



# APOCALYPSE CODEX

THE CATAclysm HANDBOOK

Discover over 60 Magic Items, 50 Spells, 45 Feats, 30 Monsters, 12 Subclasses, and 4 Races. Dive into Cataclysmic Spells guidelines, Doomclock rules, and beyond!

# APOCALYPSE CODEX

The Cataclysm Handbook

JonnyDM

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# INTRODUCTION

Welcome, intrepid creators of worlds, chroniclers of ages, and architects of destiny. You hold in your hands the “Apocalypse Codex: The Cataclysm Handbook”, a compendium of chaos, a manual of the fallen worlds, and a guide to the brink of destruction. This tome is your gateway to realms ravaged by calamities, where survival is an art, and the remnants of civilization cling to hope like the last flickers of twilight before an endless night.

Within these pages lies a treasure trove of knowledge for both Game Masters and players who dare to venture into settings besieged by the apocalypse or teetering on the precipice of annihilation. Here you will find new feats, carefully forged in the fires of disaster, imbuing characters with the resilience and resourcefulness to face the end of days. The races that have emerged from the ashes of cataclysms stand ready to be brought to life. Each one, with their unique feats and traits, embodies the adaptive power of life amid desolation. These new peoples, shaped by the forces of ruin, offer rich backgrounds for players to explore, challenging them to find hope in a world that has known despair.

For those who dare to delve into the arcane, the “Apocalypse Codex” presents new spells of 10th level and beyond, capable of summoning disasters that can threaten a city, a region, or even the very fabric of your world. These spells are not just tools of destruction but can be the pivot upon which your campaign’s grandest tales turn. Within this manual, you will also discover a collection of new magic items, each with stories etched by the end times. These relics, some may say cursed, others blessed, hold powers shaped by the cataclysmic forces that have reshaped existence.

The Doomclock mechanic ticks at the heart of this book, a thematic heartbeat that pulses with the urgency of a world in decline. It serves as a dynamic campaign tool that escalates tension and drives narratives towards climactic moments that will be remembered for campaigns to come.

And what would an apocalypse be without its harbingers? The new monsters contained herein are not merely adversaries; they are the living embodiments of the apocalypse itself. Each creature has been meticulously crafted to serve as both a challenge to overcome and a narrative to unravel.

Whether your campaign is set in a world already in the throes of its final moments or just beginning to show the signs of an oncoming storm, the “Apocalypse Codex” offers versatile elements that seamlessly integrate into any setting. Every option within has been designed to enhance your game, bringing a flavor of the catastrophic that can complement any narrative.

Prepare to lead your players through stories of resilience and despair, of heroes rising from the ruins, and of civilizations on the brink of memory. The “Apocalypse Codex” is more than a supplement; it is an invitation to craft epic tales in the shadow of the apocalypse, to test the mettle of adventurers against a world that is breaking apart, and to find what truly matters when everything else falls away.

So, Game Masters and players alike, turn these pages with courage. For within them lies not just the end, but also the beginning of countless stories waiting to be told. Welcome to the edge of oblivion. Welcome to the “Apocalypse Codex”.

# The Doomclock

The Doomclock is a dynamic campaign mechanic that represents the world's descent into chaos and destruction. As the clock advances, events of increasing severity unfold, signaling the approach of a cataclysmic end. This table details 24 global events, each corresponding to an "hour" on the Doomclock, escalating in intensity and peril. The Doomclock can be integrated into a campaign in various ways, offering flexibility in storytelling and world-building.

## Inexorable Advancement

In this approach, the Doomclock advances relentlessly, symbolizing a force beyond the control of players and inhabitants. This setting creates a sense of urgency and impending doom, focusing the campaign on survival, adaptation, and dealing with the world-altering consequences of each "hour".

## Influence and Rollback

Alternatively, the Doomclock can be influenced by the actions of players and world events. Heroic deeds, significant accomplishments, or world-altering contributions can roll the clock back, delaying or averting the impending cataclysms. This approach encourages proactive problem-solving and can lead to epic quests to change the world's fate.

## Setting the Stage

Game Masters can choose to start their campaign at a specific "hour" on the Doomclock, with prior events already having shaped the world. This choice can create a rich backdrop for the campaign, whether it's a world teetering on the edge of ruin or one just beginning to experience the signs of upcoming chaos.

## Transparency with Players

The Doomclock can either be an open element shared with players (perhaps through a prophecy, scholarly predictions, or divinations by powerful mages) or it can be kept hidden, with its progression and effects revealed only through the unfolding narrative. An open Doomclock can add a strategic layer, as players work with the knowledge of what might come next, while a hidden clock can enhance the sense of mystery and unpredictability. Whichever approach is chosen, the Doomclock adds a layer of tension and narrative depth to the campaign, making each decision and action by the players crucial in shaping the world's destiny.

# Rift Walkers Race

Rift Walkers are the mystical progeny of fractured dimensions, born in the chaotic maelstroms of reality-rending events. With bodies fortified by planar energy and eyes that mirror the void between worlds, they are the living testament to the universe's mutable nature. Drifters between planes, Rift Walkers have an innate understanding of the cosmos's fabric, navigating the streams of existence with an ease that bewilders even the most learned scholars.

## Ancestry of the Breach

Rift Walkers are said to have emerged from the dimensional breaches caused by the catastrophic convergence of planes. They are not born as much as they are manifested, their essence a blend of the multiple realities that were splintered during the event.

## Characteristics of the Rift Walkers

- **Sigil-Born:** Their skin is adorned with symbols that glow with an otherworldly light when they use their racial abilities, each mark representing a different aspect of the planes they've touched.
- **Ethereal Presence:** Rift Walkers carry the aura of the beyond, their mere presence a reminder of the vast and uncharted multiverse.
- **Planar Harmony:** Unlike beings of singular dimension, Rift Walkers exist in a state of natural attunement with the multiverse, capable of perceiving and interacting with multiple layers of reality.

## Adapting to the Rifts

As children of the rifts, Rift Walkers learn to harness their innate planar abilities to traverse the post-cataclysmic landscapes they find themselves in.

- **Navigators of Reality:** They move with a grace that defies the constraints of physical space, slipping through cracks in the planes as easily as one might step over a fallen log.
- **Understanding of the Cosmos:** With an innate sense of the cosmic structure, they often serve as guides through the twisted terrains that now scar the world.
- **Guardians or Exploiters of the Rift:** Some Rift Walkers feel a duty to mend the tears in reality they are so attuned to, while others see these fractures as opportunities to be exploited for power or knowledge.



# Bard: College of Decadence

In the shadow of apocalypse and amidst the remnants of a world teetering on the brink of ruin, the Bards of the College of Decadence find their muse. These bards, wandering among the ruins of fallen civilizations and through landscapes scarred by cataclysms, craft art from the desolation that surrounds them.

## Embracing the End

For these bards, the apocalypse is not just an end but a profound beginning. They see in the decay and destruction an opportunity to reflect on the transient nature of existence. Their performances are not just lamentations of loss but celebrations of the beauty found in the finality of all things. In a world where everything is fleeting, these bards use their art to explore and express the poignant truths that emerge from the ashes of destruction.

## Artisans of Apathy

In this desolate setting, the College of Decadence's bards become chroniclers of despair and decline. Their songs echo the eerie silence of abandoned places, their poetry paints vivid pictures of a world succumbing to entropy, and their stories are tales of last moments and

final memories. They are the weavers of melancholic melodies that resonate with the soul of a world on the cusp of oblivion.

## Harbingers of Memory

These bards carry with them the memories of a world that once was. They are the custodians of forgotten lore, the last keepers of the histories of fallen nations and lost peoples. In their music and stories lie the remnants of a past that the world is swiftly leaving behind. They sing not only to mourn what has been lost but to ensure that the past is not forgotten in the rush towards an uncertain future.

## Decadence in Desolation

Their role in this apocalyptic world is unique. Amidst the chaos and the struggle for survival, they provide a moment of reflection, a reminder that even in the darkest of times, there is beauty and art to be found. They wander the wastelands, performing in makeshift taverns, around campfires, or even amidst the rubble, offering solace and perspective to those who struggle to find meaning in the ruins.

### The Bard College of Decadence

| Level | Proficiency Bonus | Features                                     | Cantrips Known | Spells Known | — Spell Slots Per Spell Level — |     |     |     |     |     |     |     |     |
|-------|-------------------|----------------------------------------------|----------------|--------------|---------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|
|       |                   |                                              |                |              | 1st                             | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| 1st   | +2                | Spellcasting, Bardic Inspiration (d6)        | 2              | 4            | 2                               | —   | —   | —   | —   | —   | —   | —   | —   |
| 2nd   | +2                | Jack of All Trades, Song of Rest (d6)        | 2              | 5            | 3                               | —   | —   | —   | —   | —   | —   | —   | —   |
| 3rd   | +2                | Elegy of the Ages, Elegy of the Forgotten    | 2              | 6            | 4                               | 2   | —   | —   | —   | —   | —   | —   | —   |
| 4th   | +2                | Ability Score Improvement                    | 3              | 7            | 4                               | 3   | —   | —   | —   | —   | —   | —   | —   |
| 5th   | +3                | Bardic Inspiration (d8), Font of Inspiration | 3              | 8            | 4                               | 3   | 2   | —   | —   | —   | —   | —   | —   |
| 6th   | +3                | Harmonies of the Fallen, Countercharm        | 3              | 9            | 4                               | 3   | 3   | —   | —   | —   | —   | —   | —   |
| 7th   | +3                | —                                            | 3              | 10           | 4                               | 3   | 3   | 1   | —   | —   | —   | —   | —   |
| 8th   | +3                | Ability Score Improvement                    | 3              | 11           | 4                               | 3   | 3   | 2   | —   | —   | —   | —   | —   |
| 9th   | +4                | Song of Rest (d8)                            | 3              | 12           | 4                               | 3   | 3   | 3   | 1   | —   | —   | —   | —   |
| 10th  | +4                | Bardic Inspiration (d10), Expertise          | 4              | 13           | 4                               | 3   | 3   | 3   | 2   | —   | —   | —   | —   |
| 11th  | +4                | —                                            | 4              | 14           | 4                               | 3   | 3   | 3   | 2   | 1   | —   | —   | —   |
| 12th  | +4                | Ability Score Improvement                    | 4              | 14           | 4                               | 3   | 3   | 3   | 2   | 1   | —   | —   | —   |
| 13th  | +5                | Song of Rest (d10)                           | 4              | 15           | 4                               | 3   | 3   | 3   | 2   | 2   | 1   | —   | —   |
| 14th  | +5                | Cadence of the Shattered, Magical Secrets    | 4              | 15           | 4                               | 3   | 3   | 3   | 2   | 1   | 1   | —   | —   |
| 15th  | +5                | Bardic Inspiration (d12)                     | 4              | 16           | 4                               | 3   | 3   | 3   | 2   | 1   | 1   | 1   | —   |
| 16th  | +5                | Ability Score Improvement                    | 4              | 16           | 4                               | 3   | 3   | 3   | 2   | 1   | 1   | 1   | —   |
| 17th  | +6                | Song of Rest (d12)                           | 4              | 17           | 4                               | 3   | 3   | 3   | 2   | 1   | 1   | 1   | 1   |
| 18th  | +6                | Magical Secrets                              | 4              | 18           | 4                               | 3   | 3   | 3   | 3   | 1   | 1   | 1   | 1   |
| 19th  | +6                | Ability Score Improvement                    | 4              | 18           | 4                               | 3   | 3   | 3   | 3   | 2   | 1   | 1   | 1   |
| 20th  | +6                | Superior Inspiration                         | 4              | 18           | 4                               | 3   | 3   | 3   | 3   | 2   | 2   | 1   | 1   |

## Elegy of the Forgotten

At 3rd level, in the heart of desolation, your music becomes a vessel for the voices of the forgotten. When you perform, your song can evoke the memories of lost civilizations and fallen heroes. As an action, you can play an elegy that enchants your listeners with visions of the past. For the duration of your performance, creatures of your choice within 30 feet that can hear you gain advantage on History and Arcana checks, as they are momentarily imbued with the echoes of bygone eras.

## Elegy of the Ages

Also at 3rd level, you can play a haunting melody that reminds listeners of the relentless march of time and the beauty found in the decline. As an action, you can perform this elegy to impose disadvantage on attack rolls and ability checks made by creatures of your choice within 30 feet that can hear you until the start of your next turn.

## Harmonies of the Fallen

At 6th level, your music can temporarily bring solace to those who have experienced loss. As an action, you can play a melody that grants temporary hit points equal to your Bard level + your Charisma modifier to creatures of your choice within 30 feet that can hear you. You can use this feature a number of times equal to your proficiency modifier per long rest.

## Cadence of the Shattered

Upon reaching 14th level, you can evoke the essence of lost realms with a swift cadence. Once per long rest, as a bonus action, you emit an aura of historical resonance for 1 minute. Within this 30-foot aura, allies gain a burst of speed, increasing their movement by 20 feet, they gain a +1 bonus to attack rolls, and their attacks ignore resistances to damage, as if empowered by the might of fallen empires and civilizations.

## Ruinblast

*3rd-level Evocation*

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V, S

**Duration:** Instantaneous

**Spell Lists:** Sorcerer, Wizard

You unleash a wave of destructive energy in all directions. Each creature other than you in a 30-foot radius must make a Constitution saving throw. On a failed save, a creature takes 8d6 force damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.



## Helm of Devastation

*Wondrous item, very rare (requires attunement)*

A helm that radiates a sense of impending doom and destruction.

While wearing this helm, you gain immunity to psychic damage and advantage on saving throws against spells and effects that would frighten or paralyze you.

Once per day, as an action, you can use the helm to emit a terrifying presence. Each creature of your choice within 60 feet must succeed on a DC 19 Wisdom saving throw or become paralyzed for 1 minute. A creature paralyzed this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## Legendary Items

### Blade of World's Demise

*Weapon (any sword), legendary (requires attunement)*

A sword imbued with the essence of apocalyptic power, its blade shimmering with a dark, ominous light.

You gain a +3 bonus to attack and damage rolls made with this weapon. On a hit, the sword deals an extra 1d8 necrotic damage. In addition, the weapon emits a 15-foot aura of dread. Enemies within the aura have disadvantage on saving throws against spells or effects that would frighten them.

**Endbringer Strike:** Once per day, as an action, when you hit with an attack with this sword, you can deal an additional 12d8 necrotic damage, and the target must make a DC 21 Constitution saving throw or be stunned until the start of your next turn.

### Staff of Elemental Cataclysm

*Staff, legendary (requires attunement by a Sorcerer or Wizard)*

A staff that commands the raw fury of the elements.

**Charges:** The staff has 25 charges and regains 2d10 + 5 expended charges daily at dawn.

**Spellcasting:** You can use the staff as a spellcasting focus for your spells.

**Elemental Fury:** While holding the staff, you can expend charges to cast one of the following spells from the staff, using your spell save DC:

- *Sky's Vengeance* (4 charges)
- *Ice Age* (5 charges)
- *Catastrophic Tempest* (6 charges)
- *Cataclysmic Eruption* (8 charges)
- *Epoch's Collapse* (10 charges)
- *Meteor Swarm* (10 charges)

For each spell, you can spend 2 additional charges to increase the spell level at which the spell is cast by one, up to a maximum of 9th level.

**Elemental Overload (2/Day):** Twice per day, as an action, you can release the staff's full elemental power. Choose a point you can see within 150 feet. A cataclysmic storm of all elemental types erupts from that point in a 100-foot radius. Each creature in the area must make a Dexterity saving throw, taking 10d10 elemental damage (choose between acid, cold, fire, lightning, and thunder) on a failed save, or half as much on a successful one.

## Codex of World's Ruin

*Wondrous item, artifact (requires attunement by a spellcaster)*

This tome is bound with the iridescent scales of a dragon that witnessed the end of an era, the leather beneath them cracked with age yet radiating arcane power. Its pages, written in ink that shifts color as the light wanes, are filled with spells of cataclysmic force and enchantments that can usher in eras of renewal.

**Arcane Reservoir:** While attuned to the Codex, you gain two additional 5th level spell slots and one additional spell slot of 6th, 7th, 8th, and 9th level. These spell slots can only be used to cast spells while holding the Codex as a spell focus.

**Cataclysmic Wish:** You can use the Codex to cast a variant of the *wish* spell. This casting can do any of the following, without the risk of never being able to cast *wish* again:

- **Terraform:** Transform up to a 100-mile radius area into a terrain of your choice (e.g., desert to forest, mountain to valley).
- **Nation's Bane:** Curse a kingdom, causing a year of famine, plague, or unrest, potentially leading to its downfall.
- **Rebirth of Civilization:** Restore a fallen city or kingdom to its former glory, as if no time had passed since its prime.
- **Harbinger's Call:** Summon a natural disaster (earthquake, storm, volcanic eruption) that can alter the landscape permanently.
- **Era's Dawn:** Accelerate the growth of natural life in an area, causing 1000 years to pass in mere moments for flora and fauna, which can lead to the rapid evolution of ecosystems.

The Codex cannot be used for any of the standard effects of the *wish* spell. The use of Cataclysmic Wish requires a 7-day ritual involving the placement of rare and precious reagents valued at no less than 1,000,000 gold pieces, which are consumed upon the spell's completion. The effects of the Cataclysmic Wish are permanent, and once a Cataclysmic Wish is made, half its pages become blank until the next solar eclipse, when the tome regains its power to cast another Cataclysmic Wish.



### The Harbinger's Challenge

The Codex's power comes with a daunting challenge: acquiring reagents worth at least 1,000,000 gold pieces for the Cataclysmic Wish. These components are not merely expensive but are often steeped in legend and lore, making their acquisition a quest in itself. They could include:

- **Heart of a Comet:** A fragment from a celestial body, known to fall in remote, dangerous locations.
- **Breath of the Four Winds:** Essences from the rarest air elementals, found at the corners of the world.
- **Tears of the Timeless Tree:** Sap from a tree as old as time, guarded by ancient protectors.
- **Essence of Deep Earth:** A crystal from the core of the planet, obtainable only through perilous subterranean journeys.

These quests could become pivotal parts of your campaign, leading players through uncharted lands and forgotten realms. They might have to negotiate with ancient entities, delve into the heart of a volcano, or even traverse the planes of existence.

For villains seeking the Codex's power, the pursuit of these reagents opens up numerous narrative possibilities. Heroes might need to intercept them, protect a sacred site from desecration, or race against time to retrieve an item first. The struggle to control such power could be a central theme, offering moral dilemmas and the chance to shape the fate of the world.

## Trash Hoarder

The Trash Hoarder is an eerie and solitary creature birthed from the wreckage of a world ravaged by apocalypse. Shrouded in mystery, it is whispered among the remnants of civilization that these scavengers arose from the refuse itself, instilled with a semblance of life through the chaotic arcane energies left in the wake of global calamity. These abominations skulk amidst the rubble, gathering debris from times gone by and the aftermath of disaster to construct their crude shelters, feeding on the very waste they collect.

A Trash Hoarder usually dwells alone, venturing out into the desolate landscapes to forage through the remnants of a once-thriving society. Their lairs are macabre galleries of the past, pieced together from the bones of a broken world. Yet, in regions where peril is as common as the rubble they rummage, Trash Hoarders may gather in skittish congregations. In such company, they find a semblance of safety, sharing the spoils of their scavenging and standing together against the more formidable predators that prowl the ruins or the competitive creatures that covet their large gatherings of garbage. Despite their hideous demeanor and the stench that heralds their approach, Trash Hoarders exhibit a cunning adaptability. Their instincts are finely tuned to survival in this harsh, merciless new world, making them an unexpected embodiment of life's persistence even amidst the omnipresent decay.

## Trash Hoarder

*Small monstrosity, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 18 (4d6 + 4)

**Speed** 20 ft.

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 8 (-1) | 12 (+1) | 12 (+1) | 3 (-4) | 10 (+0) | 6 (-2) |

**Skills** Perception +2, Stealth +3

**Damage Resistances** poison

**Senses** passive Perception 12

**Languages** —

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**Keen Smell.** The Trash Hoarder has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The Trash Hoarder has advantage on attack rolls against a creature if at least one of the Trash Hoarder's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Scavenger's Luck (1/Day):** When the Trash Hoarder rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

## Actions

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 4 (1d6 + 1) piercing damage.

**Trash Toss.** *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target.

*Hit:* 3 (1d4 + 1) bludgeoning damage.

## Reactions

**Scrap Shield.** When a creature targets the Trash Hoarder with an attack, the Trash Hoarder can add 2 to its AC against that attack, reflecting the Trash Hoarder's ability to hastily pull up a piece of scrap as a shield.

## Trash Hoarder's Lair

The lair of a Trash Hoarder is an unsettling sight, a chaotic amalgamation of trash. Heaps of waste and debris form not only the walls and ceiling of this squalid den but also the very furnishings within. The air is heavy with the stench of decay and the fumes from unidentifiable chemical reactions within the refuse. This fetid environment is overwhelming to the uninitiated. Visitors to the lair are immediately assaulted by the rank odour, a miasma that seems to cling to the inside of one's lungs. Upon entering, one must pass a DC 11 Constitution saving throw or succumb to the waves of nausea induced by the overpowering fumes. Those who fail find themselves retching and struggling to focus, suffering disadvantage on their next ability check, attack roll, or saving throw for 1 minute.