniques. Through intense discipline and a unique understanding of this arcane energy, they wield its power to manipulate reality, cast potent spells, and perform formidable cursed techniques that can both devastate their foes and protect their allies. As guardians against the corruption that they harness, Jujutsu Sorcerers walk a perilous path, balancing on the knife-edge between control and calamity.

You must have an Intelligence score of 13 or higher and a Strength or Dexterity score of 13 or higher to multiclass in or out of this class.

Jujutsu Sorcerer

Level	Proficiency Bonus	Cursed Techniques	Marks	Features
1st	+2	-	2	Cursed Energy Manipulation
2nd	+2	1	2	Fighting Style, Cursed Techniques
3rd	+2	1	3	Cursed Path
4th	+2	2	3	Simple Domain, Ability Score Improvement
5th	+3	2	4	Extra Attack
6th	+3	2	5	Veiled Tenacity, Simple Domain (2/LR)
7th	+3	3	6	Cursed Path Feature
8th	+3	3	7	Ability Score Improvement
9th	+4	3	8	Precision of the Damned
10th	+4	4	9	Cursed Energy Conservation
11th	+4	4	9	Cursed Path Feature
12th	+4	4	10	Ability Score Improvement
13th	+5	5	10	Signature Style, Simple Domain (3/LR)
14th	+5	5	11	Reverse Cursed Technique
15th	+5	5	11	Cursed Path Feature
16th	+5	6	12	Ability Score Improvement
17th	+6	6	13	Mind Over Matter
18th	+6	6	14	Domain Expansion
19th	+6	7	15	Ability Score Improvement
20th	+6	7	16	Cursed Path Feature

Class Features

As a Jujutsu Sorcerer, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Jujutsu Sorcerer level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Jujutsu Sorcerer level after 1st.

Proficiencies

Armor: Light armor
Weapons: Simple weapons, plus one type of martial weapon of your choice
Tools: None
Saving Throws: Strength or Dexterity (your choice), Wisdom
Skills: Choose two from Arcana, Athletics, Acrobatics, Insight, Intimidation, Investigation, and Stealth

Equipment

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

- (a) a martial weapon of your choice or (b) any simple weapon
- (a) leather armor or (b) an explorer's pack
- An arcane focus (a small talisman representing your connection to cursed energy)
- Two daggers

Cursed Energy Manipulation

At 1st level, you undertake the perilous journey of a Jujutsu Sorcerer, awakening to the art of Cursed Energy Manipulation. Through demanding training that tests the limits of body and spirit, you tap into the latent cursed energy, a potent and enigmatic force that suffuses the world around you. This energy is capricious and untamed, yet through determination and control, you shape it to empower your martial prowess and enhance your spells. Your ability to wield this energy is quantified by a pool of points known as Marks, illustrated in the class's progression table.

When invoking a technique that requires a target to resist its effects, the target must make a saving throw against your Mark save DC, which is calculated as follows: Mark save DC = 8 + your proficiency bonus + your Wisdom modifier.

- **Cursed Strike:** You can spend 1 Mark to infuse one weapon attack with necrotic energy. The attack gains a +2 bonus to the attack roll, and on a hit, it deals an additional 1d6 necrotic damage to the target.
- **Energy Lash:** As an action, you channel cursed energy to create a lash of dark energy that strikes at a creature within 30 feet of you. Make a ranged spell attack against the target. On a hit, the target takes 1d6 necrotic damage. The damage increases by 1d6 at 5th level and again every four levels thereafter (9th, 13th, and 17th level), to a maximum of 5d6 at 17th level.
- **Ward of Binding:** As a reaction when a creature within 5 feet of you makes an attack against you, you can spend 1 Mark to create a burst of cursed energy that attempts to bind them. The attacker must succeed on a Strength saving throw against your Mark save DC or have their speed reduced by half until the end of their next turn.
- **Dark Insight:** You can spend 1 Mark to gain advantage on an Intelligence (Arcana) or Wisdom (Insight) check related to arcane lore or the true nature of a creature. This can be used as part of your action to make the check.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.
- Defense (PHB): While you are wearing armor, you gain a +1 bonus to AC.
- Dueling: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

• Protection (PHB): When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
• Two-Weapon Fighting (PHB). When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Cursed Techniques

As you grow in knowledge and power, you uncover the secrets to bending cursed energy in ways few can comprehend. At 2nd level, you gain access to one Cursed Technique of your choice. These techniques are the result of your intense study, experimentation, and innate connection to cursed energy, offering new ways to utilize this force beyond mere augmentation of your physical attacks or defenses. At certain levels specified in the Jujutsu Sorcerer table, you can choose additional Cursed Techniques, further expanding your arsenal. Additionally, whenever you gain a level in this class, you may replace one of your known Cursed Techniques with another that you could learn at that level.

Cursed Path

At 3rd level, you pledge yourself to a specific Cursed Path, aligning with a tradition of Jujutsu Sorcery that shapes your approach to mastering cursed energy. This choice represents not just a set of techniques, but a philosophical alignment to certain aspects of the sorcerer's power, be it manipulating shadows, binding spirits, or mastering the art of curse weaving. The Cursed Path you select guides your development and grants you features at 3rd level, and again at 7th, 11th, 15th, and 20th 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.

Simple Domain

At 4th level, you reach a milestone in your mastery over cursed energy with the awakening of the Simple Domain. This profound understanding of cursed energy allows you to carve out a portion of reality where your will is law. The Simple Domain is a manifestation of your growing power, a space where you can bend the cursed energy to create a controlled environment that enhances your abilities and hampers your foes.

As an action, you can spend 2 Marks to manifest your Simple Domain, a 10-foot radius sphere centered on you, which alters the very fabric of reality within. This manifestation of your will is a direct expression of your ability to manipulate cursed energy to affect space itself. You can activate this domain once per long rest, a frequency that increases to twice at 6th level and thrice at 13th level. Additionally, the range of the domain increases to 15 feet at 6th level, 20 feet at 9th, 25 feet at 13th, and 30 feet at 15th level.

• Within this sphere, the air thrums with cursed energy, enhancing your defenses and attacks. You gain a +2 bonus to AC and saving throws.
• Enemies caught within the domain are subjected to the oppressive weight of your will considering it as difficult terrain.
• Each time you successfully hit an enemy within the domain with a Cursed Technique, you regain a small portion of your expended energy, restoring 1 Mark. This effect can occur up to a number of times equal to your Wisdom modifier (minimum of once) per long rest.

The Simple Domain remains for 1 minute or until you're incapacitated, during which time you are the sovereign of this space.

Extra Attack

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

Veiled Tenacity

At level 6th, your mastery over cursed energy grows, so does your mental fortitude. You gain advantage on saving throws against being charmed or frightened.

Precision of the Cursed

At 9th this level, your mastery over cursed energy reaches a point of unparalleled precision, allowing you to exploit the vulnerabilities of your foes with surgical accuracy.

When you hit an enemy with an attack, you can choose to expend 1 mark to deal additional damage equal to your Wisdom modifier and also impose a strategic disadvantage on the target. You can choose one of the following effects to apply:

- **Sapped Strength:** The target has disadvantage on Strength checks and Strength saving throws until the end of your next turn, as their muscles momentarily weaken under the curse's influence.
- **Blurred Focus:** The target has disadvantage on Dexterity checks and Dexterity saving throws until the end of your next turn, their movements becoming sluggish and imprecise as the curse clouds their coordination.
- **Clouded Mind:** The target has disadvantage on Intelligence, Wisdom, or Charisma checks (your choice) until the end of your next turn, as their thoughts are ensnared by the curse, disrupting concentration and focus.

This feature can be used a number of times equal to your Wisdom modifier (a minimum of once), and all expended uses are restored upon finishing a long rest.

Cursed Energy Conservation

Starting at 10th level, your mastery over cursed energy allows you to conserve it when using Cursed Techniques. When you use a feature that consumes Cursed Energy, there's a chance the energy isn't expended. Roll a d20 after using the technique; on a roll of 18-20, the Cursed Energy cost isn't deducted from your total.

Signature Style

At the 13th level, your understanding and control over cursed energy have allowed you to develop a Signature Style—a manifestation of your will, refined into a singular, devastating technique or an enhancement of an existing ability. This specialized mastery represents your personal evolution and innovation within the realm of cursed techniques. Choose one Cursed Technique you know. This technique becomes your Signature Style, a hallmark of your power and expertise. When you use your Signature Style, its potency is enhanced in one of the following ways, chosen when you select the technique:

- **Maximized Effect:** Damage dice for the technique roll their maximum value.
- **Heightened Impact:** If the technique allows a saving throw, the target has disadvantage on the initial saving throw against it.
- **Extended Reach:** The range or area of effect of the technique is doubled.
- **Rapid Deployment:** The casting time of the technique is halved, to a minimum of 1 action.
- **Signature Style Mastery:** Once per long rest, you can use your Signature Style without expending any Marks, demonstrating your ability to wield your most potent technique with exceptional efficiency.

Reverse Cursed Technique

At 14th level, your mastery over cursed energy has reached a point where you can invert its destructive nature to mend wounds and restore vitality. This exceptional skill demonstrates your deep understanding and control over cursed energy, allowing you to protect and sustain yourself and allies in the heat of battle. Twice per long rest, as an action, you can spend 3 Marks to reverse the flow of cursed energy within your body to heal yourself. Select any source of damage that affected you in the last round (since the end of your last turn). You heal an amount of hit points equal to the damage taken from that single source. This technique cannot reverse non-damaging effects, such as conditions, curses, or diseases.

Mind Over Matter

At 17th level, you've reached an advanced stage of your journey, your understanding and control over cursed energy have fortified your mind to an exceptional degree. You now have resistance to psychic damage and can use your reaction to impose disadvantage on any attempt to read your thoughts or to magically control your actions. Additionally, you gain proficiency in Intelligence and Charisma Saving Throws.

Domain Expansion

At 18 the level, your mastery over cursed energy has reached a pinnacle, allowing you to expand your domain to an extraordinary degree by spending 4 Marks. This expanded domain is a true reflection of your power and control, altering reality to benefit you and challenge your foes. Once per long rest, as an action, you can invoke your Domain Expansion which creates a 30-foot radius sphere centered on you with the following effects:

- Your attacks within the domain automatically hit, a number of times equal to your proficiency bonus divided by two (3), bypassing the need for attack rolls. If you hit multiple creatures with an attack, this counts as additional hits. This does not apply to effects requiring a saving throw.
- Enemy creatures within the domain at the start of their turn must make a Charisma saving throw against your Mark save DC. On a failed save, they are either restrained until the start of their next turn or take 4d10 necrotic damage (your choice).
- Your complete control over the domain allows you once to nullify magical effects within it that oppose your will. As an action, you can choose to end one spell or magical effect within the domain, as if casting dispel magic which automatically succeeds.
- Within your Domain Expansion, you can subtly manipulate the environment to your advantage. This might include altering terrain to create difficult terrain, generating areas of magical darkness or silence, or subtly influencing gravity. These manipulations are not directly harmful but can provide significant tactical benefits, controlling movement, offering cover, or setting up strategic advantages for you and your allies. **(Optional)**

The Domain Expansion lasts for 1 minute or until you're incapacitated.



Edgewalker

Edgewalkers are sorcerers who have honed their martial prowess, wielding cursed blades infused with dark energy. Agile and deadly, they dance through combat with unmatched finesse, striking fear into the hearts of their foes with each precise strike.

Hexed Forge

At 3rd level, you gain proficiency with all martial weapons, reflecting your extensive training in the at of combat. Additionally, you gain proficiency with smith's tools, and these tools are now considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. As part of a long rest, you can create a weapon or enhance an existing one. You perform a ritual that infuses a weapon with cursed energy, making it a +1 magical weapon for overcoming resistance and immunity to nonmagical attacks and damage. This weapon also deals an additional 1d4 necrotic damage on a hit.

Cursed Weaponry

Also at level 3rd level, your command over cursed energy reaches new heights, allowing you to enhance your weapons with even greater dark power. When you use your **Cursed Strike** and spend 1 Mark, the damage bonus increases to 1d6 necrotic damage, which scales with your level, growing to 2d6 at 7th level, 3d6 at 11th level, and 4d6 at 15th level. Additionally, your precision with cursed energy grants you further tactical advantages:

- **Cursed Precision:** The first time you hit with a Cursed Strike on each of your turns, you can choose to either push the target 5 feet in any direction or reduce their speed by 10 feet until the end of their next turn.
- **Lingering Curse:** When you land a Cursed Strike, the target suffers a curse that lingers until the end of your next turn. While cursed, the target has disadvantage on any ability check made for a skill of your choice. This ability does not stack but can be applied to multiple different targets with successive hits.

Cursed Forge

Also at 7th level, your hexed forge becomes more powerful. Whenever you enhance a weapon through the ritual it makes the weapon a +2 magical weapon. Additionally, choose from the following enhancements each time you perform the ritual:

- **Necrotic Edge:** It deals 1d6 additional necrotic damage.
- **Bane of Shadows:** Once per turn, when you hit a creature with this weapon, you can reduce their speed by 10 feet until the start of your next turn.
- **Cursed Parry:** When you are hit by a melee attack, you can use your reaction to reduce the damage by 1d6 + your Wisdom modifier (if you are wielding your cursed weapon).

Cursed Arsenal

At 7th level, you gain the ability to summon spectral versions of your cursed weapons, allowing you to wield your forged weapons in battle physically or manifest their spectral forms to fight autonomously. You can maintain a collection of up to three cursed weapons that you have created through your Cursed Forge ability. These weapons are stored in a spectral arsenal, a magical dimension accessible only to you. As a bonus action, you can spend 3 Marks to summon any weapon from your Cursed Arsenal into the battlefield. The summoned spectral weapon floats in the air and acts independently immediately after your turn. You can only summon one spectral weapon at a time.

At 11th level, you can store up to five cursed weapons, and you can now summon two spectral weapons simultaneously, by spending 5 Marks

At 15th level, the enhancement bonus of any cursed weapon increases to +3.

At 17th level, you can store up to seven cursed weapons, and you can now summon three spectral weapons simultaneously, by spending 7 Marks.

Spectral Weapon Attributes:

- Armor Class: 12 + your proficiency bonus.
- Hit Points:Twice your sorcerer level.
- Attack Bonus: Your proficiency bonus + your Wisdom modifier.

Eldritch Armory

At 11th level, your mastery over cursed energy and weapon crafting deepens, allowing you to imbue your spectral weapons with new, potent abilities. You can select one of the following enhancements to apply to any weapon in your Cursed Arsenal:

- **Life Drain:** It deals 1d8 additional necrotic damage. On a hit, you gain temporary hit points equal to half the necrotic damage dealt.

- **Displacement:** On a hit, you can force the target to make a Strength saving throw against your Curse Mark DC or be pushed 10 feet in any direction.

- **All in one:** Before this weapon attacks, you must choose what type of damage it deals.

- **Guardian Stance:** As a bonus action, you can command this type of spectral weapon to enter a Guardian Stance for 1 minute or until you give it another command. While in this stance, the weapon floats protectively near a designated ally within 10 feet, including yourself. The weapon grants a +2 bonus to AC to the protected ally as long as they are within 5 feet of it. If an attack still hits the protected ally, as a reaction, the spectral weapon can reduce the damage of that attack by 1d10 + your Wisdom modifier taking that portion of the damage itself.

Forgemaster's Mark

By the time you reach 15th level, your skill in weapon forging has reached legendary proportions, allowing you to craft weapons of near-mythical power. You can select one of the following enhancements to apply to any weapon in your Cursed Arsenal:

- **Vorpal Edge:** It deals 1d12 additional necrotic damage. On a critical hit against a creature, the creature suffers an additional effect based on its type or a DM's choice related to its nature or lore.

- **Banishing Strike:** Once per long rest, when you hit a creature with this weapon, you can attempt to banish it to a pocket dimension if it is not native to the plane you are on. The creature must succeed on a Charisma saving throw against your Mark Save DC or be banished.

- **Twofold Strike:** If this weapon hits an enemy, it can immediately make another attack against another enemy, up to three times as part of the same attack.

Domain of the Supreme Blademaster

At the 20th level, the Domain Expansion you manifest is a testament to your indomitable spirit and mastery over cursed energy. Upon activating your Domain Expansion, you summon all weapons from your spectral arsenal onto the battlefield for 1 minute. During this time, the weapons act on their own, attacking targets at your discretion.



Duskwalker

Duskwalkers are sorcerers who have delved into the mysteries of shadow magic, forging pacts with otherworldly entities to summon and command spectral minions. Masters of stealth and manipulation, they harness the power of darkness to confound their enemies and control the battlefield.

Shadow Initiate

Starting at 3rd level, upon embarking on the path of the Duskwalker, your affinity for the obscured and unseen grows. You gain proficiency in Stealth. Additionally, your study of shadowy cursed energy enhances your Energy Lash ability. When you use Energy Lash within dim light or darkness, its damage increases by 1d6 necrotic damage, and you may choose for the lash to move the target 10 feet in any direction you wish. You also get access to the following spells:

Level	Spells Gained	Cost is Marks
3	Silent Imagine, Fog Cloud	1
5	Darkness, Pass Without Trace	2
9	Shadow Blade, Nondetection	3
13	Greater Invisibility, Hallucinatory Terrain	4
17	Mislead, Seeming	5



Divine Dogs

At 3rd level, as a Duskwalker, you gain the ability to summon the Divine Dogs, a pair of twin wolves imbued with the essence of cursed energy. As a bonus action, you can summon the Divine Dogs at the costs of 1 Mark. They act independently at the end of summoner's turn.

The Divine Dogs remain summoned for 1 hour or until they are reduced to 0 hit points, at which point they disappear. You can't summon the Divine Dogs again until you finish a short or long rest.

Shadow Meld

At 7th level, you gain the ability to merge with shadows for stealth or to avoid damage. As a reaction when you are hit by an attack, you can expend 2 Marks to meld with a shadow within 30 feet of you. The attack misses, and you teleport to an unoccupied space adjacent to the shadow. This ability can be used a number of times equal to your proficiency bonus per Long Rest.

Additionally, you gain advantage on Dexterity (Stealth) checks when you are in dim light or darkness.

Expanded Shikigami Summoning

At 7th level, your mastery over cursed energy grants you the ability to summon additional types of shikigami to aid you in battle. You can now summon the following shikigami as a bonus action: **Nue**, **Max Elephant** and **Horde of Rabbits**. Summoning each of these shikigami costs 2 Marks. These shikigami remain summoned for 1 hour or until they are reduced to 0 hit points. You can't summon the same type of shikigami again until you finish a long rest. Only one shikigami can be summoned at once.

Chimera Shadow Garden (Incomplete)

At 11th level, the Duskwalker gains the ability to create a Chimera Shadow Garden, a simple domain where multiple types of shikigami can be summoned simultaneously. As a bonus action, the Duskwalker can expend 3 Marks to create this domain, allowing them to summon two types of shikigami at the same time for the same cost of 3 Marks. These shikigami can be any combination of the types available to the Duskwalker. After using this feature, the Duskwalker gains one level of exhaustion. The Chimera Shadow Garden remains for 1 hour or until the Duskwalker dismisses it as a bonus action.

While the Chimera Shadow Garden is active, the Duskwalker can command the summoned shikigami using their bonus action on each of their turns, allowing them to coordinate their attacks and tactics effectively. However, summoning additional shikigami beyond the initial two requires separate uses of Marks as normal.

The Duskwalker must finish a long rest before using this feature again.

Ten Shikigami Mastery

At 15th level, the Duskwalker's mastery over shadowy cursed energy allows them to summon more powerful shikigami, each costing 3 Marks to summon. As a bonus action you can choose to summon any of the following shikigami: **Round Deer**, **Piercing Ox** and **Mahoraga**.

Mahoraga Subjugation

As a culmination of their mastery over the Ten Shikigami, the Duskwalker can cast a ritual to attempt to subjugate Mahoraga, the strongest of the Ten Shikigami, and bring it under their command. Casting the ritual requires an hour of uninterrupted concentration and the expenditure of three Marks. Upon completion of the ritual, the Duskwalker must defeat Mahoraga in battle. If the Duskwalker succeeds, Mahoraga is brought under their command and will obey their orders to the best of its ability.

Chimaera Shadow Garden (Complete)

At 20th level, the Duskwalker achieves the ultimate mastery over shadow and cursed energy, allowing them to bend it to their will in a devastating display of power. Once per long rest, as part of the action of summoning your Domain Expansion, the Duskwalker can create a field of shadowy energy within a 60-foot radius centered on themselves. This field lasts for 1 minute or until the Sorcerer loses concentration, shrouding the area in darkness and twisting shadows.

While within this field, the Duskwalker and their summoned shikigami gain the following benefits:

- For every shikigami summoned their attacks deal an additional 1d8 necrotic damage.
- The Duskwalker and their shikigami have advantage on all saving throws against spells and magical effects.
- Any enemy that starts its turn in the shadow field must make a Strength/Dexterity saving throw against the Duskwalker's spell save DC. On a failed save, the creature is ensnared by shadowy tendrils, restraining them until the start of their next turn.

Additionally, summoning shikigami while within the domain costs 1 Mark less and you can summon up to 3 shikigami while the Domain is active.

Shikigami Stat Sheets on the next page



Divine Dogs

Medium Beast, Unaligned

Armor Class: 14 (natural armor)
Hit Points: 25 (3d8 + 12) each
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
18	16	18	10	14	12
(+4)	(+3)	(+4)	(+0)	(+2)	(+1)

Skills: Perception +3, Stealth +7
Damage Resistances: Necrotic
Condition Immunities: Charmed, Exhaustion, Frightened
Senses: Darkvision 60 ft., passive Perception 13
Languages: Understands the languages of its summoner but can't speak

Cursed Detection. The Divine Dogs have advantage on Wisdom (Perception) checks to detect curses within 60 feet of them. When a curse is detected, the Divine Dogs notify their master.

Shadow Tracking. The Divine Dogs have advantage on Wisdom (Survival) checks to track creatures in dim light or darkness. Additionally, they can sense the direction and distance to their summoner at all times while on the same plane of existence.

Actions

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

Bonus Actions

Phantom Form. As a bonus action, the Divine Dogs can become ethereal until the start of their next turn, allowing them to pass through creatures and objects as if they were difficult terrain.

Scaling

- Increase Hit Points by 4.5 (1d8) for each two levels the summoner gains beyond the level at which the Divine Dogs are accessed.
- The damage for Cursed Bite increases by 1d8 necrotic damage at the following levels 9, 13, 17 to a maximum of 3d8 additional necrotic damage at level 17.
- At level 11 the Divine Dogs gain Pack Tactics

Nue

Large Beast, Unaligned

Armor Class: 14 (natural armor)
Hit Points: 30 (4d8 + 12)
Speed: 40 ft., fly 60 ft.,

STR	DEX	CON	INT	WIS	CHA
12	16	12	6	10	8
(+1)	(+3)	(+1)	(-2)	(+0)	(-1)

Skills: Perception +2, Stealth +5
Damage Resistances: Lightning
Condition Immunities: Paralyzed, Poisoned
Senses: Darkvision 30 ft., passive Perception 12
Languages: Understands the languages of its summoner but can't speak

Flying Support. Nue can carry its summoner while flying, granting the summoner the ability to move through the air without falling. The summoner can still take actions and make attacks while being carried.

Electrifying Presence. Nue exudes an electric aura. Any creature that starts its turn within 5 feet of Nue takes 1d4 lightning damage.

Storm Rider. When flying during stormy conditions, Nue's speed increases by 20 feet, and it has advantage on attack rolls.

Actions

Electric-Shock Wings. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) lightning damage.

Thunderclap: (Recharge 5-6). Nue releases a burst of thunderous energy. Each creature within 10 feet of Nue must make a DC 13 Constitution saving throw, taking 2d8 thunder damage and become incapacitated on a failed save, or half as much damage on a successful one.

Scaling

- Increase Hit Points by 4 (1d8) for each two levels the summoner gains beyond the level at which Nue is accessed.

• At levels 9, 13, and 17, the damage for Electric-Shock Wings increases by 1d8. At level 17, the damage would be 10 (2d8 + 3).

• Plasma Shield: At level 15, as a reaction to its summoner taking damage, Nue can choose to envelop its summoner in a plasma shield, granting them immunity to lightning damage and resistance to all other damage until the start of Nue's next turn. This feature can be used once per Long Rest.

Max Elephant

Huge Beast, Unaligned

Armor Class: 15 (natural armor)
Hit Points: 60 (8d8 + 16)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18	10	16	6	10	8
(+4)	(+0)	(+3)	(-2)	(+0)	(-1)

Skills: Perception +2
Damage Resistances: Poison
Senses: Passive Perception 12
Languages: Understands the languages of its summoner but can't speak

Aquatic Adaptation. Max Elephant can breathe underwater, and it gains a swim speed equal to its walking speed.

Actions

Water Spout. *Ranged Weapon Attack*: +6 to hit, range 30/60 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Crushing Weight. Max Elephant moves up to its speed and then attempt to crush a creature within 5 feet of it with its weight. The target must succeed on a DC 14 Dexterity saving throw or take 17 (3d8 + 3) bludgeoning damage and be knocked prone. On a successful save, the target takes half damage and isn't knocked prone.

Scaling

• Increase Hit Points by 8 (1d8 + 3) for each two levels the summoner gains beyond the level at which Max Elephant is accessed.

• At levels 9, 13, and 17, the damage for Water Spout and Crushing Weight increases by 1d8.

• Tsunami Charge: At level 15, Max Elephant gains the ability to perform a Tsunami Charge once per long rest. Max Elephant can charge up to 60 feet in a straight line. Each creature in its path must make a DC 16 Dexterity saving throw, taking 27 (5d8 + 3) bludgeoning damage on a failed save, or half as much damage on a successful one, and be knocked prone. If the charge ends in water, it creates a wave that extends 30 feet from the point of impact, forcing a DC 16 Strength saving throw on creatures within the wave's area, knocking them prone and pushing them up to 10 feet away.

Rabbit Swarm

Tiny Beast (Large Swarm), Unaligned

Armor Class: 12 (natural armor)
Hit Points: 20 (9d4)
Speed: 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
8	16	10	2	10	3
(-1)	(+3)	(+0)	(-4)	(+0)	(-4)

Skills: Stealth +5
Damage Resistances: Bludgeoning, Piercing, Slashing from non-magical attacks
Condition Immunities: Charmed, Frightened, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses: Darvkvision 60 ft., Passive Perception 10
Languages: Understands the languages of its summoner but can't speak

Distraction. Creatures within 10 feet of the Rabbit Swarm have disadvantage on Wisdom (Perception) checks and -2 from attacks and checks made against creatures other than the swarm itself.

Mobility. The Rabbit Swarm can move through the space of any creature that is not Huge or larger. Additionally, it can move through any opening large enough for a Tiny creature.

Scaling

• Increase Hit Points by 5 (2d4) for each two levels the summoner gains beyond the level at which Rabbit Swarm is accessed.

• At levels 9, 13, and 17, increase the swarm's Distraction radius by 5 feet and the -2 from attacks and checks to -3, -4, and -5 respectively.

• Camouflaging Mist: At level 15, when summoned, the Rabbit Swarm brings forth a camouflaging mist in a 20-foot radius centered on itself. This mist makes it heavily obscured for creatures other than the summoner and their allies. The mist follows the swarm and lasts for 1 minute or until dispersed by strong wind. While within the mist, the summoner and allies have advantage on Dexterity (Stealth) checks and can attempt to hide even when in plain sight. This feature can be used once, recharging after a long rest.

Round Deer

Large Beast, Unaligned

Armor Class: 14 (natural armor)
Hit Points: 120 (16d10 + 32)
Speed: 60 ft.

STR	DEX	CON	INT	WIS	CHA
18	14	15	10	18	12
(+4)	(+2)	(+2)	(+0)	(+4)	(+1)

Skills: Perception +8
Damage Resistances: Bludgeoning, Piercing, and Slashing damage from nonmagical attacks
Condition Immunities: Charmed, Frightened
Senses: Darkvision 60 ft., passive Perception 18
Languages: Understands the languages of its summoner but can't speak

Aura of Serenity. The Round Deer emanates a calming aura in a 20-foot radius. Any ally within the aura has advantage on saving throws against being charmed or frightened, and enemies incur a minus 1d6 on attack rolls against those within the aura. The aura moves with the Round Deer.

Actions

Hooves. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Healing Antlers. The Round Deer can use its antlers to channel reverse cursed energy to heal. As an action, the Round Deer can touch a creature with its antlers, causing them to regain hit points equal to 2d8 + its Wisdom modifier. This feature can be used a number of times equal to the Round Deer's Wisdom modifier (minimum of once), replenishing all expended uses after a long rest.

Healing Charge (Recharge 5-6). The Round Deer charges up to 30 feet in a straight line and can distribute a healing energy to up to three creatures it passes during the charge. Each chosen creature regains hit points equal to 2d8 + the Round Deer's Wisdom modifier.

Scaling

• For each level beyond 15th, increase the Round Deer's hit points by 8 (1d10 + 3).

• At level 17 and above, the healing provided by Healing Antlers and Healing Charge increases by 1d8.

Piercing Ox

Huge Beast, Unaligned

Armor Class: 17 (natural armor)
Hit Points: 136 (16d10 + 48)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20	10	18	8	12	7
(+5)	(+0)	(+4)	(-1)	(+1)	(-2)

Skills: Athletics +9
Damage Resistances: Bludgeoning, Piercing, and Slashing damage from nonmagical attacks
Condition Immunities: Stunned
Senses: Darkvision 60 ft., passive Perception 11
Languages: Understands the languages of its summoner but can't speak

Unstoppable Charge. When Piercing Ox uses its Charge action and moves at least 20 feet straight towards a target, the damage of the Gore attack increases by 2d10, and any hit automatically knocks the target prone unless they succeed on a DC 17 Strength saving throw.

Bulldoze. As part of its Charge, Piercing Ox can move through the space of any creature that is Large or smaller. Each creature whose space it moves through must succeed on a DC 17 Dexterity saving throw or take 8 (1d6 + 5) bludgeoning damage and be knocked prone.

Destroyer. Any damage dealt to buildings or structures is doubled.

Actions

Gore. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 5) piercing damage. If used with Unstoppable Charge, the damage increases to 42 (6d10 + 5) piercing damage.

Scaling

- Increase the Piercing Ox's hit points by 10 (1d10 + 5) for each level the summoner gains beyond the level at which the Piercing Ox is accessed.

- At levels 17 and 20, increase the damage for Gore by 1d10 and the damage for Bulldoze by 1d6.

- At level 20, the Unstoppable Charge also imparts a stunned condition to the target if they are knocked prone, lasting until the end of their next turn.

Hexwalker

Hexwalkers are sorcerers who specialize in weaving curses and blessings, manipulating the flow of magical energy to hinder their enemies and aid their allies. With a whispered word and a touch of cursed energy, they disrupt the balance of power on the battlefield, turning the tide in their favor.

Cursed Speech

At 3rd level, your mastery over cursed energy allows you to bind its power to your voice, manifesting as Cursed Speech. This ability enables you to speak curses that have immediate and tangible effects on those who hear them, weaving cursed energy directly into the fabric of language.

As an action, you can expend Marks to utter a curse with one of the following effects, targeting a creature within 30 feet that can hear and understand you. The target must succeed on a Wisdom saving throw against your Mark save DC or suffer the curse's effect. The number of Marks required depends on the chosen curse's power:

- **Distract (1 Mark):** You utter a curse that momentarily clouds the mind of your target, breaking their focus. The next ability check or attack roll the target makes before the end of your next turn is made with disadvantage.
- **Silence (1 Mark):** The target is rendered unable to speak or make any vocal noise for 1 minute, preventing them from casting spells with verbal components.
- **Falter (1 Mark):** You curse the ground on which an enemy stands, making their footing uncertain. The target must succeed on a Dexterity saving throw or fall prone.
- **Muffle (1 Mark):** You bind a curse to your target's voice, softening their calls for help or coordination. The target's voice is magically dampened, halving the distance at which their voice can be heard for the next minute.

- **Bind (1 Mark):** You utter a curse that immobilizes the target by binding their feet to the ground. It can also be used as a trap.
- **Leech (1 Mark):** A curse that is inscribed on a talisman or a piece of clothing as a protective charm for scouts or front-line fighters. Transfers a small amount of health from the target to the bearer of the inscribed object whenever the bearer is injured.
- **Reveal (1 Mark):** Temporarily makes invisible objects or creatures visible within 10 feet of the hexwalker. Higher level spells of invisibility may require a DC.

You can choose to affect multiple targets with a single utterance of Cursed Speech by expending additional Marks equal to the number required for the curse multiplied by the number of targets (up to a maximum number of targets equal to your Wisdom modifier).

Arcane Scribe

Starting at 3rd level, you deepen your understanding of the arcane scripts and symbols that channel and manipulate cursed energy. This knowledge grants you proficiency in Arcana and Insight, skills that are instrumental in your exploration of cursed lore and in deciphering the intentions and weaknesses of those around you.

Additionally, you are trained in the use of calligrapher's supplies, allowing you to inscribe runes and sigils of power. You also learn a mystical technique that empowers your ability to scribe curses into the very essence of objects or beings.

As part of a short rest, you can spend 1 hour focusing your cursed energy into calligrapher's supplies to inscribe a curse onto a small object (such as a token, amulet, or weapon) or a piece of parchment. When you or an ally presents the inscribed object or reads the parchment within 60 feet of a target creature, you can expend 1 Mark to activate the curse. The target must succeed on a Wisdom saving throw against your Mark save DC or suffer one of the following effects (your choice):

- **Fearful Trembling:** The target is frightened of you for 1 minute.
- **Silenced Whispers:** The target cannot speak or cast spells with verbal components for 1 minute.
- **Lethargic Curse:** The target's speed is halved for 1 minute.

Whispering Veil

At 7th level, you learn to cloak yourself in a subtle aura of cursed energy, allowing you to influence the minds and perceptions of those around you. This Whispering Veil is a manifestation of your ability to manipulate curses not only for harm but also for swaying the tide of social encounters and gathering information. Once per long rest, you can engage in a conversation with a creature for at least 1 minute, at the end of which you perform a subtle ritual under the guise of casual gestures. You then make a Wisdom (Insight) check against the creature, adding twice your proficiency bonus to the roll. Success grants you an intuitive understanding of the creature's current emotional state and alignment, or one fact or secret about it. This knowledge comes as faint whispers, carried to you by the cursed energies you command.

Vocabulary of the Damned

Upon reaching the 7th level, your mastery over Cursed Speech deepens, granting you access to more potent curses that require 2 Marks to cast. Additionally your curses now take effect even if you don't share a language with the target.

- **Fear (2 Marks):** The target is frightened of you for 1 minute. They can make a Wisdom saving throw at the end of each of their turns to end this effect.
- **Confusion (2 Marks):** You speak a bewildering curse that twists the target's perception. The affected creature must succeed on a Wisdom saving throw or be confused (as per the Confusion spell) for 1 minute. They may attempt a new saving throw at the end of each of their turns to break the effect.

• **Weakness (2 Marks):** The target's strength wanes under your curse, causing all their attacks to deal half damage for the next minute if they fail a Sterngth saving throw.

• **Decay (2 Marks):** You curse the target's vitality and fortitude, causing their body to weaken under the strain of decay. The target must succeed on a Constitution saving throw or their hit point maximum is reduced by an amount equal to your sorcerer level for 1 minute. Additionally, any healing they receive is halved for the duration.

• **Paralyze (2 Marks):** You invoke a curse that targets the nervous system of your enemy. The target must succeed on a Constitution saving throw or become paralyzed for up to 1 minute. They may attempt a new saving throw at the end of each of their turns to end the effect.

You can now choose to affect multiple targets with a single 2-Mark curse by expending additional Marks equal to twice the number of targets (up to a maximum number equal to your Wisdom modifier).

Benediction of Shadows

At 11th level, reaching a new zenith in your understanding of cursed energy, you discover how to weave your Cursed Speech into blessings, turning curses into potent benedictions that empower your allies. As an action, you can spend Marks to utter a benediction, targeting one ally within 30 feet who can hear and understand you. This ally gains one of the following benefits for 1 minute:

• **Courage (1 Mark):** The ally gains advantage on saving throws against being frightened and has a +2 bonus to AC against attacks from creatures that it can see.

• **Clarity (2 Marks):** The ally gains advantage on Wisdom and Intelligence checks, and their first attack roll each turn has advantage.

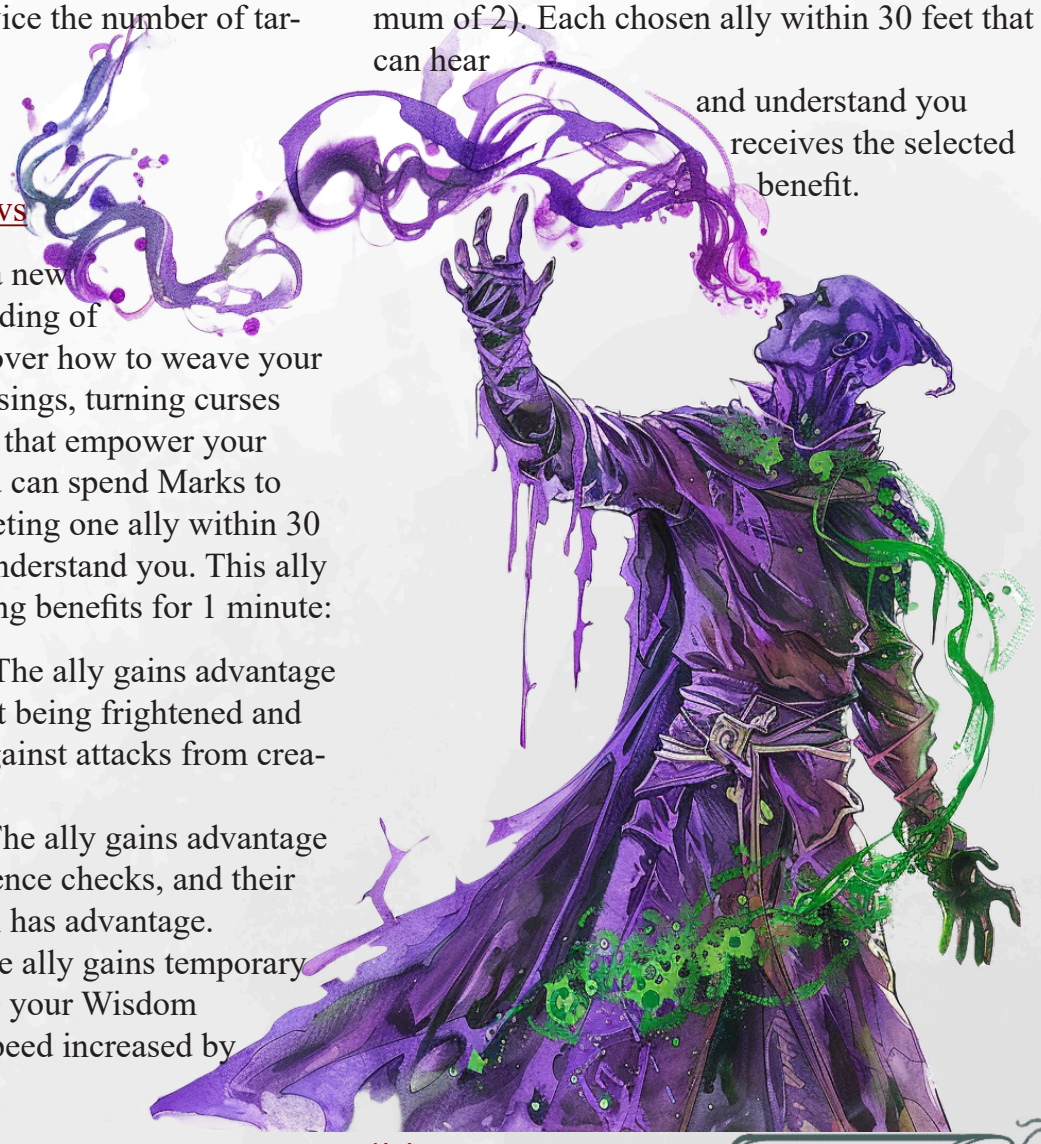
• **Vigor (3 Marks):** The ally gains temporary hit points equal to 2d8 + your Wisdom modifier and has their speed increased by 10 feet.

• **Celerity (2 Marks):** You bless an ally with supernatural swiftness. For 1 minute, the ally's speed is increased by 10 feet, and they gain an additional action on their first turn.

• **Fortify (2 Marks):** You empower an ally with enhanced resilience. The ally gains resistance to two types of damage of their choice (e.g., bludgeoning, piercing, fire, etc.) for 1 minute. Additionally, they gain advantage on Constitution saving throws for the duration.

• **Flash (2 Marks):** You channel your mastery over cursed energy to bend space momentarily, allowing you to teleport one willing ally within your sight to any location you can see within 60 feet. The teleportation occurs instantaneously, and the ally appears at the desired location without harm.

At the cost of doubling the Mark expenditure, you can extend the benediction to affect a number of allies up to your Wisdom modifier (minimum of 2). Each chosen ally within 30 feet that can hear and understand you receives the selected benefit.



Cursed Synergy

At 11th level, your deep understanding of curses allows you to intertwine their energies, creating potent combinations that amplify their effects. You gain the ability to cast two curses simultaneously as a single action, expending the appropriate number of Marks for each curse. As an action, choose two different curses that you know and target a single creature or two creatures within range. You must spend Marks separately for each curse as if casting them individually. When you combine curses, they produce an additional effect based on their interaction:

- **Silence + Confusion:** The target not only cannot speak but also has disadvantage on saving throws against being confused.
- **Distract + Falter:** If the target fails both curses, their next attack misses automatically as their footing and focus are severely compromised.
- **Silence + Falter:** The target is silenced, and if they attempt to move, they must succeed on a Dexterity saving throw or fall prone, unable to call out as they fall.
- **Custom Combinations:** DM's choice to accept any other.

You cannot use this feature to cast the same curse twice simultaneously; the curses must be different.

Altered Dominion

At 15th level, your mastery over curses allows you to manipulate the very essence of the battlefield. As an action and by spending 4 Marks, you can choose an area within 60 feet that you can see and curse it for 1 minute. The area can be up to a 30-foot radius. Within this cursed domain, you can invoke one of the following effects, altering the nature of the area to suit your needs:

- **Veil of Despair:** Enemies within the area have disadvantage on saving throws against being frightened and suffer a -2 penalty to AC. Additionally, roll a d20 before each attack they make; on a roll of 1-2, the attack automatically misses.
- **Ground of Thornes:** The area becomes difficult terrain for enemies. Enemies that enter or start their turn in the area take 2d6 piercing damage and must succeed on a Strength saving throw or be restrained by ensnaring thorns.
- **Silence of the Damned:** All verbal communication is nullified within the area, preventing the casting of spells with verbal components and silencing any form of speech.
- **Ally's Bastion:** Allies within the area gain a +2 bonus to all saving throws and recover 3d6 hit points at the start of your turn, with protective shadows enveloping them like a comforting shroud.

Once per turn, as a bonus action, you can move the cursed area up to 30 feet to a new position within range.

Curse Ascendancy

At 20th level, your command over curses becomes so potent that you can warp the very essence of reality within your domain. When you activate your Domain Expansion, you can choose to imbue it with one of the following supreme curses at the cost of 2 additional Marks:

- **Realm of Endless Night:** Enemies within the domain are blinded, and any creature that relies on sight is at a disadvantage. Your allies and you gain truesight within the domain, seeing through the darkness as if it were clear daylight.
- **Sanctuary of Shadows:** Allies within the domain are enveloped in protective shadows that grant them immunity to being frightened and resistance to all damage. Additionally, allies heal 2d8 hit points at the start of your turn when within the domain, as the shadows whisper ancient secrets of resilience and restoration.
- **Abyssal Echoes:** Enemies within the domain are assaulted by whispers from the abyss, causing them to suffer disadvantage on all attack rolls, ability checks, and saving throws. The constant barrage of eldritch secrets saps their will to fight, and any attempts to communicate verbally are drowned out by the cacophony of curses.

• **Consecrated Ground:** The domain becomes anathema to your foes; enemies that start their turn within the domain must make a Wisdom saving throw against your Mark save DC or be paralyzed by fear until the end of their next turn, as the ground itself rejects their presence.

Lifewalker

Lifewalkers are sorcerers who draw upon the energies of life and renewal, channeling healing magic to mend wounds and restore vitality. With a gentle touch and a whispered incantation, they bring hope and solace to those in need, embodying the resilience and compassion of nature itself.

Guardian's Oath

At 3rd level you take an oath to protect and heal, harnessing cursed energy not as a weapon, but as a shield against harm. This commitment to the preservation of life grants you unique abilities and insights, preparing you to stand as a bulwark between your allies and the dangers that threaten them. Upon adopting the Guardian's Oath, you gain proficiency in the Medicine skill and Herbalism Kit, tools that are essential in diagnosing and treating wounds using both conventional and arcane methods. Building on your knowledge of cursed energy manipulation, you learn an advanced form of Ward of Binding that not only hampers your assailants but also shields you and your allies from harm: As a reaction when you or an ally within 10 feet of you is targeted by an attack, you can spend 1 Mark to unleash a more potent burst of cursed energy aimed at protecting the would-be victim. The attacker must succeed on a Strength saving throw against your Mark save DC or have their speed reduced to 0 and suffer disadvantage on any further attack rolls until the end of their next turn.

Cursed Rejuvenation

Also at 3rd level, as a Lifewalker, your intimate understanding of cursed energy allows you to harness its power for the purpose of healing and revitalization. You've learned to invert the destructive nature of curses, using them as a conduit for life-giving energy. You gain the ability to channel cursed energy into a healing force. As an action, you can touch a creature and spend 1 Mark to restore hit points to that creature. The amount of hit points restored equals 2d8 + your Wisdom modifier. This ability can be used on a creature no more than once per long rest. In addition to healing, your touch can purify the target of one poison or disease affecting them. If the creature is affected by multiple poisons or diseases, you choose which one is removed.



Shield of Vitality

By the time you reach the 7th level, your understanding of cursed energy and its applications in protection and healing deepens significantly. When you use your simple domain, it forms a Shield of Vitality around you. It grants you and your allies within the aura a +1 bonus to AC and within the aura, and each affected individual regains hit points equal to your Wisdom modifier (minimum of 1). Once during the aura's duration, you can use a reaction in response to you or an ally within the aura being hit by an attack to momentarily intensify the aura's energy around the target, granting resistance to the damage of that attack. Additionally, this intense burst of energy can dispel one effect on the target that is causing them to be charmed or frightened.

Emissary of Harmony

Also at 7th level, your journey as a Lifewalker has taught you the delicate balance between life and death, health and disease, and the harmony that exists within nature. You gain the ability to communicate in a basic manner with beasts and plants. They recognize you as a friend, and while you cannot command them, you can understand their emotions and intentions, and they can understand yours. Additionally, your aura of tranquility is palpable, especially in serene environments. When you or your allies take a short rest in a natural setting, the healing received from spending Hit Dice increases by an additional 2d6.

Essence Transfusion

At 11th level, reaching a profound level of mastery, you discover the secret of Essence Transfusion, a powerful technique that allows you to manipulate the very essence of life. As an action, you can spend 3 Marks to weave a network of life energy among up to six willing creatures you can see within 30 feet, including yourself. This network lasts for 1 minute and creates a bond that allows for the flow of vitality among the connected individuals. While the network is active, as a bonus action on your turn, you can redistribute hit points among the connected creatures. No creature can exceed its maximum hit points through this redistribution. You can choose to sacrifice your own hit points (up to half your maximum hit points) when activating Essence Transfusion to immediately heal one or more connected creatures by an equal amount, divided as you choose.

Once during the network's duration, when a connected creature is reduced to 0 hit points, you can use your reaction to redistribute hit points to that creature, potentially saving them from falling unconscious or dying.

Vital Force Reprisal

At 15th level, your deep understanding of life and death's interconnected nature has taught you to wield the vital energies you command with precision. You can store a cumulative amount of healed hit points as Vital Energy, up to a maximum of your level multiplied by 5. As an action, you can release the stored Vital Energy in a focused attack against a single creature within 60 feet. Make a ranged spell attack against the target. On a hit, the creature takes necrotic damage equal to the amount of Vital Energy you choose to release, up to the maximum you've stored. After using this attack, the stored Vital Energy is depleted. After doing so, you cannot accumulate any more Vital Energy until taking a Long Rest. Hit points sacrificed by the Lifewalker to heal allies through Essence Transfusion cannot be directly converted into damage via Vital Force Reprisal. Vital Energy resets every Long Rest.

Sanctuary of Resurgence

At the 20th level, your mastery grants you the power to snatch allies from the jaws of death and fortify those who stand with you against the encroaching darkness. Upon using your Domain Expansion, you can expend an additional 3 Marks to manifest the Sanctuary of Resurgence alongside it. This creates a 30-foot radius sphere centered on you, lasting for 1 minute. Once activated, the Sanctuary of Resurgence instantly stabilizes any allies at 0 hit points within the area, bringing them back to consciousness with 1 hit point.

Additionally, at the start of your turn, each ally within the domain regains hit points equal to 5 + your Wisdom modifier. While within the domain, you and your allies gain advantage on saving throws against being charmed, frightened, paralyzed, and poisoned. When the Sanctuary of Resurgence fades, its energy does not simply dissipate; instead, it leaves behind a lingering blessing. For the next 24 hours, you and your allies continue to benefit from a +2 bonus to AC and saving throws.

Vessel

As the vessel for Sukuna, the King of Curses, you wield immense power but also carry a heavy burden. This subclass focuses on tapping into Sukuna's cursed energy and channeling it for destructive purposes.

Sukuna's Influence

Starting at 3rd level, you gain the ability to communicate with Sukuna, the King of Curses, who resides within you. Sukuna's whispers offer guidance or temptation, depending on his mood and your intentions. Additionally, Sukuna can attempt to take over your body, asserting his dominance over you. You can telepathically communicate with Sukuna, gaining insights into his knowledge and experiences. However, be wary, as his motivations may not always align with your own.

Each time you use a high-level Vessel feature (like "Malevolent Aura" or "Sukuna's Dominion"), Sukuna sees an opportunity to assert his dominance over you. Immediately after using such a feature, you must succeed on a Wisdom saving throw against a DC equal to 8 + your proficiency bonus or Sukuna attempts to take over your body. On a failed save, you lose control of your character. Sukuna takes over, shifting your alignment to Chaotic Evil temporarily. While under Sukuna's control, your actions are determined by the DM, reflecting Sukuna's destructive and chaotic nature.

At the end of each of your turns, you can attempt a Wisdom saving throw to regain control. On a successful save, you wrest back control from Sukuna. Alternatively, the effect ends automatically after a duration based on your level (1 minute at levels 3-10, 2 rounds at levels 11-16, and 1 round at levels 17 and higher), as you learn to resist Sukuna's influence more effectively over time.

Malevolent Aura

Also at 3rd level, the presence of Sukuna within you exudes an aura of malevolence. You gain proficiency in Intimidation if you don't already have it. Additionally, you gain the ability to emanate a menacing aura infused with Sukuna's malevolence at the cost of 1 Mark. As an action, you can activate this aura, causing it to extend in a 15-foot radius around you for 1 minute. Creatures of your choice within this aura must make a Wisdom saving throw against your Curse Mark save DC or become frightened for the duration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cleave

At 7th level, you gain the ability to unleash a devastating melee attack that exploits your target's vulnerabilities. As an action, you can use 2 Marks to enhance a melee weapon attack against a creature within your reach. Instead of normal damage, Cleave does special damage based on the target's current armour class:

- **9-14:** 2d10 + your Wisdom modifier and the target has disadvantage on the next attack roll it makes before the end of its next turn.
- **15-18:** 3d10 + your Wisdom modifier and reduces the target's AC by 1 until the end of your next turn.
- **19-21:** 4d10 + your Wisdom modifier and the target's speed is reduced by 10 feet until the end of your next turn.
- **21+:** 5d10 + your Wisdom modifier and the target is stunned until the end of your next turn.

At 11th level, Cleave is considered a magical attack for the purposes of overcoming resistance.

Dismantle

Also at 7th level, as an action, you can spend 2 Marks to make a ranged spell attack against a creature within 60 feet. On a hit, the target suffers 2d12 + your Wisdom modifier necrotic damage. If the target is under any magical effects (like a spell, curse, or similar), it must succeed on a Constitution saving throw against your Curse Mark save DC or have one of those effects randomly disabled for 1 minute. As you grow in power, the damage of Dismantle increases:

- *At 11th level:* 3d12 + your Wisdom modifier.
- *At 15th level:* 4d12 + your Wisdom modifier.

At 11th level Dismantle is considered a magical attack for the purposes of overcoming resistances.

Cursed Transformation

Guess what? Also at 7th level, you gain the ability to partially manifest Sukuna's cursed form at the cost of 1 Mark. As a bonus action, you can transform a part of your body into a manifestation of Sukuna's power, gaining temporary hit points equal to your sorcerer level and increasing your Strength score by 2. This transformation lasts for 1 minute or until you end it as a bonus action.

Upon reaching level 11, Cursed Transformation gains the following enhancements:

- **Siphon the Fallen:** Each time you kill an enemy while transformed, you may choose to regain either 2d8 hit points or 2 Marks.
- **Grim Advance:** During your Cursed Transformation, when you hit an enemy with a melee attack, you can immediately make another melee attack against the same enemy or a different one within reach as part of the same action. You can make up to two additional attacks in this way. You may transform those attacks into Cleaves or Dismantles. If you use this feature, the Cursed Transformation ends prematurely after the action is completed.

Sukuna's Dominion

At 11th level, you gain the ability to emanate Sukuna's sinister aura, exerting dominance over creatures with evil inclinations. As an action, you can spend three Marks to unleash Sukuna's aura in a 30-foot radius centered on yourself. Any creature with an evil alignment within this radius must make a Charisma saving throw against your Curse Mark save DC. On a failed save, the creature is charmed by you for the duration or until it takes damage. Charmed creatures regard you as a powerful ally and will follow your commands unless such orders would directly harm them.

Additionally, you gain advantage on all Charisma (Intimidation) checks against creatures within the aura and enemies within the aura have disadvantage on saving throws against being frightened or charmed by your other abilities. If any are immune to being charmed or frightened, this immunity is bypassed yet they don't get disadvantage on their saving throws. Once you use this feature, you can't use it again until you finish a short or long rest.

□, Fuga

At 15th level, you unlock Sukuna's devastating technique, Fire Arrow, a powerful area-of-effect attack that channels Sukuna's fiery wrath. As an action, you can invoke Sukuna's Fire Arrow technique, unleashing a torrent of cursed flames in a 20-foot radius centered on a point you can see within 120 feet. Each creature in the area must make a Dexterity saving throw against your Curse Mark save DC. On a failed save, a creature takes 8d6 fire damage and is engulfed in cursed flames for 1 minute. A creature engulfed in flames takes 2d6 fire damage at the start of each of its turns. A creature can use its action to extinguish the flames on itself or another creature within reach, ending the effect on a success. Additionally, a creature that starts its turn within 5 feet of the point where you centered the Fire Arrow must also make a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one.

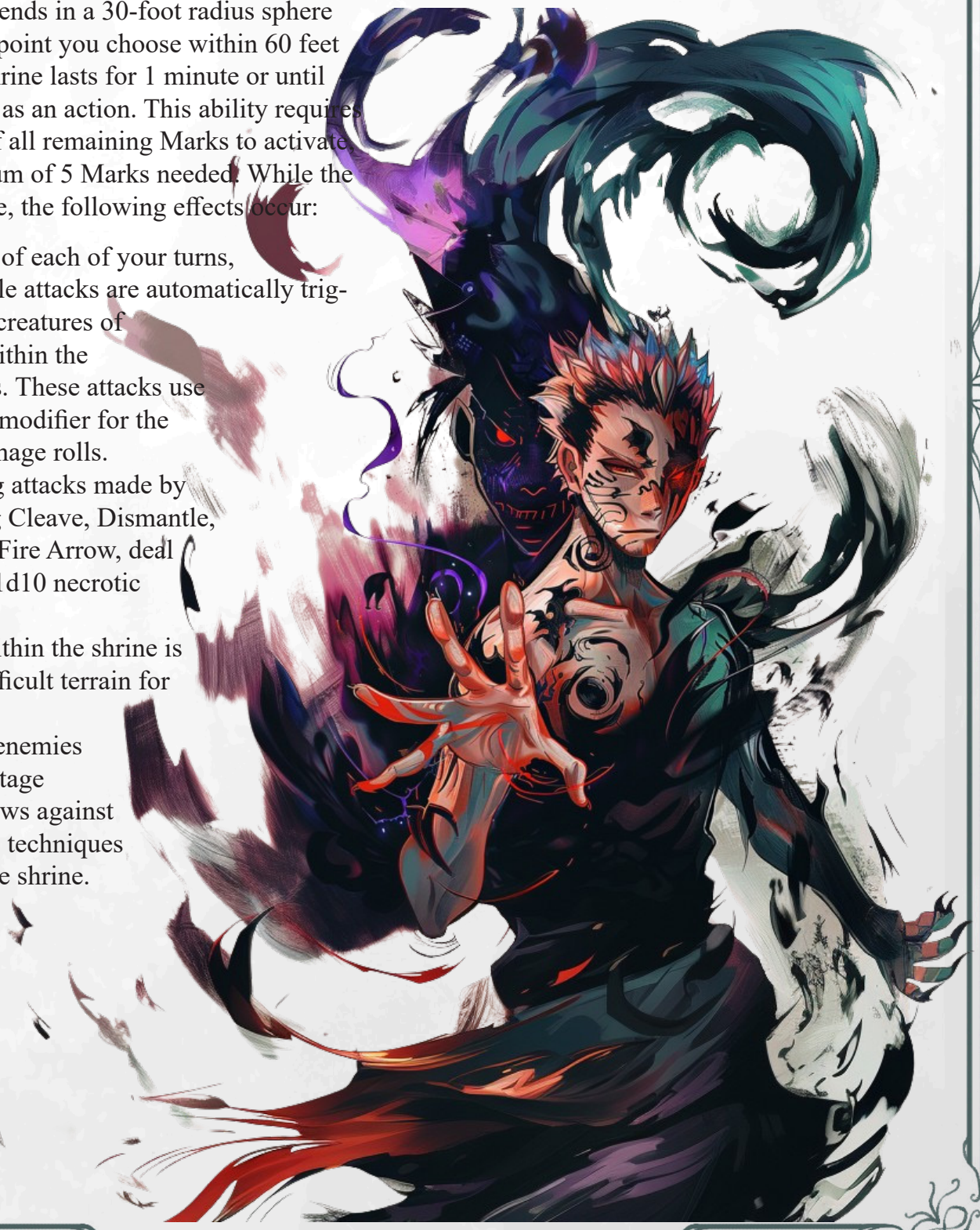
If Fuga is used in conjunction with Sukuna's Dominion, increase the fire damage dealt by both the initial impact and ongoing flames by 50%. Once you use this feature, you can't use it again until you finish a long rest.

Malevolent Shrine

At 20th level, you can unleash Sukuna's Domain Expansion, the Malevolent Shrine. While opening your Domain, you conjure a malevolent shrine that extends in a 30-foot radius sphere centered on a point you choose within 60 feet of you. The shrine lasts for 1 minute or until you dismiss it as an action. This ability requires expenditure of all remaining Marks to activate, with a minimum of 5 Marks needed. While the shrine is active, the following effects occur:

- At the start of each of your turns, three Dismantle attacks are automatically triggered against creatures of your choice within the shrine's radius. These attacks use your Wisdom modifier for the attack and damage rolls.
- All slashing attacks made by you, including Cleave, Dismantle, and Sukuna's Fire Arrow, deal an additional 1d10 necrotic damage.
- The area within the shrine is considered difficult terrain for your enemies. Additionally, enemies have disadvantage on saving throws against your Sukuna's techniques used within the shrine.
- Enemies that end their turn within the shrine's radius must make a Wisdom saving throw against your Curse Mark save DC. On a failed save, their speed is reduced by 10 feet. This effect can be stacked.
- While within the domain, you gain advantage on all saving throws.

You can use this feature once per long rest and it ends prematurely if you are stunned, knocked unconscious, or controlled.



Cursed Techniques

General Cursed Techniques

Cursed Echoes

Prerequisite: 7th level
You can create illusory echoes of yourself to confuse your enemies. As a reaction when you are hit by an attack, you can expend 2 Marks to create illusory duplicates of yourself that move to random locations within 30 feet of you. The duplicates last until the start of your next turn or until they are destroyed, and each one mimics your movements and actions, making it difficult for enemies to discern your true location.

Cursed Sight

Prerequisite: 11th level
You can see through magical darkness. You gain darkvision with a range of 120 feet, and you can see in darkness as if it were dim light. Additionally, you can see invisible creatures and objects within 10 feet of you. Furthermore, you can spend 1 Mark to peer into the ethereal plane, allowing you to see creatures and objects that are normally invisible to you.

Black Flash

Prerequisite: 15th level
Your command over cursed energy reaches a pinnacle, allowing you to perform Black Flash, a supreme manifestation of cursed energy manipulation. Once per long rest, when you successfully hit a creature with a melee weapon attack, you can declare it a Black Flash Strike. The target suffers an additional 6d8 necrotic damage from the attack. If it reduces the target to 0 hit points, you immediately regain the use of this feature. Upon using your Black Flash Strike, you may choose to either push the target up to 10 feet away or force it prone. The target must be no more than one size category larger than you, and this choice is made before the extra damage is rolled. For 1 minute following the strike, you gain a +1 bonus to all attack rolls and damage rolls made.

Mark of Affliction

Prerequisite: 7th level
You learn to place a cursed mark on a creature, afflicting them with misfortune. As an action, you can target a creature within 30 feet of you and mark it. Every time this creatures rolls an attack roll or ability check, roll a D20. On a 1-3, their result is turned into a natural 1. Once succeded, this ability cannot be used until after a Long Rest.

Shadow Step

Prerequisite: 7th level
You learn to use cursed energy to step through shadows, allowing you to teleport short distances. As a bonus action, you can teleport up to 30 feet to an unoccupied space that is in dim light or darkness. Additionally, when you teleport using this ability, you leave behind a shadowy duplicate in your previous space. This duplicate persists until the end of your next turn, as a reaction you can return to the duplicate anytime you wish until it expires.

Boogie Woogie

Prerequisite: 15th level, Shadow Step Technique
You master the art of manipulating cursed energy to swap positions with another creature within range. As an action, you can teleport to a space adjacent to a creature you can see within 30 feet of you, swapping places with them. This movement doesn't provoke opportunity attacks. Additionally, if the target creature is an enemy, it must succeed on a Wisdom saving throw against your Mark save DC or be frightened of you until the end of your next turn.

Endurance Aura

Prerequisite: 11th level
As an action, you can enter a state of focused concentration, gaining temporary hit points equal to your sorcerer level plus your Wisdom modifier. These temporary hit points last for 1 minute. Additionally, while you have these temporary hit points, you and your allies within 10 feet of you have resistance to necrotic damage.

Limitless

Prerequisite: 17th level
You manipulate cursed energy to create a zone of distorted space. As an action, you can create a zone of distorted space in a 20-foot-radius sphere centered on a point within 120 feet of you. Creatures within the zone have their movement speed reduced to 0, and they can't teleport or use extradimensional travel. Additionally, spells of 6th level or lower cast from outside the zone can't affect creatures within the zone. Furthermore, you can spend 5 Marks to create a temporary clone of yourself within the zone, which lasts for 1 minute and can cast spells and use abilities as if it were you. the clone has your AC and 10 HP.

Dismantle

Prerequisite: 15th level
ou master the Dismantle technique, allowing you to unleash devastating ranged slashing attacks. As an action, you can unleash a wave of cursed energy that slashes through obstacles and enemies alike. Choose a point within 60 feet of you; each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a creature takes slashing damage equal to your sorcerer level plus your Wisdom modifier, or half as much damage on a successful save. This technique also ignores cover. Additionally, if a creature is reduced to 0 hit points by this technique, you regain hit points equal to half the damage dealt.

Cursed Distraction

Prerequisite: 5th level
You can manipulate cursed energy to create illusions and distractions. As an action, you can create an illusory duplicate of yourself within 30 feet of you. The duplicate lasts for 1 minute or until it is destroyed, and it can move up to 30 feet on each of your turns. Enemies within 5 feet of the duplicate have disadvantage on attack rolls against you.

Cursed Illusion

Prerequisite: 5th level
You gain proficiency with the Deception skill if you don't already have it. Additionally, you can cast disguise self at will, without expending a spell slot. You can use this feature once per long rest.

Cursed Charm

Prerequisite: 7th level
You learn to weave cursed energy into your words, charming those around you. You can cast charm person at will, without expending a spell slot. You can use this feature once per long rest.

Cursed Guise

Prerequisite: 9th level
You gain proficiency with the Persuasion skill if you don't already have it. Additionally, you can cast alter self at will, without expending a spell slot. You can use this feature once per long rest.

Edgewalker Cursed Techniques

Blade of Agony

You learn to channel cursed energy into your strikes, inflicting additional pain upon your foes. When you hit a creature with a melee weapon attack, you can spend 1 Mark to invoke the Blade of Agony, causing the target to suffer ongoing necrotic damage equal to your Wisdom modifier at the start of each of its turns for a number of rounds equal to your proficiency bonus.

Cursed Parry

Prerequisite: 11th level
You master the art of defensive counterattacks, turning enemy strikes into opportunities for retaliation. Whenever someone misses you with an attack and there is a cursed weapon within 10 feet, it can use it's reaction to make an attack against the perpetrator.

Cursed Edge

Your understanding of cursed energy allows you to sharpen the edge of your weapon to supernatural keenness. As a bonus action, you can expend 1 Mark to increase the critical hit range of your melee weapon attacks by 1 (e.g., 19-20 becomes 18-20) for 1 minute.

Phantom Strike

You channel cursed energy to momentarily phase your weapon through defenses. Once per turn, when you make a weapon attack, you can expend 1 Mark to make the attack ignore armor, granting you advantage on the attack roll.

Unyielding Spirit

Prerequisite: 11th level
Your spirit becomes as sharp and resilient as your blade. When you fail a saving throw against being stunned or paralyzed, you can expend 3 Marks to succeed instead.

Echoes of the Fallen

Prerequisite: 5th level.
You summon spectral copies of yourself to confound and strike your enemies. As an action, you can expend 2 Marks to create two spectral duplicates within 30 feet of you. These duplicates last for 1 minute or until dismissed as a bonus action, and you can make a single melee weapon attack as a bonus action through one of the duplicates on your turn. Once attacked those duplicated dissapear. Whenever some duplicates are active, there is a lower chance to be hit with an attack. If there are 2 duplicates roll a d6. On a 3-6 the attack misses. If there is one duplicateleft, on a 5-6 the attack misses.

Duskwalker Cursed Techniques

Shadow Grasp

Prerequisite: 11th level
You manipulate shadows into tangible forms to ensnare your enemies. A creature within 30 feet that's in dim light or darkness must succeed on a Strength saving throw against your Mark save DC or be restrained by shadowy tendrils, repeating the saving throw at the start of each of its turns to break free.

Eclipse Domain

Prerequisite: 15th level
You enhance your Spiritual Domain to create an impenetrable veil of darkness. Enemies within this pitch-black domain are blinded, unable to see through this magical darkness, while you and your shadows retain normal vision, navigating the darkness as if it were daylight.

Umbral Shift

Prerequisite: 7th level
You gain the ability to momentarily become one with the shadows, granting you exceptional mobility on the battlefield. As a bonus action, you can teleport up to 60 feet to an unoccupied space that you can see that's in dim light or darkness.

Veil of Night

Prerequisite: 9th level
Your mastery over darkness allows you to cloak your allies in shadows. As an action, you can cast the Invisibility spell without expending a spell slot or material components on targets within your Spiritual Domain. This ability does not require concentration but ends if the target attacks or casts a spell.



Shadow Legion

Prerequisite: 13th level
You call forth multiple shikigami to overwhelm your foes. You can now summon two Shikigami- of the same type at once, excluding Mahoraga.

Duskwalker's Escape

Prerequisite: 17th level
Your connection with the shadows provides you with a swift means of evasion. When you take damage, you can use your reaction to halve that damage and teleport to an unoccupied space within 30 feet that's in dim light or darkness.

Whispers of the Dark

You tap into the subtle energies of darkness to communicate and gather information. You can cast the Message cantrip without needing components, and the recipient hears your whisper emanating from the shadows around them. Additionally, you gain advantage on Charisma (Intimidation) checks when you are in dim light or darkness, as the shadows seem to echo your threats.

Umbral Recovery

The shadows offer you solace, aiding in your recuperation. Once per long rest, while in dim light or darkness, you can spend 10 minutes enveloped in shadows to regain hit points equal to your sorcerer level + your Wisdom modifier. This technique cannot be used during combat.

Gloom's Reach

You extend your cursed energy to manipulate shadows at a distance. You gain the ability to interact with an object, open or close a door or container, or pour out a vial you can see within 30 feet, as long as it's in dim light or darkness. This technique does not enable actions that require significant force or dexterity, such as activating magic items or loading weapons.

Hexwalker Cursed Techniques

Curse of Binding

You can cast a binding curse that stops enemies in their tracks. As an action, spend 1 Mark to force a creature within 60 feet to make a Strength saving throw against your Mark save DC. On a failed save, the creature's speed becomes 0 until the end of your next turn.

Ward of Nullification

Prerequisite: 11th level
Create a protective ward that nullifies hostile magic. As a reaction, when you or an ally within 30 feet is targeted by a spell, spend 3 Marks to grant advantage on the saving throw against the spell. If the spell attack misses, the energy is absorbed and the next spell you cast within the next minute gains a bonus to its attack roll or saving throw DC equal to the level of the spell absorbed.

Aura of Desecration

Prerequisite: 7th level
Your presence saps the strength from your foes. As an action, spend 2 Marks to emanate an aura with a 15-foot radius for 1 minute. Enemies within the aura at the start of their turn take 1d8 necrotic damage and have disadvantage on Strength checks and Strength saving throws until the end of your next turn.

Blessing of the Cursed

Prerequisite: 7th level
Infuse an ally with cursed energy that paradoxically protects them. As a bonus action, spend 2 Marks to choose an ally within 60 feet. The ally gains resistance to one damage type of your choice (except psychic) for 1 minute, and the first time they are hit by an attack, the attacker takes necrotic damage equal to your Wisdom modifier.

Curse of the Forsaken

Prerequisite: 15th level
Mark an enemy as forsaken, making them a target for misfortune. Spend 4 Marks and choose a creature within sight. If the creature fails a Wisdom Saving Throw against your Mark save DC., then for the next minute, any attack roll made against the marked creature gains advantage. The creature can repeat the Saving Throw at the end of its turns.

Veil of Misgivings

You wrap your words or presence with a subtle, unnerving curse that makes others second-guess their intentions towards you. Spend 1 Mark to gain advantage on all Charisma (Deception) and (Persuasion) checks for 10 minutes when trying to convince someone of your innocence or dissuade hostility.

Curse of Babbling Truths

Prerequisite: 5th level
With a whispered curse, you compel a target to speak only truths. As an action, spend 2 Marks and choose a creature within 30 feet. If it fails a Charisma saving Throw against your Mark spell save DC., then for the next minute, any attempt by the creature to lie causes it to babble incoherently, effectively preventing it from speaking falsehoods. This does not compel the creature to speak against its will but merely prevents lying.

Shadows of the Past

Prerequisite: 9th level
You call upon the shadows to reveal glimpses of the past. Spend 3 Marks and concentrate for up to 1 minute on a specific location or object within sight. You receive vague visions of significant events that occurred in relation to the focus of your concentration.

Empathic Bond

Forge a temporary connection with a creature, understanding its feelings and intentions. Spend 1 Mark to create a bond with a willing creature you touch, allowing nonverbal communication of emotions and basic concepts for up to 1 hour.

Lifewalker Cursed techniques

Vital Pulse

You can send out a pulse of life energy that invigorates your allies. Spend 1 Mark to grant all allies within 15 feet of you temporary hit points equal to 1d6 + your Wisdom modifier. This can be used as a bonus action.

Curse of Vital Interdiction

Prerequisite: 7th level
You place a curse on an enemy that punishes them for harming your allies. Spend 2 Marks to curse a creature you can see within 60 feet. The next time the cursed creature damages an ally within the next minute, the enemy is dealt damage equal to half the damage dealt.

Blessing of the Lifewalker

Prerequisite: 11th level
You bestow a powerful blessing that enhances an ally's vitality. Spend 4 Marks to choose an ally within sight. For the next 10 minutes, the ally gains resistance to one damage type of your choice and increases their maximum hit points by an amount equal to your level.

Lifelink Chains

Prerequisite: 7th level
Bind the life force of your allies together, distributing harm among them to lessen the impact on any one individual. As an action, spend 3 Marks to link up to three willing allies within 30 feet, including yourself, for 1 minute. When one linked ally takes damage, it is divided equally among all linked allies. The links have AC 12 and HP 1 and can be targeted by enemies.

Vessel Cursed Techniques

Cursed Edge

Your understanding of cursed energy allows you to sharpen the edge of your weapon to supernatural keenness. As a bonus action, you can expend 1 Mark to increase the critical hit range of your melee weapon attacks by 1 (e.g., 19-20 becomes 18-20) for 1 minute.

Phantom Strike

You channel cursed energy to momentarily phase your weapon through defenses. Once per turn, when you make a weapon attack, you can expend 1 Mark to make the attack ignore armor, granting you advantage on the attack roll.

Baneful Resilience

Prerequisite: 14th level
You draw upon Sukuna's resilience to shrug off debilitating effects. When you are subjected to an effect that allows you to make a Constitution or Strength saving throw to take only half damage, you can use your reaction and expend 2 Marks to instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Spiderweb

Prerequisite: 7th level
Drawing upon Sukuna's power, you manifest the Spiderweb, a devastating technique that harnesses the destructive force of Cleave in the shape of a spider's web. As an action, you touch the ground, causing a ripple of cursed energy to spread outwards in a web-like pattern. Make a melee spell attack against a creature within 10 feet of you. On a hit, the target takes slashing damage as per the Cleave technique. Additionally, each creature within a 10-foot radius of the target, excluding yourself, must make a Dexterity saving throw against your Curse Mark save DC. On a failed save, a creature takes half of the damage dealt to the original target, while a successful save negates the damage. The cursed web lingers for 1 minute, difficult terrain for creatures other than yourself. Once used, you can't use this technique again until you finish a short or long rest.

Hollow Wicker Basket

Prerequisite: 11th level
With this cursed technique, you gain the ability to erect a basket-shaped barrier that serves as an anti-domain technique, countering the effects of enemy domains. When faced with an opponent's domain, you can invoke the Hollow Wicker Basket, creating a protective barrier that neutralizes the domain's inherent advantages. This barrier nullifies the domain's guaranteed-hit factor, providing you and your allies with a degree of protection against the domain's devastating effects. The Hollow Wicker Basket remains active for 1 minute or until you dismiss it as a bonus action. Once you use this technique, you can't use it again until you finish a short or long rest.

Malevolent Onslaught

Prerequisite: 13th level
You unleash a devastating onslaught of cursed energy, manifesting as a series of ethereal tendrils that lash out at your foes. As an action, you can spend 3 Curse Marks to create a 30-foot cone of malevolent energy originating from you. Each creature in the area must make a Dexterity saving throw, taking 5d8 necrotic damage on a failed save, or half as much damage on a successful one. Additionally, creatures that fail the saving throw have their speed reduced to 0 until the start of your next turn.

Yo, you read this far? Go touch some grass.
Thank you for being part of the story.