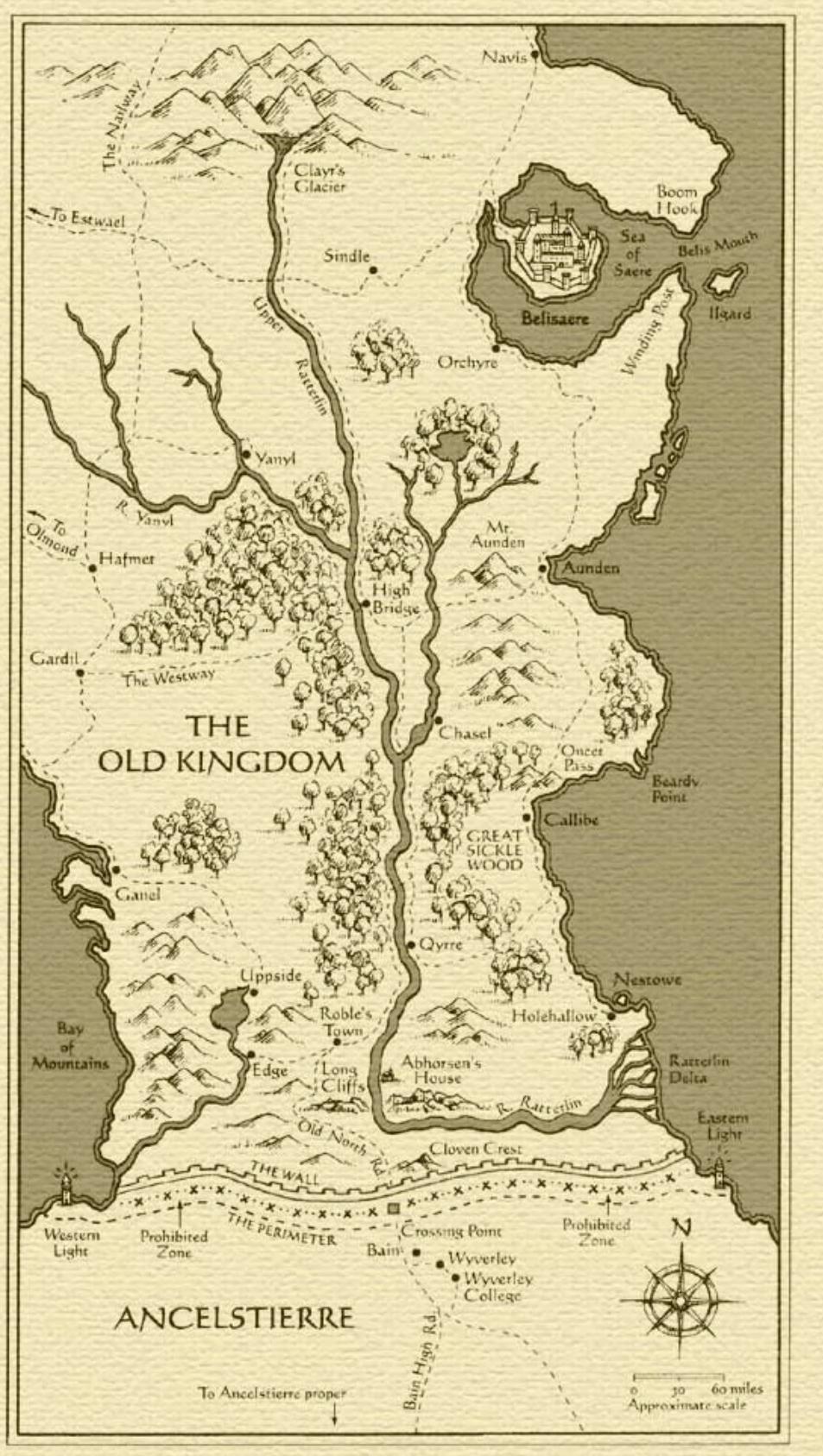


THE ABHORSEN SYSTEM

DOES THE WALKER CHOOSE THE PATH, OR THE PATH THE WALKER?

A 5e total conversion mod



Map credit: Garth Nix

Version V0.12

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WORLD SETTING

THE OLD KINGDOM

The Old Kingdom corresponds roughly to Scotland in landscape. Ancelstierre (representing England) and the Old Kingdom travel differently through time, with the hour of the day and the season of the year rarely in synchrony; therefore it is possible to spend more time in the Old Kingdom than is absent from Ancelstierre.

It is very sparsely populated due to the many dangers the dead pose to the general population.

RULERS

The Old Kingdom is ruled by a king and queen. The king is in charge of the military arm of the country while the queen is in charge of the rest.

Their rule is hereditary. The first son or daughter is considered to be king- or queen-in-waiting. He/she will become the new ruler together with a partner chosen by him/her. This partner cannot be part of the royal line but must have an unsullied charter mark.

ABHORSEN

This job title granted by the rulers of the Old Kingdom. The Abhorsen is tasked with keeping the Dead under control and sending them beyond the seventh gate. Generally a very gifted and strong Charter mage is picked who can also use Free Magic. This title can be held by one of the rulers should they choose to, but is generally given to another.

The Abhorsen will generally have several Abhorsen-in-waiting, as apprentices. The Abhorsen and his students have access to both Charter Magic and Free Magic and can therefore use all magic bells.

THE CLAYR

The Clayr are an oracular group composed nearly entirely of women, who live in a snowy mountain called the Clayr's Glacier, in the northern part of the Old Kingdom. Nearly all are beautiful and possess nut-brown skin, pale blond hair, and eyes of blue or green. The Glacier is also home to the Great Library of the Clayr, which contains a variety of treasures, monsters, and rarities in addition to books. Due to the Clayr's precognitive Sight, within the Great Library, there are often rooms created for events which unfold decades or centuries later.

CHARTER

Apart from being a source of magic, the Charter is also a form of religion. The common folk will generally choose to see the Charter as an omnipotent collection that protects them and grant the pious benefits. Powerful Charter Magic users will generally be seen as priests. A fair amount of the population can use very minor Charter Magic, for example to light a fire. These people will generally be considered favourably and will likely hold roles such as mayor.

The charter is also sometimes referred to as the Seven Bright Shiners.

TOWNS

Most towns in the Old Kingdom will be walled to protect against the Dead. Villagers are often left to fend for themselves and are therefore generally quite close knit with a healthy dose of scepticism for outsiders.

THE NINE BRIGHT SHINERS

The most advanced and powerful Free Magic elementals, of which seven created the Charter and are represented by the bells. Of the remaining two, Yrael later became Mogget, the Abhorsens' companion; and Orannis, "last and mightiest of the Nine", opposed the Charter and was imprisoned by the Seven. The correlation of the Seven and the necromantic bells includes the Precincts of Death, with each bell equalling a specific Precinct.

Yrael, also known as Mogget, initially refused to take a side for or against Orannis, and was therefore later enslaved to the Abhorsen by the other immortals. Whenever unbound, he will try to kill the current Abhorsen and is thus rarely let out by the Abhorsen. To most Mogget appears as a small white cat but to others Mogget adopts a different name and appears as an albino dwarf. Mogget cannot use his dwarf-form without the express permission of the current Abhorsen or an Abhorsen-in-Waiting.

THE NINE BRIGHT SHINERS

*I'll sing you a song of the long ago.
Seven shine the Shiners, oh!
What did the Seven do way back when?
Why, they wove the Charter then!
Five for the warp, from beginning to end.
Two for the woof, to make and mend.
That's the Seven, but what of the Nine—
What of the two that chose not to shine?
The Eighth did hide, hide all away,
But the Seven caught him and made him pay.
The Ninth was strong and fought with might,
But lone Orannis was put out of the light,
Broken in two and buried under hill,
Forever to lie there wishing us ill.*

ANCELSTIERRE TECHNOLOGY

Most advanced technology will fail within the Old Kingdom. Cars will breakdown with welds coming apart and paint disintegrating into raw components. Machine fabricated clothes and paper will be reduced to scraps and rags. Guns will refuse to fire or will explode completely.

ANCELSTIERRE

Ancelstierre is culturally and technologically based on pre-WWI Britain. There are boarding schools, biplanes and most of the long distance communication is based upon radio. Cars exist, but are somewhat rare and expensive. Most roads are made for carts and not for cars.

Ancelstierre is quite large and generally at war with its southern neighbours. The military plays a big role in the political landscape, but is beholden to the politicians.

Most southern consider magic a myth and will generally look down upon northern Ancelstierriens who actually deal with free and charter magic on a daily basis. Because of this, most army recruits coming from the south get a rude awakening if they are stationed in or near the Perimeter.

THE WALL

The Wall is made by two of the Bright Shiners from the Charter and separates Ancelstierre and the Old Kingdom. The Wall is a vast 30 ft high earthen wall stretching from coast to coast, looking akin to large dunes. The wall was made to protect other areas from the Dead and Orannis. The Dead cannot cross the Wall without sustaining damage or weakening them. This does not stop them from constantly trying to cross into Ancelstierre, where life is in abundance and poorly defended.

CROSSING POINTS

Over the years, several crossing points have been made in the wall. At these crossings the Wall is lowered to allow for easier trade. Because of this, the protections against the Dead are also lower here, making it a preferred place of entry for the Dead and their allies. Nowadays, all crossing points have guards on the Ancelstierre side of the wall in order to protect northern Ancelstierre.

THE PERIMETER

The Perimeter is a roughly 20 mile wide strip of land on the Ancelstierre side of the wall. There is a heavy presence of military in this area. Due to the closeness to the wall, magic will generally work here and technology will often fail. There is no radio contact possible if strong winds are blowing from the Old Kingdom.

The dead can generally survive in the Perimeter, but may combust if out during a bright day. Free and Charter magic will work in this area, but will fail the further from the wall it is used.

THE WALL GARRISON

The garrison tasked with securing the border is named the Wall Garrison. The Wall Garrison finds itself in a precarious position. It has a very high death rate under new recruits due to constant attacks from the Dead, but any reports about the Dead are dismissed as superstition by the generals down south. Their guns and trucks are prone to failure based on proximity to the wall. Therefore most soldiers who survive their initial confrontations with the Dead, will arm themselves with swords and bows. This is generally done out of pocket, given that any requests for issued medieval weaponry is denied by the capital.

Northern Ancelstierriens who have a knack for Charter or Free Magic will generally be put in small patrol groups spread throughout the Perimeter. If Dead are found attacking the wall, they will be called to save the regular soldiers.

PROHIBITED ZONE

This is the area directly bordering the Wall and is filled with hand forged barbed wire and trenches. Due to the Dead commonly looking fairly human until they start attacking, it is hard to decipher if a person is human or Dead. Therefore the Wall Garrison has the policy to shoot any trespassers who cannot quickly identify themselves and have a permit to be near the wall.

PROHIBITED ZONE BORDER

The prohibited zone's border is commonly marked by signs containing the following text:

TRESPASSERS WILL BE SHOT WITHOUT WARNING!

MAGIC

In the Old Kingdom, magic takes two forms: Free Magic or Charter Magic. The former is older, and natural in origin, whereas the latter is imposed as an assurance of order, by the immortal 'Seven Bright Shiners'.

Some Free Magic remains in the world, mainly in various breeds of monsters and certain magic users.

The Charter is described as an "endless flow" of symbols describing the cosmos; each used by magicians to achieve psycho kinesis. The composition of spells ranges from single Charter marks to long series requiring a 'master mark' and sometimes a physical focus (typically a sword or wand).

Though Free Magic is 'corrosive' to living things and Charter Magic, Free Magic spells are required to pass the Gates of Death, and the calls of the bells are Free Magic spells subject to the Charter. Although the Abhorsen may use Free Magic without suffering long-term ill effects, typical Free Magic users are ultimately "devoured by the Free Magic they profess to master". Practitioners of Charter Magic have a Charter Mark drawn on their forehead at birth or later in life. Marks unsullied by Free Magic are used to identify true Charter Mages (as opposed to Free Magic sorcerers or constructs in disguise). Charter marks become invisible if you get too far from the Old Kingdom (roughly 75 miles). Most inhabitants of the Old Kingdom and northern Ancelstierre will have one.

THE FIVE GREAT CHARTERS

THE FIVE GREAT CHARTERS RHYME

*Five Great Charters knit the land.
Together linked, hand in hand.
One in the people who wear the Crown.
Two in the folk who keep the Dead down.
Three and Five became stone and mortar.
Four sees all in frozen water.*

This rhyme dictates that at some point in history the Five Great Charters were concentrated in physical objects, or human bloodlines. The bloodlines are those of the royals, the Abhorsen, the Clayr, and the Wallmakers. After this, the entire Wallmaker line physically became the Great Charter Stones and the Wall that separates the Old Kingdom from Ancelstierre, to prevent contamination of their descent. The Great Charter Stones are located in an underground reservoir in the Old Kingdom's capital, Belisaere, and are the sources of Charter Magic in the Old Kingdom. Under the influence of the Wall, magic, both Free and Charter, exists only in the Old Kingdom; but can be practised in northern Ancelstierre, and further south if there is a strong wind from the Old Kingdom.

CHARTER STONES

Charter Stones are large stone monuments "with Charter marks running like quicksilver through the stone, forming and dissolving, only to reform again, in a never-ending story that told of the making of the world." They serve as an easy access point to the Charter for Charter mages, and suppress the Dead and any entrance to Death, but can be broken by Free Magic sorcerers with the use of the blood of a Charter mage. They can be mended by strong charter mages, using blood from a family line unsullied by free magic. The royal line is the most famous of these bloodlines, but others also exist within the Old Kingdom.

The Charter stones were originally created by the Wallmakers. There are many Charter Stones throughout the Old Kingdom that strengthen the presence of the Charter.

THE BELLS

The bells of power are seven eponymous bells typically used by magic users to control the Dead, named after the Seven Bright Shiners who invested themselves in the Charter.

Each bell has a specific power over the Dead and Free Magic creatures, and if used by a skilled magic user, also on living people. An errant or improper ring can affect the caster instead of the target, or cause other adverse effects.

From smallest to largest they are:

RANNA

The Sleeper, prompting drowsiness in the auditor

MOSRAEL

The Waker, transmitting the ringer further into Death but the auditor into Life

KIBETH

The Walker, which can give the Dead freedom of movement or force them to walk according to the ringer's intention;

DYRIM

The Speaker, used either to revive or annul the hearer's ability to speak;

BELGAER

The Thinker, used to restore or remove memory;

SARANETH

The Binder, a favourite of the Abhorsens, used to control the Dead directly; and

ASTARAEEL

The Weeper, also named Sorrowful, which sends both ringer and auditor far into Death.

BELL BANDOLIERS

People wearing bell bandoliers are generally considered suspicious by common folk. Unless directly associated to the Abhorsen, bandolier carriers could very well be necromancers looking for fresh Dead to collect.

CREATURES

Strictly speaking, there are five basic supernatural creatures in the Abhorsen world:

THE DEAD

The Dead are ghosts with both the inclination and the ability to resist the river of Death, who re-enter the world of Life. Though a rare few emerge into Life on their own power, most must be summoned by a necromancer or emerge near a broken Charter Stone (where the Charter's influence has been severely diminished, creating a "door into Death"), or where many deaths have recently occurred. All Dead are averse to running water, and most are unable to withstand direct sunlight.

There are three classes of Dead: Lesser, Medium and Greater. The Greater Dead are usually represented by Dead from beyond the Fifth Gate (spirits from the deeper realms of Death and correspondingly more powerful). Greater Dead, such as Fifth-Gate Resters or Thralks, may exist in Life without a physical body (making them much more difficult to destroy).

The name of Lesser Dead refers to Dead Hands, Ghlums and Gore Crows: a range of re-embodied spirits, often used by necromancers as weapons. Lesser Dead may be incapacitated by immersing them in running water or by destroying their physical bodies with Charter Magic or explosives. Most Dead prey on the living to remain in Life.

CONSTRUCTS

Free Magic constructs are forms assumed by Free Magic elementals or powerful Dead spirits. Though such constructs may be destroyed, destroying the Elemental itself is much more difficult and typically the province of Free Magic.

MORDICANTS

These are fiery constructs of clay and blood, animated by Free Magic and guided by a Greater Dead or Free magic user, able to move between Life and Death at will. They are fierce combatants, and seem to have enhanced senses, able to track specific targets over hundreds of miles, resisting direct sunlight to do so.

FREE MAGIC ELEMENTALS

These are free-willed beings wholly composed of Free Magic. The most common elementals belong to specific "breeds" (such as Stilken, Magrue, Jerreq, or Hish), while the most powerful are unique, or "of a singular nature". Though "many thousands" of Free Magic Elementals escaped the creation of the Charter, most were later imprisoned or enslaved by it. Of the remainder, "no truly dangerous creature of Free Magic has woken in a thousand years, save to the sound of Mosrael and Saraneth, or by a direct summons using their secret names". Some cannot be destroyed except by a Free Magic sorcerer more powerful than they, or by immersion in running water (though Free Magic creatures of the Third Kindred, or those infused with the essence of the Nine, are exempt from this rule). Charter Magic is typically ineffective.

CHARTER SENDINGS

Charter Sendings are servants or sentries constructed entirely of Charter Marks. Many may only act within a given function, which can be of indefinite complexity. Certain fixtures excepted (such as a surcoat or insignia), Charter Sendings do not possess a concrete physical shape, and derive identity primarily from their function. They are capable of emotive response, but show little desire except to fulfil their mandates.

DEATH

Death consists of Seven Precincts divided by Seven Gates, through which a grey river flows. Almost everything in Death is a bleak grey, and a subtle grey fogginess limits visibility. The river may also contain and conceal hostile dead beings, which attack living travellers. Free Magic users can cross the boundary at will. Dead spirits can cross only when aided by a Necromancer, or when the border is weakened by a concentration of (often violent) deaths. Dexterity and great willpower are required to resist the current, which is psychological as well as physical. Each gate responds to a Free Magic spell wielded by Abhorsens and Free Magic users; Dead cannot pass any Gate unless they are very powerful. Each Precinct contains a different peril.

FIRST PRECINCT

The First Precinct is mostly knee-deep water, but has eddies and pools dangerous to the interloper. Its Gate is a huge waterfall.

SECOND PRECINCT

The Second Precinct has pitfalls throughout its domain and low visibility; The Gate is a vertical river rising from the floor.

THIRD PRECINCT

The Third Precinct has slightly warmer ankle-deep water and visibility is slightly improved. Periodic, irresistible waves carry dead creatures through the Gate (a wall of mist), often beyond the final Seventh Gate.

FOURTH PRECINCT

The Fourth Precinct has a low concentration of Dead, as most of those who reach it have been stunned by the Third Precinct's waves, and are carried easily to the dangerous and deceptively short waterfall that comprises its Gate.

FIFTH PRECINCT

The Fifth Precinct is too deep to wade, and must be crossed by a thin black bridge that frequently attracts dead creatures. The water in the Fifth Precinct has strong mutagenic properties, and is implied to be partially responsible for the monstrous appearance of some Greater Dead and necromancers. Its Gate is a whirlpool.

SIXTH PRECINCT

The Sixth Precinct has no current, and its water is present as a shallow pool. There are many Dead creatures in this Precinct, some of whom are Greater Dead. The Gate has no substance and can appear anywhere, but appears as a lift bordered by a cylinder of water.

SEVENTH PRECINCT

The Seventh Precinct is an endless pool of deep, still and clear water. It is warmer than the other precincts and there is no fog, allowing a necromancer to see in every direction. The Seventh Gate, resembling a starry sky, confirms the final death of any who look upon it, except those to who retain a native span of years. Those claimed by the Gate rise at varying speeds and vanish, never to return.

GAME MECHANICS

ABILITY SCORES

These stats determine your modifiers for all the skill checks and saving throws. Below is a list of the ability scores, as well as which checks they directly affect and example skill checks.

ABILITY SCORES

Skill	Affects	Example skill checks
Strength		
Physical Melee To Hit	Sword strikes	
Physical Melee Damage	Swimming	
Wear heavy armour	Climbing	
Death saves	Lifting objects	
Strength saving throws		
Agility		
Physical Ranged To Hit	Bow attacks	
Physical Ranged Damage	Lock picking	
Agility saving throws	Stealth	
	Tying a knot	
Reflexes		
AC	Dodging a boulder	
Initiative modifier	Catching a ball	
Physical saving throws		
Constitution		
Maximum Hit points	Run a marathon	
Maximum Stamina	Forgoing sleep	
Constitution saving throws	Holding your breath	
Resisting Massive damage	Resist alcohol	
Intelligence		
Passive Perception	Recall history	
Crafting	Determine species	
Intelligence saving throws	Religion	
Medicine checks	Investigating a crime scene	

ABILITY SCORES CONT.

Skill	Affects	Example skill checks
Charisma		
Bartering	Deception	Read persons face
Insight	Find gossip in tavern	
Charisma saving throws	Animal handling	
Aptitude		
Charter Attacks To Hit	Raise dead	
Charter DC	Resisting Belgaer	
Maximum Stamina	Arcana	
Charter saving throws	Casting spells	

DUAL SKILL CHECKS

Skill checks, hit checks and saving throws will use a d20 as used in 5e. Skill checks will consist of using the modifiers of two ability scores. This can be two of the same modifiers. For example, if the player has to carry a heavy object a fair distance, the GM could ask you to roll a d20 and add your Strength and Constitution modifiers. But if it was simply lifting a very heavy boulder, it might require a Strength + Strength check, known as a double Strength check.

SAVING THROWS

There are three categories of saving throws, Physical, Charter and Death saving throws. Death saving throws will be discussed in the Death chapter. Both Physical and Charter saving throws will consist of a list of 5 ability score saving throws, namely Strength, Agility, Constitution, Intelligence and Charisma. Your Reflexes modifier will be added to each Physical saving throw and your Aptitude modifier will be added to the Charter saving throws.

For instance, if you have the following base modifiers: Strength +2, Agility +1, Reflexes +3, Constitution +0, Intelligence +0, Charisma +1 and Aptitude -1, your saving throw tables will look as following (ignoring proficiencies). Having a very high Reflexes score results in very good Physical saving throws, but the lacking Aptitude score means that Charter saving throws will be rough for this character.

EXAMPLE SAVING THROWS MODIFIERS

Ability score	Physical	Charter
Strength	+5	+1
Agility	+4	+0
Constitution	+3	-1
Intelligence	+3	-1
Charisma	+4	+0

GRAPPLING

You can attempt to grapple a creature in melee range using a Strength + Agility skill check, contested by either a Physical Strength saving throw or a Physical Agility saving throw of the target, targets choice. You cannot grapple a creature two sizes up from you and creatures two sizes down from you have advantage on Physical Agility saving throws.

SHOVE

The shove attack will become a Strength + Strength contest opposed by a Strength + Agility or Strength + Reflexes skill check.

MASSIVE DAMAGE

When a creature takes damage from a single source equal to or greater than half its hit point maximum, it must succeed on a DC 15 Physical Constitution saving throw or suffer a random effect determined by a roll on the System Shock table. For example, a creature that has a hit point maximum of 30 must make that Constitution save if it takes 15 damage or more from a single source.

SYSTEM SHOCK

d10	Effect
1	The creature drops to 0 hit points
2-3	The creature drops to 1 hit points
4-5	The creature is stunned until the end of its next turn.
6-7	The creature can't take reactions and has disadvantage on attack rolls and ability checks until the end of its next turn.
8-	The creature can't take reactions until the end of its next turn.
10	

CHECKING THE CHARTER MARK

Some creatures will have a Charter mark on their forehead. As an action you can check the Charter mark of a willing creature or a creature with speed 0. This will inform you whether they are considered Dead, a Free Magic creature or have any hiding in their bodies.

DAZED

Dazed is a new condition which will reduce your speed by half, will let you either perform an action or bonus action and you can't perform more than one melee or ranged attack during your turn. This also breaks concentration.

CONCENTRATION

Concentration saving throws use Charter Constitution saving throws to maintain concentration.

GETTING UP FROM PRONE

In addition to using up half your speed, getting up from prone will also provoke attacks of opportunity. You are still considered prone for these attacks of opportunity.

FLANKING

When making a melee attack, you gain a +1 to all attack rolls if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

Only a creature or character that threatens the defender can help an attacker get a flanking bonus. Creatures with a reach of 0 feet can't flank an opponent.

JUMPING

Jumping works as 5e. However, do not forget that you need to spend a foot of movement for every foot of movement spent travelling through the air.

Any checks related to clearing obstacles use a DC 10 Strength + Agility skill check.

USING POTIONS

You can drink a potion as a bonus action, given the potion is already in your possession and reachable.

You can spend an action to use a potion on a willing or unconscious creature. For this the potion must be reachable and not worn or carried by another creature. You can use this action to for instance feed a healing potion from your belt to an ally, or else to drink a potion left unsupervised on the counter.

FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides. At certain levels, your class gives you the Ability Score Improvement feature. Using the feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow - perhaps by a withering curse - you can't benefit from the Grappler feat until your Strength is restored.

EXERT

Some Stamina abilities allow you to exert them. You will get a stronger effect, but the ability will cost double the amount of stamina.

CHANGING TACTICS

some groups of features are marked as a tactic. These are mutually exclusive features where a choice will have to be made which of the features you want for your character. It is possible to switch between tactics in an extended downtime during which a character studies, exchanges charter marks or realigns ones psyche, as relevant for your character. This requires a long rest of at least 24 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, Fighting, casting Spells, or similar Adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end, a character can change one of his or her tactics, as well as all the usual benefits from a long rest.

STORY TIME

Story time is what we call the time as the characters perceive it, from the perspective of being “in the story”—the amount of time it takes for them to accomplish any of the stuff you and the players say that they do during play. Most of the time, you’ll do this as an afterthought, mentioning it in passing (“Okay, so it takes you an hour to get back to the mayors house”) or mentioning it as part of a skill roll (“Cool, so after 20 minutes of sweeping the room, you find the following...”).

Under most circumstances, story time has no actual relation to real time. For example, a combat exchange might take a few minutes to play out in real time, but it only covers what happens in the first few seconds of a conflict. Likewise, you can cover long swaths of time simply by saying that it happens (“The contact takes two weeks to get back to you—are you doing anything while you wait, or can we just skip to the meeting?”). When used this way, it’s really just a convenience, a narrative device in order to add realism and some consistency to your story.

The length of a ‘story time unit’ will vary heavily between scenes. Therefore it is not always logical to use absolute values of time for certain game mechanics. The story you are trying to tell might lose a fair amount of its tension if you see somebody getting attacked 200 meters away if you know that person will be sent to Death and permanently have died by the time you can get there. This is why certain game mechanics where this is relevant will refer to Story Ticks instead of minutes or hours. This way, the same consistent rules can be used for somebody dying in combat and somebody wasting away from a disease.

STORY TICK

A Story Tick is the unit of story time that passes in which all relevant PC's and NPC's get their actions in. The most obvious example is a round in combat, but it could also for instance be the time it takes to perform a short rest.

USING ITEMS WITHOUT PROFICIENCY

You have disadvantage on any attacks or skill checks using items you are not proficient in.

STAMINA

Every character has an amount of maximum stamina based upon their aptitude and constitution. They can use this stamina for special actions. Some of these special actions every character can do, some are bound to specific sub classes.

However, the more stamina you use up, the weaker you will feel. You will gain penalties if you drop below certain thresholds, see the following table.

Stamina Threshold	Effect
<50%	-1 on all skill checks. -1 on all saving throws
<25%	-3 on all skill checks. -2 on all saving throws
0%	-3 on all skill checks. -2 on all saving throws. Disadvantage on all checks.

REGAINING STAMINA

You regain up to 50% of your maximum stamina rounded up on a short rest. You regain full stamina on a long rest.

STAMINA MOVES

MOVEMENT

Movement stamina moves cannot be performed whilst mounted.

DISENGAGE -2 STAMINA

You can spend 2 Stamina to be able to disengage as a bonus action.

DASH -2 STAMINA

If you have not and will not use your action to dash this turn, you can spend 2 Stamina to be able to dash as a bonus action.

STANDING LONGJUMP -1 STAMINA

By spending 1 Stamina you can double your jump distance for a **standing** longjump for this turn.

ATTACKING

SHOVE -1 STAMINA

When using a shove attack, you can spend 1 stamina to double the shove distance.

PUSHING ATTACK -1 STAMINA

When performing a basic melee attack on a creature of your size or smaller, you can spend 1 stamina to make it a pushing attack. If it hits, the target is not only dealt the damage of the blow, but is also pushed 5ft away from you.

TRIP ATTACK -3 STAMINA

When performing a basic attack on a creature of size Large or smaller, you can spend 3 stamina to make it a tripping attack. On a hit, the target makes a Physical Strength saving throw opposed by your DC. On a failed save, the target is knocked prone.

JUMPING ATTACK -1 STAMINA

When performing a basic melee attack, you can spend 1 stamina to gain 5ft additional reach for that attack. You have disadvantage on this attack.

MISCELLANEOUS

HEALING SURGE -2 STAMINA

As an action, you can spend a hit die and 2 stamina to gain half the value of the hit die + your Constitution modifier.

RALLY -2 STAMINA

On your turn, you can use your bonus action and spend 2 stamina to bolster the resolve of one of your companions. When you do so, choose a creature that can see or hear you. That creature gains temporary hit points equal to your level + your Charisma modifier.

DEATH

Whilst in or near the Old Kingdom, there is a dimension other than the physical world named Death. The physical realm is named Life. The souls of all creatures that die will find themselves drawn into Death. Death is a wet and gloomy place with seven layers, each with more and faster flowing water, but less light. The water will seep your strength and willpower in order to incapacitate you and take you deeper into Death. Where the first layer consists of a tame stream and puddles, the fifth layer is a massive whirlpool, ever flowing and pulling you towards the seventh layer. Between each layer there are barriers named gates. These vary from a small waterfall to the before mentioned whirlpool. It is possible to return from Death, but the deeper you are in Death, the harder it is. Beyond the seventh layer and its gate, lies true death. It is unknown what this entails, but nothing has ever returned from there.

YOUR BODY WHILST IN DEATH

Whilst your soul is within Death, your body will be encased in ice, incapacitating your body. You cannot move, perform actions or reactions and cannot gain hit points. Any attack on your body will automatically hit, but cannot critically strike you. Your body will also automatically fail all Physical saving throws.

SOUL DECAY

If your soul only spends a short period of time in Death and your body is still mostly intact, it is possible to return to your body without permanent effects. However, if your soul stays in Death for long periods of time on end, your soul will start to degrade. You will lose your personality traits and hunger more and more to taking the life of others. Eventually the hunger will overtake your senses and you will transform into one of the Dead. These are souls that simply refuse to stay dead and will seek ways of returning to Life.

Depending on your strength of will and your control of Free Magic, the decay will affect you differently. Most regular people will turn into mostly mindless beings simply named Dead. But a perished necromancer might turn into a Mordicant.

If a decayed soul somehow finds a way back to Life, its body will generally look withered and might have black mists leaking from various cracks. Being transformed into the Dead will have various benefits and disadvantages. Most Dead have inhuman strength and can survive most wounds. On the downside, most Dead can be bound by Free Magic and might require deaths to occur near them to remain in Life.

ENTERING DEATH

There are various ways of entering Death, some forced, some voluntary. You always enter Death at the first layer, but the velocity of entering Death can be very different depending on the method of entry.

HITTING 0 HIT POINTS

If a creature drops to 0 hit points, that creature's soul will enter Death. Every Story Tick the creature will potentially fall deeper into Death. If the creature passes the seventh layer of Death, the creature body will no longer be encased in ice and cannot return. Entering Death without any hit points makes it very likely that you will pass the seventh gate without outside help.

FREE MAGIC

If you are a Free magic user, you will have natural connection with the Death dimension. Some free magic users can freely move into Death without being reduced to zero hit points. This will reduce the pull of the water, but will hardly make Death a safe space. The water can still drag you down and there could be Dead hunting you and trying to use you to return to Life.

ARTEFACTS

There are also artefacts that allow entrance to Death. The most common of these are the various bells magic users have, but there are also artefacts that do not require the user to have magical powers. This last category of artefact is very rare and sought after.

RETURNING FROM DEATH

Once you enter Death and do not wish to pass the seventh gate, you will need to stabilize. This will be harder if your hit points at 0 and near impossible if your body and most specifically your brain are destroyed. If you have 0 hit points or worse, you will also be incapacitated in Death until you succeeded on your stabilisation saving throw. A stabilisation roll is considered a Death saving throw and will consist of a Charter Strength saving throw at the end of your turn. Upon success, you will stabilize, will no longer be incapacitated and stop your decent towards the seventh gate. Upon failure, you will go down one layer of Death, ever closer to true death.

DEATH STABILISATION DC PER LAYER

Current Layer	Destroyed body	0 Hit points	1+ Hit points
1	Automatic Failure	Automatic Failure	Automatic Success
2	Automatic Failure	Automatic Failure	8
3	Automatic Failure	14	10
4	15	15	12
5	18	17	14
6	21	19	16
7	25	22	18

DESCENDING DEATH LAYERS

You can intentionally descend death layers by using your movement. You use your full movement to descend one layer. You can use a dash action to quickly descend another layer.

GRAPPLING CREATURE IN DEATH

If you are above 1 hit point, stabilized and you are on the same layer as another creature, you can attempt to grapple the creature. Distance to the target is irrelevant for this grapple check whilst these conditions are true. You will automatically succeed in grappling a stabilized willing creature. You have advantage on grappling a willing creature. Grappling a creature will stabilize them.

Whilst grappled, they will move with you, if you decide to either ascend or descend Death layers. You can grapple up to two creatures in Death, given they are both willing. The grappled creature can use its action to grant you advantage on climbing Death layers.

FORCE CREATURES DOWN

If you are above 1 hit point, stabilized and you are on the same layer as another creature, you can attempt to shove the creature through the next gate. Distance to the target is irrelevant for this shove check whilst these conditions are true. You must make a Strength + Aptitude skill check opposed by either a Strength + Aptitude skill check or an Agility + Aptitude skill check. The target has disadvantage if the creature is not considered stabilized. On success, the target creature is pushed one layer down, but will stay stabilized if it was before.

CLIMBING DEATH LAYERS

It is possible to claw back from Death back into life if you have a body to return to. Without a body, you will require help from either a necromancer or a creature with equivalent magical powers.

To climb a layer without magic, you will have to overcome not only the physical water flow of the gate but also its life draining properties. To climb a layer, you can use your action to make a Death saving throw. On success, you will climb one layer. If you climb from layer one up, you will return to Life and your body. The ice around your body will evaporate, but you will still feel the damp and cold of Death. On a failure you will stay on your current layer. If you fail the DC by 5 or more or roll a one on the die, you will be dragged along with the water. You will no longer be considered stabilized and will immediately drop one layer. You do not get to make a Death stabilisation saving throw at the end of this turn.

CLIMBING DEATH LAYERS DC

Current Layer	0 Hit points	1+ Hit points
1	Automatic Success	Automatic Success
2	12	8
3	13	10
4	14	12
5	16	14
6	Automatic Failure	Automatic Failure
7	Automatic Failure	Automatic Failure

FEATS

ACTOR

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on skill checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful skill check contested by your Deception check allows a listener to determine that the effect is faked.

ALERT

Always on the lookout for danger, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

ARCANE AMMUNITIONIST

Prerequisites: Aptitude 13 or higher

You have developed the magical ability of conjuring ammunition, gaining the following benefits:

- You gain a +1 bonus to ranged attack rolls when using conjured, magical or imbued ammunition.
- You can conjure a piece of mundane ammunition (such as arrows for bows, bolts for crossbows, or stones for slings) as part of an attack with a ranged weapon. The conjured ammunition disappears after 1 round. The conjured ammo is considered magical.
- You ignore the loading quality of crossbows with which you are proficient.

ATHLETE

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Agility score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement and won't provoke attacks of opportunity.
- Climbing doesn't halve your speed.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

CHARGER

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature.

If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

CROSSBOW EXPERT

Thanks to extensive practice with the crossbow, you gain the following benefits:

- You ignore the loading quality of crossbows with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded hand crossbow you are holding.

DEFENSIVE DUELLIST

Prerequisite: Agility 13 or higher

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add double your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

CHEF

Time spent mastering the culinary art has paid off, granting you the following benefits:

- Increase your Constitution or Aptitude by 1, to a maximum of 20.
- As part of a short rest, you can cook special food, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to $4 + \text{twice your proficiency bonus}$. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.
- With one hour of work or when you finish a long rest, you can cook a number of treats equal to double your proficiency bonus. These special treats last 8 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to your proficiency bonus.

CRUSHER

You are practiced in the art of crushing your enemies, granting you the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- Once per turn, when you hit a creature with an attack that deals bludgeoning damage, you can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than you.
- When you score a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the start of your next turn.

DUAL WIELDER

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

DUNGEON DELVER

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).
- You have advantage on skill checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while travelling at a normal pace, instead of only at a slow pace.

DURABLE

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).

GRAPPLER

Prerequisite: Strength 13 or higher

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.
- Creatures that are one size larger than you don't automatically succeed on checks to escape your grapple.

GREAT WEAPON MASTER

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

HEALER

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore $1d6 + 4$ hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

HEAVILY ARMOURED

Prerequisite: Proficiency with medium armour

You have trained to master the use of heavy armour, gaining the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency with heavy armour.

HEAVY ARMOUR MASTER

Prerequisite: Proficiency with heavy armour

You can use your armour to deflect strikes that would kill others. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armour, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 3.

INSPIRING LEADER

Prerequisite: Charisma 13 or higher

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

KEEN MIND

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

LIGHTLY ARMOURED

You have trained to master the use of light armour, gaining the following benefits:

- Increase your Strength or Agility score by 1, to a maximum of 20.
- You gain proficiency with light armour.

MAGE SLAYER

You have practiced techniques useful in melee combat against spell casters, gaining the following benefits:

- When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature.
- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against spells cast by creatures within 5 feet of you.

MEDIUM ARMOUR MASTER

Prerequisite: Proficiency with medium armour

You have practiced moving in medium armour to gain the following benefits:

- Wearing medium armour doesn't impose disadvantage on skill checks to hide or sneak.
- When you wear medium armour, you can add 3, rather than 2, to your AC if you have an Agility of 16 or higher.

MOBILE

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

MODERATELY ARMOURED

Prerequisite: Proficiency with light armour

You have trained to master the use of medium armour and shields, gaining the following benefits:

- Increase your Strength or Agility score by 1, to a maximum of 20.
- You gain proficiency with medium armour and shields.

MOUNTED COMBATANT

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Physical Agility saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

OBSERVANT

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Aptitude score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Perception and passive Intelligence scores.

PIERCER

You have achieved a penetrating precision in combat, granting you the following benefits:

- Increase your Strength or Agility by 1, to a maximum of 20.
- Once per turn, when you hit a creature with an attack that deals piercing damage, you can reroll one of the attack's damage dice, and you must use the new roll.
- When you score a critical hit that deals piercing damage to a creature, you can roll one additional damage die when determining the extra piercing damage the target takes.

POLE ARM MASTER

You can keep your enemies at bay with reach weapons. You gain the following benefits:

- When you take the Attack action and attack with only a glaive, halberd, or quarterstaff, you can use a bonus action to make a melee attack with the opposite end of the weapon. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
- While you are wielding a glaive, halberd, pike, or quarterstaff, other creatures provoke an opportunity attack from you when they enter your reach.

POISONER

You can prepare and deliver deadly poisons, granting you the following benefits:

- When you make a damage roll that deals poison damage, it ignores resistance to poison damage.
- You can apply poison to a weapon or piece of ammunition as a bonus action, instead of an action.
- You gain proficiency with the poisoner's kit if you don't already have it. With one hour of work using a poisoner's kit and expending 50 gp worth of materials, you can create a number of doses of potent poison equal to your proficiency bonus. Once applied to a weapon or piece of ammunition, the poison retains its potency for 1 minute or until you hit with the weapon or ammunition. When a creature takes damage from the coated weapon or ammunition, that creature must succeed on a DC 14 Constitution saving throw or take 2d8 poison damage and become poisoned until the end of your next turn.

RESILIENT

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

SAVAGE ATTACKER

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

SHARPSHOOTER

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

SHIELD MASTER

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Physical Agility saving throws you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Physical Agility saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

SKULKER

Prerequisite: Agility 13 or higher

You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on skill checks relying on sight.

SLASHER

You've learned where to cut to have the greatest results, granting you the following benefits:

- Increase your Strength or Agility by 1, to a maximum of 20.
- Once per turn when you hit a creature with an attack that deals slashing damage, you can reduce the speed of the target by 10 feet until the start of your next turn.
- When you score a critical hit that deals slashing damage to a creature, you grievously wound it. Until the start of your next turn, the target has disadvantage on all attack rolls.

SPELL SNIPER

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- Your ranged spell attacks ignore half cover and three-quarters cover.

TAVERN BRAWLER

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You are proficient with improvised weapons and unarmed strikes.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

TOUGH

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

WAR CASTER

Prerequisite: Spell slinger or Mysticist class

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

WEAPON MASTER

You have practiced extensively with a variety of weapons, gaining the following benefits:

- Increase your Strength or Agility score by 1, to a maximum of 20.
- You gain proficiency with four weapons of your choice.

CHARACTER CREATION

STEP-BY-STEP

Character creation is fairly straightforward. Follow the following steps:

1. Choose a Class
2. Choose a Subclass within the class
3. Choose a Background.
4. Determine your ability scores either through point buy or using the standard array.
5. Upgrade your main ability score.
6. Pick a defensive proficiency.
7. Calculate your Generic stats.

BACKGROUNDS

5e backgrounds will be used, however no proficiencies or languages will be granted.

POINT BUY RULES

- 31 total points to spend
- Ability scores cannot be lower than 8
- Ability scores cannot be higher than 16
- Each ability score costs a different number of points (see the table below)

ABILITY SCORE POINT COST

Score	Cost	Score	Cost	Score	Cost
8	0	11	3	14	7
9	1	12	4	15	9
10	2	13	5	16	12

STANDARD ARRAY

The standard array is as follows: 16, 14, 12, 12, 10, 10, 8.

ABILITY SCORE AND MODIFIERS

Score	Modifier	Score	Modifier
1-3	-4	12-13	+1
4-5	-3	14-15	+2
6-7	-2	16-17	+3
8-9	-1	18-19	+4
10-11	+0	20-21	+5

UPGRADE YOUR MAIN ABILITY SCORE

Add two to your highest ability score. If multiple ability scores are your highest, pick one to upgrade.

DEFENSIVE PROFICIENCY

You get to choose a defensive proficiency, which involves choosing from one of the following three options:

1. +1 AC and your proficiency bonus is added to initiative
2. Proficient in 3 Physical saving throws of your choice
3. Proficient in 3 Charter saving throws of your choice

This choice is made at character creation and cannot be changed later, so choose wisely. The value in which your proficiency modifier is increased depends on your level. Consult the following table to find your proficiency modifier:

PROFICIENCY MODIFIERS

Level	Proficiency Modifier
1-3	+1
4-5	+2
6-7	+3
8-10	+4

GENERIC STATS

Your movement speed is a base of 30. Your AC without any gear on is $10 + \text{Reflexes modifier}$. Passive perception is $10 + \text{your Intelligence modifier}$. Initiative is based on your Reflexes modifier.

HIT POINTS

Every level will grant two hit dice of the appropriate class. For the first level, you will be granted the maximum amount of hit points. Constitution is added only once per level as normal.

MAXIMUM STAMINA

Your maximum stamina is $5 + (\text{your level} * 3) + \text{your Constitution modifier and your Aptitude modifier}$.

EXAMPLE CHARACTER

Sabriël is a level 1 Spellslinger with a Sage background. She choose the Charter mage subclass and to use the standard array of ability scores. She upgrades her Aptitude score. She finishes by electing to be proficient in the Strength, Constitution and Charisma Charter saving throws.

Her choices (and her equipment) mean that she gains the following stats:

- +1 to initiative
- A maximum stamina of 14 ($5 + 3 + 2 + 4$)
- 15 AC ($14 + 1$)
- 30 movement speed
- Passive perception of 11 ($10 + 1$)
- Spell Attack Bonus of +8 ($4 + 4$)
- Spell DC of 13 ($8 + 1 + 4$)
- +0(AGI 0 + 0) to hit with her dagger, and a +0(AGI) damage modifier.

SKILL MODIFIERS

Here are Sabriël's skill modifiers. She has chosen her Strength to be her lowest skill, putting the 8 from the standard array in Strength, making her Strength modifier -1. Her Physical Strength saving throw consists of her Reflexes modifier added up to her Strength modifier, becoming +0. She is proficient in her Charter Strength saving throw and this is her Aptitude and Strength modifier combined resulting in a +4 (+1, +4, -1).

Ability	Score	Skill Check Modifier	Physical Saving	Charter Saving
Strength	8	-1	+0	+4*
Agility	10	+0	+1	+4
Reflexes	12	+1	-	-
Constitution	14	+2	+3	+6
Intelligence	12	+1	+2	+4
Charisma	10	+0	+1	+5*
Aptitude	18	+4	-	-

EQUIPMENT

- Bell bandolier with Kibeth, Ranna & Dyrim
- Dagger
- Chain shirt
- Explorer's pack
- Black ink & quill
- Small knife
- Letting from a dead colleague
- Common clothes
- 10 gp

CLASSES

RUNIC KNIGHT

CLASS FEATURES

Hit Dice: 2d12 per Runic Knight level

Hit Points: 2d12 (or 13) + your Constitution modifier per Runic Knight level. Maximum values on level 1.

DC: 8 + (Strength or Agility) + Aptitude

Magic Type: Charter

PROFICIENCIES

Armour: Shields, Medium armour, Heavy armour

Weapons: Simple weapons, Martial weapons

EQUIPMENT

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

- (a) a martial weapon and a shield or (b) two martial weapons or (c) a longbow and 20 arrows or (d) a heavy crossbow and 20 bolts
- (a) five javelins or (b) any simple melee weapon
- (a) Chain mail or (b) a Chain shirt
- (a) Dungeoneer's pack or (b) a Burglar's pack

SUBCLASSES

The Runic Knight knows 3 subclasses which you choose one of at level 1. The available options are Fighter, Ranger or Guardian.

DIAMOND OF PROTECTION

You can cast a ritual of 5 minute to create a diamond shaped protection dome of up to 25ft at the widest. This means the diamond has widths of the following sizes from left to right: 5ft-15ft-25ft-15ft-5ft. The Dead, free magic creatures or effects caused by these creatures cannot cross the dome. Whether alive, dead or a free magic creature, a creature can opt to attack the dome. The dome has 15 AC and cannot be moved in any way. The dome has $10 * (\text{Runic Knight level} + \text{Aptitude Modifier})$ in hit points. The dome lasts for as long as you are in it. Any creatures whose body is within the dome add the creators Aptitude modifier to any Death saving throws.

This ritual can be shortened by using up Charter imbued silver. Imbuing the silver will take roughly 1 minute per 100 silver coins or equivalent pure silver and the silver will remain imbued with 1 week. See the following table to see how much this can speed up the ritual for the amount of silver.

Silver Cost	Time reduced to
100	2 minutes
500	1 minute
2500	12 seconds

IMBUE

Casting Time: 1 action

Range: touch

Components: S

Duration: 24 hours

You can imbue your weapon to gain additional benefits. Only you can gain benefits from weapons you enchanted. The imburement will last for one day. This action is free the first time on a day, but any further imburement will expend two stamina. Hits with an imbued weapon will critical on a 19 and 20 on the die roll. The weapon imburement will also grant **one** of the following benefits:

- Change your weapon damage type to either Fire, Thunder
- Grant +5 movement speed
- Grant a minimum initiative of 10

Alternatively you can imbue a cloak. Any creature wearing the cloak or else if their physical body is covered by the cloak (even if encased in ice), will always count as having 1+ hp in Death. Their maximum hit points also rise by $6 + 2 \times \text{Runic Knight level}$.

ABILITY SCORE IMPROVEMENT

When you reach second level, and again at 4th, 6th, 8th and 10th 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.

Instead of increasing your ability scores, you can instead take a feat, chosen from the feats chapter.

LEVEL 3

OFFENSIVE TACTICS

At 3rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

CUNNING ATTACK

You gain +2 to all attack rolls and +2 to all damage rolls

REPELLING STRIKE

When you hit a creature with an attack, you can push the creature up to 10 feet away from you in a straight line. If it is pushed, it takes an additional $2 + \text{Runic Knight level}$ bludgeoning damage.

LEVEL 6

RELIABLE STRIKES

When you roll a 1 or 2 on a damage die for an Attack you make with a weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

LEVEL 7

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

DIAMOND SOUL

Whenever you are about to make a saving throw, you gain the ability to spend 1 Stamina and gain advantage on that saving throw.

PARRY

As a reaction, you can spend 2 Stamina and gain 2 AC until the start of your next turn.

POWER THROUGH

After you got hit by a weapon attack and have taken the damage, you can spend your reaction and 2 stamina to power through and gain as much temporary hit points as the attack did. These temporary hit points last until the end of your next turn.

SUBCLASSES

The Runic Knight knows 3 subclasses which you choose one of at level 1. The available options are Fighter, Ranger or Guardian.

FIGHTER

I will trample our enemies!

QUICK BUILD

You can make a Fighter quickly by following these suggestions. First, make Strength or Agility your highest ability score, depending on whether you want to focus on Brawn or Nimble melee weapons. Your next highest score should be Constitution. Second, choose the soldier background. Third, choose the Physical saving throw defensive proficiency, picking at least Agility and Constitution saving throws.

FIGHTING STYLES

At level 1 you gain the following fighting styles.

TWO WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

HEAVY HITTER

When you engage in two handed weapon fighting, on a hit, you can push your target 5ft back, given your target is Large or smaller. You then have the option to follow your target using your movement without provoking attacks of opportunity.

DUELLING

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.

CHARGE

If you move at least 20ft straight toward a target and then hit it with an attack on the same turn, the target takes an extra 1d6 bludgeoning damage from the first attack. If the target is a creature, it must succeed on a Physical Strength saving throw or be knocked prone.

WHIRLWIND -1 STAMINA

You can use your action to make a melee attack against any number of creatures within melee range of you, with a separate attack roll for each target.

FLURRY -2 STAMINA

You gain two additional attacks this turn, but all enemies have advantage on attack rolls targeting you until the start of your next turn.

Exert: You gain three additional attacks.

REDIRECT -3 STAMINA

Use your reaction to redirect a melee attack aimed at you to another target within 5ft of either you or the target. The damage cannot be redirected upon the attacker. If you are not already within 5ft of both targets, move to a place where you are free.

LEVEL 2

BRUTAL CRITICAL

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

AGGRESSIVE

As a bonus action, you can move up to half your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

LEVEL 4

KILLING STROKE

When you bring a creature to 0 hp with one of your attacks, you can use your bonus action to make another attack.

RELENTLESS ENDURANCE

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

LEVEL 5

ACTION SURGE

Starting at 5th Level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible Bonus Action.

Once you use this feature, you must finish a short or Long Rest before you can use it again.

LEVEL 6

FRENZY

If you have dealt damage to an enemy during your turn, you cannot be charmed or frightened until the end of your next turn.

RANGER

They never saw me coming.

QUICK BUILD

You can make a Ranger quickly by following these suggestions. First, make Agility your highest ability score, followed by Reflexes. Second, choose the outlander background. Third, choose the Charter saving throw defensive proficiency, picking at least Intelligence and Constitution saving throws.

NIMBLE FIGHTER

You gain a +2 bonus to attack rolls you made with Nimble weapons.

QUICK RELOAD

You can reload your crossbows and blow darts as part of the attack.

IMBUE AMMUNITION

You can imbue one item of ammunition with special effects as an action. The ammunition will remain imbued for one day before running out. Ammunition can be imbued only once. The Stamina cost will depend on the imburement:

Imbue Cost	Effect
Pin 1	Requires ammunition to deal Piercing Damage. On hit, the target must make a Physical Strength saving throw, or be considered grappled for 1 round.
Heavy 2	On hit, the target must make a Physical Constitution saving throw, or be considered Dazed for 1 round.
Marked 2	If the target is either dead or a free magic creature, this ammunition will deal an additional 2d4 damage as well as giving off a flash of light.

PIERCING SHOT -1 STAMINA

Your arrow or bolt will pierce through the target. If another target is behind the target in a straight line up to 20ft long, also make an attack on that target, regardless if the initial target is hit.

PRECISION SHOT -2 STAMINA

If this attack hits, it will automatically be a critical.

HAILSTORM -3 STAMINA

Your arrows or bolts hit all enemies within a 15ft by 15ft square, but have a -2 bonus to attack rolls. You use different ammunition for each target.

Exert: You have a +2 bonus to attack rolls instead

LEVEL 2

SLAYER'S PREY

You can focus your ire on one foe, increasing the harm you inflict on it. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon.

This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature.

FROST BLADES -1 STAMINA

Your next arrow will unleash icy blades from the first enemy which fly at other enemies. Regardless if the main arrow hit, a 20ft cone will emerge directly behind the target. Any creatures within the cone will be pelted with icy spikes. They must make a Physical Agility saving throw, taking 2d6 + Ranger level Cold damage on a failure, and half damage on a success. Frost blades will shatter the original ammunition upon impact and will negate any effects of imbued ammunition used in this shot.

Exert: 3d6 + Ranger level Cold damage in a cone behind the target.

LEVEL 4

TUMBLE

Instead of moving, you can perform a tumble. A tumble moves you up to 10ft, but does not provoke attacks of opportunity and can move through enemies.

LEVEL 5

CHAIN

Whenever you hit a target with one of your projectiles, you can choose another target within 20 of the original target to attack. This new attack deals damage as much as a regular projectile would deal, without adding your ability modifier.

LEVEL 6

ADDITIONAL IMBUE AMMUNITION

At 6th level you gain additional imburement options for your ammunition

Imbue Cost	Effect
Shade 1	On hit, the target must make a Charter Charisma saving throw, or its vision is reduced to 5 ft until the start of your next turn.
Seeking 2	You don't make an attack roll for any attack made with seeking ammunition. The attack will automatically hit, but cannot perform critical hits. Normal rules for targeting still apply.
Walloping 2	This ammunition packs a wallop. A creature hit by the ammunition must succeed on a Physical Strength saving throw or be knocked prone.

GUARDIAN

#Blessed

QUICK BUILD

You can make a Guardian quickly by following these suggestions. First, Strength should be your highest ability score, followed by Reflexes or Aptitude. Second, choose the noble background. Third, choose the +1 AC and initiative defensive proficiency.

SENTINEL

Your opportunity attacks with a shield in your hand do not consume a reaction.

When you hit a creature with an opportunity attack, they must succeed on a Physical Constitution saving throw or their speed becomes 0.

DEFENDER

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 to do this.

PROTECTOR OF FAITH

Your Diamond of protection is one size larger, becoming 35ft at the widest. You can also move out of the diamond without it collapsing, given you stay within 60 ft of the diamond.

SHIELD SLAM -1 STAMINA

Requires a shield

Make a melee attack on the target. On hit, your target will be knocked prone as well as taking the damage from the hit.

ENDURING CRY -2 STAMINA

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

You let off a loud cry that will allow you to temporarily ignore hits. This purges any frighten effects on you and you gain temporary hit points based on the amount of enemies in melee range. You will gain 3 temporary hit points for any enemy medium size or smaller, and 6 temporary hit points for any enemy Large or larger. An enduring cry will give you a minimum of 5 temporary hp, regardless if enemies are close.

BLESS -2 STAMINA

Casting Time: 1 action

Range: 30 ft

Components: V, M, S (A sprinkling of water)

Duration: 1 minute

Choose up to four creatures within 30ft. Whenever the target makes a saving throw within the next minute, the target can add a d6 to the value of the saving throw.

Exert: Choose up to 6 creatures.

LEVEL 2

INTIMIDATING SHOUT -3 STAMINA

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

All enemies within 15ft of you must make a Charter Charisma saving throw. On failure, each creature must walk up to 15ft towards you. The target also has disadvantage on all attack rolls not targeting you until the end of your next turn.

LEAP SLAM -2 STAMINA

Casting Time: 1 action

Range: 30ft

Components: V

Duration: Instantaneous

Choose an unoccupied location within range. You leap to the specified location, slamming your weapon on the ground. Any creature within 10ft radius of the slam takes half your weapon damage. Any additional effects caused by your weapon or abilities do not trigger with this damage. Any creatures hit by this shockwave also must make a Physical Strength saving throw or be knocked prone.

LEVEL 4

REINVIGORATING TOUCH -2 STAMINA

Casting Time: 1 minute

Range: touch

Components: S

Duration: Instantaneous

Target creature regains $3d6 + 3 \times \text{Guardian level}$

Exert: The casting time is reduced to 1 action.

LIFE LINK

Casting Time: 1 action

Range: 50ft

Components: V

Duration: 1 minute

Choose up to 3 friendly, willing non-Dead creatures within range. You and the chosen targets will become connected with a very faint beam of charter magic. Any damage you or any of the chosen creatures take, is split evenly over all the chosen creatures. The damage is split before any mitigation and the damage after the split is rounded up. The Life Link can be ended as a bonus action by the caster.

LEVEL 5

PROTECTION

You gain resistance against non-magical bludgeoning, piercing and slashing damage.

LEVEL 6

DEDICATION TO THE CHARTER -2 STAMINA

Casting Time: 1 reaction

Range: 30ft

Components: V

Duration: Instantaneous

At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +5 bonus to the roll. You make this choice after you see the roll, but before the GM says whether the attack hits or misses.

SPELLSLINGER

CLASS FEATURES

Hit Dice: 2d6 per Spellslinger level

Hit Points: 2d6 (or 7) + your Constitution modifier per Spellslinger level. Maximum values on level 1

Spell Attack bonus: Aptitude + Aptitude

DC: 8 + Intelligence + Aptitude

Magic Type: Charter

PROFICIENCIES

Armour: Light armour, Medium armour

Weapons: Simple weapons

BELLS

Recharge die is d10. Each use of the bell is an action.

Bell Recharge

		Effect
Kibeth	7-10	Choose a target Dead within 60 ft. Depending on the tone, it will either daze the target Dead or else grant freedom of movement to the Dead. The Dead can opt to make a Charter Intelligence saving throw to resist the Daze effect. If it is granted freedom of movement, then their movement no longer provokes attacks of opportunity and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. Ringers' choice. Either effect will lasts up to 1 minute.
Ranna	6-10	The sound of this bell sends creatures into a magical slumber. Roll 4d8 + 2xd8 Spellslinger level; the total is how many hit points of creatures this spell can affect. Creatures within 30 feet of you, but excluding you, are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. The ringer must make a DC Charter Intelligence saving save or also fall asleep. You can use your action to wake a sleeping person.
Dyrim	9-10	Create a stationary reverberating echo originating from the ringer with a radius of 30ft. The echo will either decrease the DC of any Bell Magical effect by 3 + Spellslinger level for 1 minute or else removes an ongoing echo. Any concentration checks done within the echo by creatures other than the ringer are done at disadvantage.

MESSAGE

Casting Time: 1 action

Range: 100 feet + Spellslinger level x 100 feet

Components: V, M, S (A short piece of copper wire)

Duration: 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

EQUIPMENT

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

- Bell bandolier containing a Kibeth, Ranna and Dyrim bell
- (a) any simple melee weapon or (b) a light crossbow and 20 bolts or (c) a martial melee weapon and shield (if proficient)
- Chain shirt
- (a) Diplomat's pack or (b) a Explorer's pack

SUBCLASSES

The Spellslinger knows 3 subclasses which you choose one of at level 1. The available options are Silencer, Charter Mage or Elementalist.

THUNDERBOLT

Casting Time: 1 action

Range: 100 feet + Spellslinger level x 20 feet

Components: V, M, S (A short piece of copper wire)

Duration: Instantaneous

Make a ranged spell attack against the target. On a hit, the target takes 1d8 + Aptitude modifier Thunder damage. If you perform a critical hit with this spell, the target is dazed until the end of your next turn. This spell's damage increases by 1d8 when you reach 3rd level (2d8), 6th level (3d8), and 9th level (4d8).

FIRE CLAW

Casting Time: 1 action

Range: touch

Components: V

Duration: Instantaneous

Make a melee spell attack against the target. On a hit, the target takes $1d10 + \text{Aptitude modifier}$ Fire damage. If you perform a critical hit with this spell, the target is ignited, dealing $1d6$ fire damage at the end of each of its turns. The target, or a creature within 5 ft of it can use its action to douse the flame. This spell's damage increases by $1d10$ when you reach 3rd level ($2d10$), 6th level ($3d10$), and 9th level ($4d10$). The ignite damage increases by $1d6$ when you reach 3rd level ($2d6$), 6th level ($3d6$), and 9th level ($4d6$).

LEVEL 3

ABILITY SCORE IMPROVEMENT

When you reach third level and again at 6th, 8th and 10th 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.

Instead of increasing your ability scores, you can instead take a feat, chosen from the feats chapter.

LEVEL 4

EARTH SPIKE -1 STAMINA

Casting Time: 1 action

Range: 90ft

Components: S

Duration: Instantaneous

You extend your hand toward a medium or smaller creature you can see within range and a 5ft earthen spire jolts up from the ground under them. The creature must succeed on a Physical Agility saving throw or take $2d8 + \text{Aptitude modifier}$ bludgeoning damage. The creature is pushed towards an adjacent space the target chooses. The earthen spire is 10ft high, has 10hp and 10 AC.

LEVEL 7

META MAGIC TACTICS

At 7th level, you gain the ability to twist your spells to suit your needs. You gain three of the following Meta Magic options of your choice. You can use only one Meta Magic option on a spell when you cast it, unless otherwise noted. You can change your choice at a later time following the rules for tactics.

CAREFUL SPELL

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 2 stamina and choose a number of those creatures up to your Charisma skill check modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

EMPOWERED SPELL

When you roll damage for a spell, you can spend 2 stamina to reroll a number of the damage dice up to your Charisma skill check modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Meta Magic option during the casting of the spell.

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can spend 3 stamina to double its duration, to a maximum duration of 24 hours. If you extend the duration of a spell that requires concentration, you gain advantage on checks made to maintain concentration on the spell.

HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 4 stamina to give one target of the spell disadvantage on its first saving throw made against the spell.

QUICKENED SPELL

When you cast a spell that has a casting time of 1 action, you can spend 3 stamina to change the casting time to 1 bonus action for this casting.

SEEKING SPELL

If you make an attack roll for a spell and miss, you can spend 3 stamina to reroll the d20, and you must use the new roll. You can use Seeking Spell even if you have already used a different Meta Magic option during the casting of the spell.

SUBTLE SPELL

When you cast a spell, you can spend 2 stamina to cast it without any somatic or verbal components.

TRANSMUTED SPELL

When you cast a spell that deals a type of damage from the following list, you can spend 2 stamina to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can exert the spell to target a second creature in range with the same spell. To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level. This can be done in combination with existing exertion options on the spell, resulting in a four times higher stamina cost.

SCULPT SPELL

When you cast a spell with a range that affects an area, you can expend 2 stamina to change the area's shape in one of the following ways:

- If the spell's range is a line, you can change it to a cone of half range.
- If the spell's range is a cone, you can change it to a 5-foot-wide line with double range.
- If the spell's range is a sphere, you can change its area to a cylinder of half radius and double height.
- If the spell's range is a cylinder, you can change its area to a sphere of the same radius.

SUBCLASSES

The Spellslinger knows 3 subclasses which you choose one of at level 1. The available options are Silencer, Charter Mage or Elementalist.

SILENCER

Ring ring ring ring ring, Banana phone!

QUICK BUILD

You can make a Silencer quickly by following these suggestions. First, Aptitude should be your highest ability score, followed by Constitution. Second, choose the entertainer background. Third, choose the Physical saving throw defensive proficiency, picking at least Agility and Constitution saving throws.

BELL MASTER

You can use your bells as a bonus action. You also do not need to wield them to use.

FRONT LINE FIGHTER

You gain proficiency in martial melee weapons as well as shields. Your hit point maximum is also increased by 2 at level 1. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

SILENCE -1 STAMINA

Casting Time: 1 bonus action
Range: Self, 30ft radius
Components: -
Duration: 5 minutes

Boost the effect of your Dyrim bell effect, creating an area in which no sound can be created within or pass through, in addition to the regular Dyrim effects. Any creature or object entirely inside the Sphere is immune to thunder damage, and creatures are Deafened while entirely inside it. Using a bell or casting a Spell that includes a verbal component is impossible there. Casting this ability uses your Dyrim bell and puts it in recharge.

EARTH SHOCK -2 STAMINA

Casting Time: 1 action
Range: 50ft line
Components: S
Duration: Instantaneous

You create an earth shattering ripple that will tear up the ground in a 50ft long and 5ft wide line in a direction you choose. This ripple can be heard from 300ft away and will leave difficult terrain in its wake. Each creature hit by the ripple must make a Physical Agility saving throw, or take 4d6 magical Bludgeoning damage, taking half damage on a success.

Exert: 6d6 magical bludgeoning damage.

THUNDERCLAP -2 STAMINA

Casting Time: 1 action
Range: 5 feet
Components: S
Duration: Instantaneous

You create a burst of thunderous sound, which can be heard 100 feet away. Each creature other than you within 5 feet of you must make a Charter Constitution saving throw, taking 1d8 + Aptitude Thunder damage on a failed save and become dazed, or half as much damage on a successful one.

This spell's damage increases by 1d8 when you reach 3rd level (2d8), 6th level (3d8), and 9th level (4d8).

HOLD CREATURE -3 STAMINA

Casting Time: 1 action
Range: 30ft
Components: S
Duration: Concentration, Up to 1 minute

Boost the effect of your Kibeth bell by narrowing and directing the effect on a specific creature as an action. This creature does not have the restriction of being Dead. Target creature must make a Charter Intelligence saving throw or be paralysed for the duration. Casting this ability uses your Kibeth bell and puts it in recharge.

LEVEL 2

INSPIRATION

You can inspire others through stirring words or charter imbued music. To do so, you use a Bonus Action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Inspiration die, a d4.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes. The creature can wait until after it rolls the D20 before deciding to use the Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one Inspiration die at a time.

You can use this feature a number of times equal to your Aptitude modifier (a minimum of once). You regain any expended uses when you finish a Long Rest.

Your Inspiration die changes when you reach certain levels in this class. The die becomes a d6 at 4th Level, a d8 at 7th level, and a d10 at 10th level.

MADDENING REVERB -2 STAMINA

Casting Time: 1 action

Range: 90ft

Components: V, S

Duration: Concentration, Up to 1 minute

One non-free magic creature of your choice that you can see within range must succeed on a Charter Charisma saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Charter Charisma saving throw at the end of each of its turns. On a success, the spell ends.

LEVEL 3

VERSATILE TACTICS

At 3rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

MULTI-TASKER

You can use two bonus actions each turn.

MOBILE

You gain an additional action on your turn. This action can only be used to take the Dash, Disengage, Hide or Use an Object action.

LEVEL 4

ZEPHYR STRIKE -1 STAMINA

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, Up to 1 minute

You move like the wind. Until the spell ends, your movement doesn't provoke opportunity attacks.

Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed is increased by 30 feet until the end of that turn.

Exert: The additional damage is increased to 2d8 force damage and you gain 40 ft of additional movement.

LEVEL 5

SONIC BOOM -3 STAMINA

Casting Time: 1 action

Range: 15 feet

Components: S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each enemy creature in a 15-foot radius from you must make a Charter Strength saving throw. On a failed save, a creature takes 3d8 thunder damage and is knocked down. On a successful save, the creature takes half as much damage and is knocked down. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

This spell's damage increases by 2d8 when you reach 7th level (5d8) and 10th level (7d8).

LEVEL 6

THUNDEROUS STRIKES

At 8th level, you gain the ability to infuse your weapon strikes with Charter Magic. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target.

IMPLOSION -4 STAMINA

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Up to 10 Story ticks

Choose target location you can see. You create a vacuum bubble with a radius of 5 ft around the target, draining it from air. The bubble remains until you end it as a reaction, until a creature enters the bubble, a creature within the bubble spends movement or if creatures within produces sound. When the bubble ends, any creature within the sphere must make a Physical Constitution saving throw, taking 6d8 Thunder damage on a failed saving throw, or half on success.

Exert: The radius is doubled of the bubble is doubled and the damage is increased to 8d8 Thunder damage.

CHARTER MAGE

A lil Charter, knocking at your door.

QUICK BUILD

You can make a Charter mage quickly by following these suggestions. First, Aptitude should be your highest ability score, followed by Intelligence. Second, choose the acolyte background. Third, choose the Charter saving throw defensive proficiency, picking at least Charisma and Constitution saving throws.

INFUSE WITH CHARTER

Casting Time: 1 minute + ability casting time

Range: Touch

Components: V, S

Duration: 1 hour

Stamina cost: 1 + ability stamina cost.

As a Charter mage you can infuse surfaces and objects with stamina-costing abilities. The surface needs to be at least 5ft square and the object needs to be at least 5ft cubed or equivalent surface size. The trigger and spell's target need to be set at casting, in addition to the behaviour if it was not triggered at the end of the duration. The infuse cannot trigger on vision- or proximity-based events occurring more than 20ft from the infused surface. The infuse also cannot trigger on events the caster could not reasonably perceive, such as the heat change of somebody entering a room.

The infusement seeps into the target surface or object and cannot be naturally perceived, but can be detected from 50ft by a Charter Charisma skill check opposed by your DC.

BAPTISM

As an action you can baptize an unmarked, willing and living creature. If a creature is unconscious, it is considered willing. A Charter mark will appear on their forehead.

ANOINT

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

As an action you can bless an area of water, either liquid or solid, that you can see within range and that fits within a 5-foot cube. Any Dead either within the body of water or drenched in it will take 1d10 radiant damage. Any non-dead creature within or covered by the blessed water will have advantage on any Death stabilisation checks.

MUDSLIDE -1 STAMINA

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S

Duration: Instantaneous

You create a mudslide in a line of 60 feet long and 15 feet wide. Each creature in the line must make a Physical Agility saving throw. A creature takes 1d8 + Spellslinger level bludgeoning damage and be knocked prone on a failed save, or half as much damage on a successful one.

This spell's damage increases by 1d8 when you reach 3rd level (2d8), 6th level (3d8), and 9th level (4d8).

WATER SHIELD -2 STAMINA

Casting Time: 1 action

Range: 30ft

Components: V

Duration: Instantaneous

Target visible creature gains 2d8 + 3x Spellslinger level in temporary hit points as a see-through armour of water forms around the target.

If cast on a Dead creature, it must make a water saving throw or be restrained while it has the temporary hit points. It can repeat this saving throw at the end of each of its turn.

QUAKE -3 STAMINA

Casting Time: 1 action

Range: 90ft

Components: V, S

Duration: Instantaneous

Each creature in a 10-foot radius Sphere centred on a point you can see must make a Physical Constitution saving throw. A target takes 3d6 bludgeoning damage on a failed save and be dazed for 2 rounds, or half as much damage on a successful one.

Exert: 5d6 bludgeoning damage and dazed for 3 rounds.

LEVEL 2

WALL OF WATER -1 STAMINA

Casting Time: 1 action

Range: 60ft

Components: V, S, M (A drop of water)

Duration: Concentration, up to 10 minutes

You conjure up a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target.

Spells or projectiles that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.

LAST RITES

Casting Time: 1 minute

Range: touch

Components: S

Duration: Instantaneous

By touching the charter mark of either a corpse, or else a person encased in Death ice, you can give them their last rites. Their body will ignite with a bright white flame, reducing it to ash. The flame does not affect any worn or surrounding objects, such as clothes or the floor. Once a body is reduced to ash in this manner, it cannot become or inhibit a Dead.

Only bodies which have a charter mark can be given the Last Rites. This spell leaves faint charter magic traces that another Charter mage can pick up for up to 3 days, by touching the location.

LEVEL 3

ECHO TACTICS

At 3rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

SECOND WIND

Whenever you hit a target with a Thunderbolt or Fire claw attack, as part of the same action you can strike the same target with one of your stamina abilities. The stamina ability must be centred on the original target and will cost 1 additional stamina to use. Any limitations on targeting the stamina ability, such as range or requiring sight, still apply.

You personally are immune to any adverse effects of the stamina ability.

DOUBLING TROUBLE

Whenever a target fails a saving throw against one of your stamina abilities, as part of the same action, you can strike the same target with either a Thunderbolt or Fire claw attack. This can be used on multiple targets from same stamina ability, but costs 1 stamina per target. This can be used only once per stamina ability and on only once per target. Any limitations on targeting the Thunderbolt or Fire claw attack, such as range or requiring sight, still apply.

LEVEL 4

MELD INTO STONE -3 STAMINA

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and one willing creature and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by non-magical senses. While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move. Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals $6d6$ bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

ELEMENTAL WEAKNESS CURSE -2 STAMINA

Casting Time: 1 bonus action

Range: 90ft

Components: V, S

Duration: Concentration, up to 1 minute

You warp the resistances of target creature. Choose one of the following damage types: Cold, Fire, Lightning, or Thunder damage. If the target was immune to the chosen damage, it is now considered merely resistant. If it was resistant before, it loses its resistance. Recasting this spell on the same target will not break your concentration. You can affect the same damage type again, and therefore removing for example an immunity entirely, or affect a different damage type.

Exert: If cast on a creature without resistance or immunity, the creature will become vulnerable to the chosen damage type.

LEVEL 5

RESTORATION -2 STAMINA

Casting Time: 1 action

Range: 90ft

Components: S

Duration: Instantaneous

You point at a creature. If it is a Non-Dead creature, it is healed for $3d4 + \text{Spellslinger level}$ hit points. If it is a Dead creature, it instead takes $3d8 + 2 \times \text{Spellslinger level}$ of radiant damage.

Exert: You can choose up to 3 targets, but the effect for each target is halved.

LEVEL 6

ENHANCE ABILITY -2 STAMINA

Casting Time: 1 action

Range: 15ft

Components: V, S, M (Fur or a feather from a beast)

Duration: Concentration, Up to 10 Story Ticks

You can target up to three creatures and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

- Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.
- Cat's Grace. The target has advantage on Agility checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.
- Eagle's Splendour. The target has advantage on Charisma checks.
- Fox's Cunning. The target has advantage on Intelligence checks.

Exert: You can choose up to 6 targets.

ICE NOVA -3 STAMINA

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You emit a 5ft high wave of sleet and icicles in a cylinder of 20ft radius to freeze your enemies and protect your allies. Any creature apart from you must make a Charter Constitution saving throw. Allies have advantage on this saving throw. On a failed save, creatures and objects take $4d6$ cold damage and are covered in ice and considered restrained for up to 10 story ticks. The restrained target or a creature within 5 ft of it can use its action to break the ice.

On a successful saving throw, targets take half damage and are not restrained.

Exert: You can place the cylinder up to 30ft away from you.

ELEMENTALIST

Wind, Thunder & Fire, Heed my call!

QUICK BUILD

You can make a Elementalyst quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Aptitude. Second, choose the sage background. Third, choose the Charter saving throw defensive proficiency, picking at least Charisma and Constitution saving throws.

ELEMENTAL PROFICIENCY

You can change the damaging element of your Thunderbolt and Fire claw to Fire, Cold, Lightning or Thunder at will. The effect on a critical hit will also change, depending on the element.

If set to fire, the target will be ignited on a critical, dealing 1d6 fire damage at the end of each of its turns. The target or a creature within 5 ft of it can use its action to douse the flame. The ignite damage increases by 1d6 when you reach 3rd level (2d6), 6th level (3d6), and 9th level (4d6).

If set to Cold, the target will freeze to the ground and will be considered restrained until the start of your next turn.

If set to Lightning, the target's muscles will spasm and the target will fall prone.

If set to Thunder, the target will be dazed until the end of your next turn.

SURGE

Casting Time: 1 bonus action

Range: self

Components: S

Duration: Instantaneous

You draw additional power from the elements. Instantly regain 1 x Spell Slinger stamina, with a minimum of 3, but also take 4 x Spellslinger psychic damage.

AIR WHIP -1 STAMINA

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Physical Agility saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d6 bludgeoning damage. The target is also pushed back 10ft.

FLAME DASH -2 STAMINA

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Instantaneous

You teleport yourself to an unoccupied space you can see within range. A 5ft wide line between your original location and your new location becomes scorched and singed. Each creature on the line must make a Charter Constitution saving throw, taking 1d10 fire damage on a failed save, or half as much damage on a successful one. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

This spell's damage increases by 1d10 when you reach 3th level (2d10), 6th level (3d10), and 9th level (4d10).

Exert: The range is increased to 120ft.

FLAMEBLAST -3 STAMINA

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Each creature in a 15-foot radius Sphere centred on a point you can see must make a Charter Agility saving throw. A target takes $2d8 + 4 \times$ Spellslinger level fire damage on a failed save and is ignited for 1 minute, or half as much damage on a successful one. The ignite deals 1d6 + Spellslinger level fire damage at the end of each round, but can be doused as an action. Flammable objects not carried or worn within the radius are automatically ignited.

This spell's damage increases by 1d8 when you reach 3th level (3d8), 6th level (4d8), and 9th level (5d8).

This spell's ignite damage increases by 1d6 when you reach 3th level (2d6), 6th level (3d6), and 9th level (4d6).

Exert: Ignite damage is doubled and cannot be doused through non-magical means.

LEVEL 2

ABSORB ELEMENTS -1 STAMINA

Casting Time: 1 reaction, which you take when you take cold, fire, lightning, or thunder damage

Range: Self

Components: S

Duration: 1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

LEVEL 3

ELEMENTAL TACTICS

At 3rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

ELEMENTAL FURY

Whenever you cast a stamina costing spell that dealt damage and has a casting time of 1 action, you can use your bonus action to cast another spell. The second spell costs one additional stamina, even if the spell normally does not require stamina.

ELEMENTAL MASTERY

Whenever your Thunderbolt and Fire claw ability hit a creature with a 16 or higher on the die roll, you can spend 1 stamina to turn this hit into a critical hit.

LEVEL 4

COLD SNAP -1 STAMINA

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a sudden burst of cold on a target creature. The target must make a Charter Constitution saving throw. On a failed saving throw the target freezes over, becomes incapacitated for 1 turn and takes 2d6 cold damage.

This spell's damage increases by 2d6 when you reach 6th level (4d6) and 9th level (6d6).

LEVEL 5

EPIDEMIC OF FIRE -4 STAMINA

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

Choose a creature in range you can see. From the primary targets location, pick the closest hostile creature within 60ft. If there are multiple closest creatures, you pick the secondary target. Perform the process again for a tertiary target. Each of the targets, as well as any creatures within 10ft of the targets, must make a Charter Agility saving throw. On a failed saving throw, any affected creatures take 3d8 + Spellslinger level fire damage and are ignited for an additional 1d6 fire damage at the end of each of its turns. The target or a creature within 5 ft of it can use its action to douse the flame. On a successful save, the creature takes half damage and is not ignited.

Exert: Choose a fourth target.

LEVEL 6

ELEMENTAL EQUILIBRIUM

The elements are your allies and not to be feared, but instead mastered. You gain resistance to the last elemental damage you have taken. So if you take fire damage, you will have Fire resistance for any further hits until you are hit by either Cold, Lightning or Thunder damage.

MASS SHATTER -5 STAMINA

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (A chip of mica)

Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from three points of your choice within range. Each creature in a 10-foot-radius sphere centred on those points must make a Charter Constitution saving throw. These spheres may not overlap. A creature takes 3d8 + Spell slinger level Thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw and take double the damage. A non-magical object that isn't being worn or carried also takes the damage if it's in the spell's area.

Exert: Choose up to 5 points within range.

FLESH BINDER

CLASS FEATURES

Hit Dice: 2d6 per Flesh Binder level

Hit Points: 2d6 (or 7) + your Constitution modifier per Flesh Binder level. Maximum values on level 1

DC: 8 + Charisma + Aptitude

Magic Type: Free Magic

PROFICIENCIES

Armour: Light armour

Weapons: Simple weapons

BELLS

Recharge die is d10. Each use of the bell is an action.

Bell	Recharge	Effect
Saraneth	8-10	Choose target Dead you can see within 60ft range. The target as well as any Dead within 5ft radius must make a Charter Charisma saving throw or be bound to your will. Dead already bound by another user will have advantage on this saving throw. See Keeper of the dead for additional information.
Mosrael	7-10	This bell only works in Death. Choose a target on the same layer of Death. The target and any others within 10ft must make a Charter Charisma saving throw or be lifted one layer of Death up. Any affected creature can choose to fail the saving throw. The ringer is thrown one layer of Death down regardless of success. If any effected creatures either have 0 hit points or is classified as a Dead, the creature will have disadvantage on this saving throw.
Belgaer	9-10	Choose a target within 20ft. You can make the target forget about an event of maximum 5 minutes if the target fails a Charter Intelligence saving throw. Or you can restore memory erased by a Belgaer bell. This will always restore all erased memories and cause the target to gain one level of exhaustion.
Astarael	10	This bell only works in Life. All creatures within 40ft radius must make a Charter Strength saving throw. Dead creatures have disadvantage on this saving throw. Any creature who fails the saving throw is thrust 3 layers into Death. The ringer automatically fails the saving throw.

KEEPER OF THE DEAD

Using the power of Saraneth, you can control Dead. There is a limit to how many Dead and how powerful Dead you can keep under your control for long periods. The Medium Dead are twice as hard to keep under control as Lesser Dead with the Greater Dead being twice as hard to keep under control as Medium Dead. You can use any combination of Dead you like. For example you can have two Lesser Dead and one Medium Dead or one Greater Dead or four Lesser Dead.

The Dead have their own initiative, but follow your commands. Communicating commands to your Dead is done as a free action on your turn. The dead on their turn will try as best as they can to perform these commands. You can only change these commands on your turn. If you for instance tell a Dead to walk left and attack enemies there, but between your turn and the Dead's turn the enemies died, the Dead will still walk left.

You can only command Dead that are on the same plane of existence. For instance, if you step into Death, either willingly or forcedly, whilst you have Dead under your control remaining in Life, they will continue following their most recent commands. Any Dead you control in Death, you can give new commands to.

EQUIPMENT

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

- Bell bandolier containing a Saraneth, Mosrael, Belgaer and Astarael bell
- (a) a quarterstaff or (b) a light crossbow and 20 bolts
- Leather armour
- (a) Priest's pack or (b) a Explorer's pack

SUBCLASSES

The Flesh Binder knows 3 subclasses which you choose one of at level 1. The available options are Occultist, Hemathurge or Animator.

You can keep more Dead under your control for a short time, but once this time runs out, all the Dead under your control will break loose. The Lesser Dead will return to Death. Medium Dead must make a Charter Charisma saving throw, where on a failed saving throw they will return to Death. On a success, they will no longer be bound by you and cannot be bound for the next day. The Greater Dead will break from your bond.

As an action, you can spend a minute to banish a Dead under your control back to Death.

Consult the following table to find the maximum amount of Dead you can keep under control, what maximum challenge rating Dead you can keep and for how long you can maintain control after going over the maximum.

Maximum Level	Maximum Lesser Dead	Challenge Rating Dead	Control Time while over Maximum
1-2	2	2	30 seconds
3-4	4	3	2 minutes
5-7	6	5	5 minutes
8-10	10	6	10 minutes

DEATH AWAITS

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

You point at one creature you can see within range, and the target is reminded of the frailty of life. The target must succeed on a Charter Intelligence saving throw or take $1d6 +$ Aptitude modifier necrotic damage. If the target is missing any of its hit points or is a Dead, it instead takes $1d10 +$ Aptitude modifier necrotic damage.

The spell's damage increases by one die when you reach 3th level ($2d6$ or $2d10$), 6th level ($3d6$ or $3d10$), and 9th level ($4d6$ or $4d10$).

STEP INTO DEATH

As a Flesh Binder, you have a special connection with Death. As long as you have a movement speed above 0, you can spend your action to step into the first layer of Death. You can bring any number of willing touching creatures along with you.

LEVEL 2

CONVOCATION

When you take damage, you can spend your reaction to teleport one of the Lesser or Medium Dead under your control to an unoccupied space next to you.

CONJURE FLESH -1 STAMINA

Casting Time: 1 minute

Range: 60ft

Components: V

Duration: Instantaneous

You draw some of your own blood and infuse it with free magic. You take $2 \times$ Flesh Binder piercing damage. The blood lands in target location and will start to fester and grow into something resembling a corpse. This sculpted corpse counts as a corpse that died today. This corpse can be further manipulated using the Saraneth bell as an action, transforming the corpse into a Lesser Dead of Challenge rating 1 or lower under your control. This will put the Saraneth bell in recharge.

Exert: Casting time becomes a bonus action. Corpse transformation into a Lesser Dead remains an action.

ABILITY SCORE IMPROVEMENT

When you reach third level and again at 6th, 8th and 10th 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.

Instead of increasing your ability scores, you can instead take a feat, chosen from the feats chapter.

LEVEL 3

TEAM TACTICS

At 3rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

EXECUTIONER

Whenever you, or one of the Dead under your control reduces a creature to 0 hp, you can use your reaction and 1 stamina to perform an action. You must perform this action right away, regardless of whose turn it is.

PILE ON

Whenever you and one of the Dead under your control damage the same creature in the same round, you gain an additional bonus action on your next turn. This ability can only be used once a round.

GREATER CONVOCATION

When you take damage, you can spend your reaction to swap places with one of the Dead under your control.

LEVEL 4

SOUL GRIP

Starting at 4th level, you have advantage on grappling checks performed in Death.

BLOOD SWORD -2 STAMINA

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, Up to 10 minutes

Using free magic, you transform a piece of your flesh into a blood sword. Your maximum hp is lowered by $3 \times$ Flesh Binder level for the duration of this spell. The blood sword counts as a +2 Long sword, with the notable exception that any creatures with an intelligence score higher than 4 have proficiency with this sword.

Exert: The maximum hit point loss is doubled, but the Blood Sword becomes a +3 long sword

LEVEL 7

SPELL TACTICS

At 7th level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

FREE MAGIC DECAY

Whenever you deal damage to a creature with one of your stamina costing spells, they are cursed with a debilitating effect until the end of your next turn. Whenever the creature makes an attack roll whilst under the effect of this curse, the creature must roll a d4 and subtract the number rolled from the attack roll.

GREATER BLOOD SWORD

Whenever you create a blood sword, you gain two. Additionally, the Blood Sword spell no longer requires concentration.

CRIPPLING SPELLS

Enemies have disadvantage on saving throws against any of your stamina costing spells that cause the target to gain a condition, disease, curse or otherwise debilitating effects.

SUBCLASSES

The Flesh Binder knows 3 subclasses which you choose one of at level 1. The available options are Occultist, Hemathurge or Animator.

OCCULTIST

The Damned stand ready

QUICK BUILD

You can make an Occultist quickly by following these suggestions. First, Aptitude should be your highest ability score, followed by Charisma. Second, choose the acolyte background. Third, choose the Charter saving throw defensive proficiency, picking at least Intelligence saving throw.

MASTER OF THE DEAD

You have advantage on any Death saving throws. You can also use the Mosrael bell as a bonus action.

PROFANE BLOOM

Whenever you or your minions bring an enemy down to 0 hp, roll a d10. On a 4 or higher, the enemy explodes. Any creature within 10 ft must make a Physical Agility saving throw. On a failed saving throw, a target takes 1d4 bludgeoning damage and 1d4 fire damage, or half as much damage on a successful one. Allies automatically succeed on this saving throw. This effect can only trigger successfully once per turn. This ability's damage increases when you reach 3rd level (1d6 + 1d6), 6th level (1d8 + 1d8), and 9th level (1d10 + 1d10).

BONE WALL -1 STAMINA

Casting Time: 1 action

Range: 60ft

Components: V

Duration: Up to 1 minute

A non-magical wall composed of a wild assortment of bones springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of 3 5-foot-by-5-foot panels. Each panel must be contiguous with at least one other panel.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (their choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall is an object made of bone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per panel. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion. The wall disappears when the spell ends.

Exert: 4 panels with 40 hit points per panel

GROWING PAINS -2 STAMINA

Casting Time: 1 bonus action

Range: 100ft

Components: S

Duration: Concentration, Up to 1 minute

Choose a target within range. The target's bones will grow slightly longer, cause heavy pain. The target takes 1d6 piercing damage. The target must also succeed on a Charter Charisma saving throw or become frightened for the duration. At the end of each of its turns, the target can make another Charter Charisma saving throw. On a success, the spell ends on the target.

The spell's damage increases by 1d6 when you reach 3rd level (2d6), 6th level (3d6), and 9th level (4d6).

CORPSE EXPLOSION -3 STAMINA

Casting Time: 1 action

Range: 90ft

Components: V, S, M (A few strands of human hair)

Duration: Instantaneous

Choose a corpse within range that you can see, or a Dead within range under your control. The chosen target explodes in a fiery explosion, destroying the target. Any creature within 15 feet must make a Physical Agility saving throw. On a failed saving throw, a target takes 2d8 bludgeoning damage and 1d8 fire damage, or half as much damage on a successful one.

The spell's bludgeoning damage increases by 1d8 when you reach 3rd level (3d8), 6th level (4d8), and 9th level (5d8).

Exert: This spell's bludgeoning damage is fire damage instead. Any creatures damaged are also ignited for 1 minute, dealing 1d6 fire damage at the end of each of their turns. The target or a creature within 5 ft of it can use its action to douse the flame. The ignite damage increases by 1d6 when you reach 3rd level (2d6), 6th level (3d6), and 9th level (4d6).

LEVEL 2

BONE BANNER -2 STAMINA

Casting Time: 1 bonus action

Range: 60ft

Components: V, S

Duration: Instantaneous

Choose a Lesser Dead bound by you or a corpse sculpted by you. Its body is morphed in such a way that a bone banner will grow from its back with your insignia on it. It loses its ability to perform attacks. Any other bound by you Dead will feel encouraged and deal an additional damage for as long as the Bone Banner is within 30ft. Lesser Dead will deal an additional 1d6, Medium Dead 1d8 and Greater Dead 1d10. This transformation cannot be undone.

BONE SPEAR -2 STAMINA

Casting Time: 1 action

Range: Self (80-foot line)

Components: V, S

Duration: Instantaneous

Also known as the Talon of Orannis, this spell summons a long shaft of bone issuing forth from the caster and piercing any opponents in its path. Each creature in a line of 80 feet long and 5 feet wide must make a Physical Constitution saving throw, taking 3d6 piercing damage on a failed saving throw. The target takes half damage on a successful saving throw. Since the force of this projectile is mystical as well as physical it can pass through one opponent and carry on to the next, rending and tearing through whatever is in its path. The spear will only be stopped by at least 2 feet of stone, 3 inch of common metal, or 5 feet of wood blocks.

The spell's damage increases by 2d6 when you reach 4th level (5d6), 7th level (7d6), and 10th level (9d6).

LEVEL 4

BODYSWAP

Casting Time: 1 bonus action

Range: 90ft

Components: V, S

Duration: Instantaneous

Violently explode your body and the body of one of the Lesser Dead you control. From the gore explosion of your Lesser Dead, you rebuild your body, teleporting over there. Any creature within 10ft of either your original location as the location of your new body, must make a Physical Agility saving throw. Creatures take 3d6 bludgeoning damage on a failed save, and half damage on success. The Lesser Dead you exploded is not rebuilt.

LEVEL 5

SUMMON RAGING SPIRITS -4 STAMINA

Casting Time: 1 action

Range: Self

Components: V, S, M (A few shards of flint)

Duration: Concentration, up to 12 seconds

You summon two Dead spirits that take the form of burning skulls and appear in the closest unoccupied spaces near you. These Raging Spirits take their initiative right after your turn. On their turn, they will seek out the closest enemy they can see and attack them if possible. If the spell ends, they will be reduced to 0 hit points.

Recasting this spell will not break your concentration.

Summoned Raging Spirits do not count towards the

maximum Dead under your control.

Exert: Summon 4 Raging Spirits.

RAGING SPIRIT

Small Lesser Dead

Armour Class: 15

Hit Points: 15

Speed: 40ft.

STR	AGI	REF	CON	INT	CHA	APT
-----	-----	-----	-----	-----	-----	-----

9 (-1)	8 (-1)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	14 (+2)
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Water Save DC: 18

Senses: Darkvision 60ft. passive Perception 8

Languages: None.

Volatile. If the Raging Spirit is reduced to 0 Hit Points, it will trigger the Profane Bloom ability of its summoner.

Actions

Bite. *Melee Weapon Attack:* +7 modifier to hit, reach 5ft., one target. *Hit:* 2d6 fire damage.

LEVEL 6

BONE RAM -4 STAMINA

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (A few shards of flint)

Duration: Instantaneous

You form a spindly undead version of a ram that charges in a direction of your bidding. It charges in maximum of 100 feet straight line of 10 feet wide and the first creature it encounters must make a Charter Strength saving throw. If the target fails its saving throw, it will take 4d6 bludgeoning damage and be knocked prone. The ram then continues in a line towards further targets. If a target succeeds on its saving throw, the target will take half the damage from the 4d6 bludgeoning damage and will not be knocked prone.

The ram will now be stopped and explode, forcing all creatures in a 15ft radius to make a Charter Agility saving throw. The explosion will deal a 4d6 bludgeoning damage on a failed saving throw, halved on a success. The initial target that set off the explosion will automatically succeed on the second saving throw.

HEMATHURGE

And you get a heal! And you get a heal!

QUICK BUILD

You can make a Hemathurge quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the folk hero background. Third, choose the +1 AC and initiative defensive proficiency.

SONG OF REST

You can use your control over blood flows to help revitalize your wounded allies during a Short Rest. If you or any friendly creatures who can hear your Performance regain Hit Points by spending Hit Dice at the end of the Short Rest, each of those creatures regains an extra 1d6 Hit Points.

The extra Hit Points increase when you reach certain levels in this class: to 1d8 at 4th level, to 1d10 at 6th level, and to 1d12 at 9th level.

REINVIGORATING TOUCH

Any willing allied creature you touch in Death other than yourself, will be considered to have 1 hit point for Death saving throws.

LIFE TRANSFERENCE -1 STAMINA

Casting Time: 1 action

Range: 60ft

Components: V, S

Duration: Instantaneous

Target non-Dead creature in range must make a Charter Constitution saving throw. On a failed saving throw, the target takes 2d8 necrotic damage. Then choose a secondary target in range. If the secondary target is a non-Dead, it gains half the damage dealt in hit points. If the secondary target is Dead, it takes half the damage dealt in poison damage.

The spell's damage increases by 1d8 when you reach 3rd level (3d8), 6th level (4d8), and 9th level (5d8).

LESSER RESTORATION -2 STAMINA

Casting Time: 1 action

Range: 30ft

Components: V

Duration: Instantaneous

You cleanse a creature of either one disease or one condition afflicting it. The condition removed can be blinded, deafened, paralyzed, or poisoned.

Exert: This spell's range is extended to 60 feet.

ENFEEBLE -3 STAMINA

Casting Time: 1 action

Range: 120ft

Components: V, S

Duration: Concentration, Up to 1 minute

Each creature in a 10-foot radius Sphere centred on a point you can see must make a Charter Charisma saving throw. Whenever a target that fails this saving throw makes an attack roll, any damage roll or saving throw, it must roll a d4 and subtract the number rolled.

LEVEL 2

DECAYING TOUCH -1 STAMINA

Casting Time: 1 bonus action

Range: touch

Components: V, S

Duration: Concentration, Up to 1 minute

The touch of your shadow-wreathed hand will cause the target to become enveloped in free magic. The target must make a Charter Constitution saving throw, or the natural healing of the target will be disrupted. On a failed saving throw, any healing the target receives, will instead be done as Necrotic damage. The target will also lose its Undead Fortitude for the duration of the spell, if it has this ability.

BLESSING OF TERCIEL -2 STAMINA

Casting Time: 1 action

Range: 100ft

Components: V, S

Duration: Up to 1 minute

Choose target Dead under your control you can see. When the target deals damage with attacks, you regain half of damage dealt rounded up as hit points.

Exert: choose two target Dead.

LEVEL 4

PLAQUE -3 STAMINA

Casting Time: 1 action

Range: 90ft

Components: S

Duration: Up to 1 minute

You channel your Free magic to release a terrible disease to the target. Target must make a Physical Constitution saving throw. On a failed saving throw failed, the target will emit a putrid smell. Whilst under the effect of this disease, the target will deal half damage with any of its damaging abilities. The target also has disadvantage on any Charisma skill checks. Any creature who spends a story tick within 5ft to the infected creature, must make a Physical constitution saving throw, or also be affected by the plague, with a renewed duration.

The plague counts as a natural disease and can be cured using non-magical means. The plague is also cured by spending an action spilling at least 1 water skin's worth of water over an infected creature.

LEVEL 5

BLOOD ANAEMIA -3 STAMINA

Casting Time: 1 action

Range: 90ft

Components: V, S

Duration: Concentration, Up to 1 minute

Target creature within range must make a Physical Constitution saving throw. Dead have advantage on this saving throw. On a failed save, the target has disadvantage on any attacks it makes. Regardless of success, the target takes 2d8 Necrotic damage. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. At the end of each of its turns, the target can make another Physical Constitution saving throw. On a success, the spell ends on the target.

The spell's damage increases by 1d8 when you reach 8th level (3d8) and 10th level (4d8).

LEVEL 6

MASS LIFE TRANSFERENCE -4 STAMINA

Casting Time: 1 action

Range: 60ft

Components: V, S

Duration: Instantaneous

Choose up to three non-Dead creatures in range, which must make a Charter Constitution saving throw. On a failed saving throw, the target takes 2d8 necrotic damage. Then choose a secondary target for each primary target in range. If the secondary target is a non-Dead, it gains half the damage dealt in hit points. If the secondary target is Dead, it takes half the damage dealt as poison damage.

ANIMATOR

Mold your own friend

QUICK BUILD

You can make an Animator quickly by following these suggestions. First, Constitution should be your highest ability score, followed by Aptitude. Second, choose the hermit background. Third, choose the Charter saving throw defensive proficiency, picking at least Charisma and Intelligence saving throws.

MORDICANT

The Animator can create their own Dead by using Free Magic. The Mordicant has a set of base stats and actions, which can be expanded depending on your Flesh Binder level. The Animator can then makes adaptations to the Mordicant, which can be found in the Mordicant Adaptation table. Every adaptation will require a certain amount of adaptation points, depending on how extensive the change is. To change a Mordicant, or to return it from Death, you require a corpse of a humanoid non-Dead that died within the past week.

A Mordicant counts as a Greater Dead towards your maximum amount of Dead, but will never break free of your control for being over your maximum number of Dead controlled. If the Mordicant is bound by another creature than you, the Mordicant will simply not move or attack until it is returned to your side. Consult the following table to find how many adaptation points you have at specific levels.

Level	Adaptation Points	Mordicant AC	Mordicant Hit Points	Mordicant Str
1-2	4	14	63	15(+2)
3-5	6	15	80	17(+3)
6-7	9	16	100	19(+4)
8-10	12	17	130	22(+6)

SOUL BOND

To create the Mordicant, you have bonded your soul to your Mordicant and are able to control the Mordicant even if you are considered unconscious or if you are in Death. Due to this soul bond, if your Mordicant dies, you get 40% of his hp as Psychic damage rounded down. The Mordicant has its own initiative but follows your commands.

MORDICANT

Large *Greater Dead*

Armour Class -

Hit Points -

Speed 30ft.

STR AGI REF CON INT CHA APT

- 8 (-1) 14 (+2) 12 (+1) 8 (-1) 7 (-2) 6 (-2)

Water Save DC 6

Senses passive Perception 8

Languages None

Actions

Stomp. Melee Weapon Attack: 2 + Str modifier to hit, reach 5ft., one target. Hit 1d6 + Str modifier bludgeoning damage.

MORDICANT ADAPTATIONS

Part	Cost Effect
Claws	1 The Mordicants fingers twist and mutate into long bone claws. The Mordicant gains the following action: Claw. Melee Weapon Attack: 4 + Str modifier to hit, reach 5ft., one target. Hit 1d8 + Str modifier slashing damage. This increases to 1d10 + Str modifier at level 4.
Long arms	2 The Mordicants arms grow to twice its normal length gaining an additional elbow. The Mordicant gains the reach ability, extending the range of melee hits to 10ft.
Porcupine quills	2 The Mordicant forms long needle like quills over his entire body. Any melee hits on the Mordicant will return 1d4 + Flesh Binder level piercing damage. The Mordicant can also fire these quills at his enemies. He gains the following action: Quill. ranged Weapon Attack: 4 + Str modifier to hit, range 20/40ft., one target. Hit 6 (1d6 + Str modifier) piercing damage.
Barbed quills	2 Requires Porcupine. The Mordicants spines become ridged and barbed. Any creature that is on the ground and hit by spines is partially pinned to the ground. Reduce the speed of the target by 10ft whilst also disabling any flying speed the creature might have. DC 14 Strength skill check action to remove the spines. Target takes 1d4 piercing damage on removal of spines. Mordicant's AC also increases by 1.
Tendrils	3 The Mordicant gains grasping tendrils around his wrists. These grant the Mordicant the ability to grapple a target on melee hits, DC 14 Strength skill check action to escape. The Mordicant can grapple as much targets as it has arms. If the Mordicant has its maximum amount of creatures grappled, it can only attack grappled creatures.
Hardened skin	1 The Mordicants hide thickens and increases its AC by 1 and its Apt score by 2.
Scales	3 Requires Hardened skin. The Mordicant grows scales over his entire body and gains resistance to bludgeoning, slashing and piercing damage. Its Apt score will also increase by 2.
Wings	2 The Mordicant grows wings and gains half of its movement speed as flying speed.
Unhinging jaw	4 The Mordicant gains the ability to swallow targets. If the Attack hits, the target makes a DC 14 Physical Strength of Physical Agility saving throw or become swallowed on failure. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the Mordicant, and it takes 5 (2d4) acid damage at the start of each of the Mordicants turns. The Mordicant can have only one target swallowed at a time. If the Mordicant dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 ft. of Movement, exiting prone. If the Mordicant takes more than 25% of his maximum hit points from a single hit, the creature is also expelled.
Improved Senses	1 The Mordicant gains advantage on skill checks that rely on hearing or smell.
Requires Level 6	
Additional arms	4 The Mordicant grows two additional arms and gains Multi-attack, allowing it to use two of its attacks per turn.
Crushing tendrils	2 Requires Tendrils. Any creature grappled by the Mordicant is now considered restrained.
Long legs	2 The Mordicant gains 10ft of movement.
Soul buffer	1 The Mordicant creates a buffer in the bond between you and it. The Psychic damage you take when the Mordicant dies is decreased to 20% of its hp.
Infused Vocal Cord	3 The Mordicant gains the ability to taunt enemies as an action. All enemies within 15ft of the Mordicant must make a Charter Charisma saving throw opposed by your spell casting DC. On failure, each creature must walk up to 15ft towards the Mordicant. The target also has disadvantage on all attack rolls not targeting the Mordicant until the end of your next turn.

MARK OF THE PREDATOR -1 STAMINA

Casting Time: 1 action

Range: 120ft

Components: V, S

Duration: Instantaneous

Mark a target. All Mordicants under your control will enrage and move up to 40ft towards the target and strike the target with a melee attack, if the target is in range.

Exert: move up to 50ft.

BODY SLAM -2 STAMINA

Casting Time: 1 action

Range: 120ft

Components: V

Duration: Instantaneous

A Mordicant you control will jump and slam the ground in a 15ft square adjacent to the Mordicant. Any creatures caught in the area must succeed on a Physical Agility saving throw or take $2d10 + \text{Str modifier}$ bludgeoning damage and be knocked prone. They gain half damage on success. The Mordicant will be knocked prone by this move.

Exert: The Mordicant is not knocked prone by this move.

FUSE -3 STAMINA

Casting Time: 1 action

Range: 120ft

Components: V, S

Duration: Concentration, Up to 1 minute

You send your conscience through your bond to a Mordicant you control. On your turn, you can control the Mordicant directly and perform any actions or movement the Mordicant can. This does not prevent the Mordicant from performing its own turn. The fuse has a maximum of 200ft range before you are snapped back into your own body, stunning you until the end of your next turn. Whilst fused, your body is considered paralysed, deafened, muted and blinded.

LEVEL 2

FLESH SACRIFICE -1 STAMINA

Casting Time: 1 action

Range: self

Components: V, S

Duration: Instantaneous

Cut into your own flesh to restore life to your Mordicant. Your maximum health will be lowered by 5, which will heal your Mordicant by 6 times the maximum health lost. The maximum health lost is regained after a long rest.

The amount of health sacrificed by this spell is increased by 5 when you reach 4th level (10), 7th level (15), and 10th level (20).

LEVEL 4

SHELTER DEAD -2 STAMINA

Casting Time: 1 bonus action

Range: 120

Components: V, S

Duration: Concentration, Up to 1 minute

Any dead under your control gain resistance against non-magical bludgeoning, piercing and slashing damage for the duration.

Exert: Any dead under your control also gains resistance against magical bludgeoning, piercing and slashing damage for the duration.

LEVEL 5

EXTRA MORDICANT

At level 5 your maximum number of Mordicants under your control raises to two. Each Mordicant can have different adaptations. You gain another Mordicant when you reach 9th level(to a maximum of 3).

LEVEL 6

LUCKY MORDICANTS

Your bond with the Mordicant intensifies. Any Mordicant under your control gains the following ability:

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1.

FLESH CRAFTER

You no longer take damage from casting Conjure Flesh.

MYSTICIST

CLASS FEATURES

Hit Dice: 2d8 per Mysticist level

Hit Points: 2d8 (or 9) + your Constitution modifier per Mysticist level. Maximum values on level 1

Spell Attack bonus: Agility + Intelligence

DC: 8 + (Agility or Intelligence) + Aptitude

Magic Type: Charter Magic

PROFICIENCIES

Armour: Light armour

Weapons: Simple weapons, Martial Ranged Weapons

EQUIPMENT

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

- any two simple melee weapons
- (a) a longbow and 20 arrows or (b) a hand crossbow and 20 bolts or (c) a finesse martial weapon (if proficient)
- Leather armour
- (a) burglar's pack or (b) a Explorer's pack
- Potion you can brew

SUBCLASSES

The Mysticist knows 3 subclasses which you choose one of at level 1. The available options are Watcher, Herbalist or Tinkerer.

BREW HEALING POTION

As a mysticist, you know how to brew healing potions. To do this, you must gather the required herbs and brew them to a potion. The cost represents the average cost for which a shop may sell the required herbs. Finding these herbs in the wild will be generally rare.

Making a healing potion takes one minute and requires an Intelligence + Constitution skill check. On a failed check, the ingredients are lost.

Level	Healing potion type	Cost	DC
1-2	Minor	25 GP	10
3-4	3x Minor	50 GP	12
5-7	Greater	50 GP	14
8-10	Superior	75 GP	15

SPEAK WITH SMALL BEASTS

Through sound and gestures, you may communicate simple ideas with Small or smaller beasts.

NOXIOUS CLOUD

Casting Time: 1 action

Range: 15ft

Components: V, S

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of poisonous gas from your palm. The creature must succeed on a Charter Constitution saving throw or take 1d8 + Aptitude modifier poison damage.

This spell's damage increases by 1d8 when you reach 3rd level (2d8), 6th level (3d8), and 9th level (4d8).

ALARM MOUSE SENDING

Casting Time: 1 minute

Range: 30ft

Components: V, S, M (a tiny bell and a piece of fine silver wire)

Duration: 8 hours

You create a temporary physical charter sending in the form of a mouse. This mouse will noiselessly circle an area within range that is no larger than a 30ft cube. Until the spell ends, the mouse alerts you whenever a tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

The mouse has 6 hp and an AC of 16. It cannot attack and will automatically fail saving throws. If it is killed off in one blow, it will not set off the alarm (however, the attack itself may).

INVOKE THE GOLDEN STAR

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Instantaneous

You invoke the power of Clayr. Tendrils of white energy erupt from you and batter all Dead creatures within 10 feet of you. Each creature in that area must make a Charter Strength saving throw. On a failed save, a target takes 2d6 radiant damage + Aptitude modifier and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effects.

This spell's damage increases by 1d6 when you reach 3rd level (3d6), 6th level (4d6), and 9th level (5d6).

LEVEL 2

DETECT MAGIC -1 STAMINA

Casting Time: 1 action

Range: self

Components: V, S

Duration: Concentration, Up to 10 minute

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its type of magic, Free or Charter. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Exert: This spell no longer requires concentration.

LEVEL 4

SPIDER CLIMB

Casting Time: 1 action

Range: Touch

Components: V S M (A drop of bitumen and a spider)

Duration: Concentration, Up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

DARKVISION -1 STAMINA

Casting Time: 1 action

Range: Touch

Components: V S M (either a pinch of dried carrot or an agate)

Duration: 8 Hours

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has Darkvision out to a range of 60 feet. The creature can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The creature can't discern colour in darkness, only shades of gray.

SUBCLASSES

The Mysticist knows 3 subclasses which you choose one of at level 1. The available options are Watcher, Herbalist or Tinkerer.

WATCHER

Who watches the Watchers?

QUICK BUILD

You can make a Watcher quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Aptitude. Second, choose the noble background. Third, choose the Physical saving throw defensive proficiency, picking at least Agility and Constitution saving throws.

PORTENT

Glimpses of the future press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per Story Tick.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

At 6th level, you gain a third d20 from this ability.

SIGHT

You can use your bonus action to gain advantage on a skill check or attack roll during your turn. Upon using Sight, you become dazed until the end of your next turn.

Once you have used Sight three times, you must finish a long rest before you can Sight again.

KEEN MIND

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits:

- You always know which way is north.
- You always know how the number of hours left before the next sunrise or sunset.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

PROPHECY OF LIFE -1 STAMINA

Casting Time: 1 action

Range: touch

Components: -

Duration: Concentration, 10 story ticks

You can attempt to influence the future of a creature encased in Death Ice, by connecting to the creature's history. By creating a bond to the Death ice of a creature and learning its past, you can alter its future. The bond is created upon touch, but will remain as long as you are concentrating on this spell, without requiring further direct contact. While this spell is active, you can add or subtract your Intelligence skill check modifier to the creatures Death stabilisation skill checks.

BLAST FROM THE PAST -1 STAMINA

Casting Time: 1 action

Range: 60ft

Components: V, S

Duration: Concentration, Up to 1 minute

Target creature with an intelligence of 6 or higher must make a Charter Intelligence saving throw. Dead have disadvantage on this saving throw. On a failed save, the target sees an illusion from an ancient enemy or equivalent creature the target fears. While under the effect of this spell, the target will treat the illusion as real. The target will be attacked by the illusion and will be so convinced that the target will take 2d8 psychic damage. The target perceives the damage as a type appropriate to the illusion. At the end of each of the target's turns before the spell ends, the target must make a Charter Intelligence saving throw or take 1d8 psychic damage. On a successful save, the spell ends and the target will know who caused the illusion.

This spell's damage at the end of the target's turn increases by 1d8 when you reach 3rd level (2d8), 6th level (3d8), and 9th level (4d8).

REMEMBRANCING -2 STAMINA

Casting Time: 10 minutes

Range: touch

Components: S

Duration: Concentration, Up to 30 minutes

You can look into the past of an object or creature. You can see up to a 30 minute time frame which can be a maximum of 2 days in the past. You choose the time frame before starting your remembrancing casting time. You will experience the time frame in real time. You will follow the creature or object, but will be able to look out in any direction of your choosing, which you can change at any time. During remembrancing, you are deaf and blind with regard to your Senses in your current time.

THE EYE OF ORANNIS -3 STAMINA

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, Up to 1 minute

Any creature that looks into your eyes from within 30ft will see all sorts of potential futures. You can magically force it to make a Charter Charisma saving throw. On a failed saving throw, the creature becomes dazed until the end of its next turn. If the creature fails the DC by 5 or more, it will be stunned while it is dazed. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see you until the start of its next turn, when it can avert its eyes again. If the creature looks at you in the meantime, it must immediately make the save.

Exert: Any failed saving throws leave the creature stunned, regardless how much it failed by.

LEVEL 2

DANGER SENSE

You can add your Intelligence modifier to your initiative modifier.

LEVEL 3

FORESIGHT TACTICS

At 3rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

DISTRACTION

When you hit a creature with a ranged weapon attack, you can predict that something bad will happen to the target. The next attack roll made against this target before the end of your next turn has advantage, due to some distraction. The target also has disadvantage on its next saving throw before the start of your next turn.

The GM will determine the distraction, depending on the location of the scene. Examples of distractions are random flashes of light, unfortunate wardrobe malfunctions, a shiny marble on the ground, an ice pail sliding down the targets collar or a loudly protesting stomach.

DISASTER

When you hit a creature with a ranged weapon attack, you can predict that something bad will happen to the target if within 120ft. On the targets next turn, disaster will strike the target, dealing 2d6 damage. The damage type depends on the disaster. This feature can be used only once per turn.

The GM will determine the disaster, depending on the location of the scene. Examples of disasters are random lightning strikes, massive dead birds falling on people, trees falling over, rocks falling from the ceiling or a forge overheating and spouting flames at the target.

ABILITY SCORE IMPROVEMENT

When you reach third level and again at 6th, 8th and 10th 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.

Instead of increasing your ability scores, you can instead take a feat, chosen from the feats chapter.

LEVEL 4

STUDY BEHAVIOUR -1 STAMINA

Casting Time: 1 bonus action

Range: 60ft

Components: S

Duration: Instantaneous

You gain the ability to peer at a creature and magically discern how best to hurt it. As a bonus action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are.

If the creature is hidden from study through either magic means, or it being so outlandish that it is outside your comprehension, you sense that it has no damage immunities, resistances, or vulnerabilities.

Exert: This spell's range increases to 120ft.

HAND OF THE SEER -4 STAMINA

Casting Time: 1 action

Range: 120ft

Components: V, S

Duration: Concentration, up to 1 minute

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. This hand will assist you in making any prophecies you make, a reality. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.

When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

- Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage.
- Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your intelligence modifier. The hand moves with the target to remain within 5 feet of it.
- Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spell casting ability modifier.
- Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

This spell's clenched fist option damage increases by 1d8 when you reach 6th level (5d8), 8th level (6d8), and 10th level (7d8).

This spell's grasping hand option damage increases by 1d6 when you reach 6th level (3d6), 8th level (4d6), and 10th level (5d6).

LEVEL 5

FAST LEARNER

You can learn two stamina costing abilities of your choice from any class but the Runic Knight and Morphling. An ability you choose must be of a level you can cast. They count as regular abilities for you.

LEVEL 6

SCRYING -2 STAMINA

Casting Time: 1 minute

Range: self

Components: V, S, M (A highly reflective and flat surface, which the spell consumes)

Duration: Concentration, up to 10 minute

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge	Save Modifier
Second hand (you have heard of the target)	+5
Firsthands (you have met the target)	0
Familiar (you know the target well)	-5

Connection

Likeness or picture	-2
Possession or garment	-4

Body part, lock of hair, bit of nail, or the like -10

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours.

On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

PROPHESIED MISSILES - 3 STAMINA

Casting Time: 1 action

Range: self

Components: V, S, M (A highly reflective and flat surface, which the spell consumes)

Duration: Concentration, up to 10 minute

You create four glowing darts of magical force which you predict will hurt your enemies. Each dart hits a creature of your choice that you can see within range. A dart deals 2d6 + Aptitude modifier to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

LEVEL 7

DELAY TACTICS

At 7rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

NOT RIGHT NOW

You have foreseen that your enemies are trying to hurt you. After failing a saving throw against a spell or harmful effect that targets only you, you can spend your reaction to delay it. Any damage or effects from the spell or harmful effect will be delayed to the end of your next turn. Additionally, you have disadvantage on your next saving throw, until the end of your next turn.

WALK IT OFF

Whenever you are hit by an damaging effect, you can spend your reaction and 2 Stamina to take the damage at the end of your next turn instead. The damage cannot be reduced in any way and any other harmful effects will go into effect right away.

HERBALIST

Double double trouble you bubble in a witches' brew

QUICK BUILD

You can make a Herbalist quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Agility. Second, choose the noble background. Third, choose the Charter saving throw defensive proficiency, picking at least Charisma and Constitution saving throws.

NATURE'S GUISE

Provided you have access to foliage, you can spend a minute to craft yourself a suit of foliage. The suit will last for 1 hour.

Once you are camouflaged in this way, you can try to hide as a bonus action by pressing yourself up against a tree, plant or bush, that is at least as tall and wide as you are.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

MIX POTION

Besides being able to brew the basic healing potions, you are able to craft more different kinds of potions. At level 1 you can choose 3 recipes, respecting level restrictions. At every level up, you can choose one additional recipe.

GATHER HERBS

When taking a short rest, instead of relaxing, you can go gather herbs from your surroundings. If you do so, you cannot gain any benefits from your short rest, other than the gathered herbs. You can also gather herbs during a long rest, but this will not impact the benefits of the long rest. Ask your GM if what herbs are available nearby and choose one of the available to gather. Make an Intelligence + Intelligence skill check, opposed by the DC found in the Herb Gathering & Brewing table. If you pass the DC, check the gather amount in the Gather amount relative to DC table.

GATHER AMOUNT RELATIVE TO DC

DC beaten by	Gather amount
0-1	1d4+1
2-5	1d6+2
6-10	1d6+4
10+	2d4+4

HERB GATHERING & BREWING TABLE

Ingredient Name	Gather DC	Required per Brew	For	Brew DC
Potions				
Required Level 1				
Willowbark	8	4	Healing salve	9
Foxglove	12	5	Giant Strength	14
Echinacea	12	5	Elemental Resistance	11
Goldenseal	11	4	Animal Friendship	12
Mevalonic	8	4	Alchemist fire	10
Lungwort	9	4	Swimming	10
Saint John's Wort	14	5	Potion of the Cat	12
Rue	12	4	Life's Breath	13
Required Level 4				
Black henbane	11	6	Oil of Slipperiness	12
Snapdragon root	12	6	Fire breath	14
Arnica	10	3	Death Ice	12
Kratom	16	8	Fire veins	17
Toxins				
Wolfsbane	10	6	Wolfsbane extract	10
Nightshade	12	4	Truth serum	12
Buttonbush	9	5	Assassin's blood	10
Taggit	12	8	Oil of taggit	18
Horse-chestnut	18	9	Torpor	17

ENTANGLE -1 STAMINA

Casting Time: 1 action

Range: 90 ft

Components: V, S

Duration: Up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Physical Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

Exert: This spell now affects a 30-foot square.

NATURE'S FEROCITY -2 STAMINA

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a stalk of grass)

Duration: Concentration, up to 1 minute

You fill the air with a cloud of spinning thorns and leaves in a cube 10 feet on each side, centred on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

You can move the cloud on subsequent turns by using a bonus action. Moving the cloud onto a creature does not count as the creature entering the cloud.

CLOAK OF INSECTS -3 STAMINA

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Up to 1 minute

As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated or you dismiss it as a bonus action.

The aura grants you advantage on any checks involving intimidation, but disadvantage on all other skill checks involving Charisma. Any other creature that starts its turn in the aura takes poison damage equal to your Constitution modifier (minimum of 1 damage). You are considered to have half cover for all ranged attacks targeting you.

Exert: The aura area increases to 10 feet in every direction.

LEVEL 2

INSECT SWARM -2 STAMINA

Casting Time: 1 action

Range: 90ft

Components: S

Duration: Up to 1 minute

You send a swarm of spectral flies and insects towards the target. The target must succeed a Physical Constitution saving throw, or be infected. On a failed saving throw, The target takes 1d8 poison damage and the target will have a cloud of insects around it. Any attack rolls made by the target will be made as if its target has half-cover. The target will also be considered deafened. The target can spend his/her action to make a Physical Constitution saving throw, ending the swarm on a success.

This spell's damage increases by 1d8 when you reach 4th level (2d8), 7th level (3d8), and 10th level (4d8).

PLANT GROWTH -2 STAMINA

Casting Time: 1 action

Range: 150 ft

Components: V, S

Duration: Instantaneous

This spell channels vitality into plants within a specific area. Upon casting this spell choose a point within range. All normal plants in a 50-foot radius centred on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

ABILITY SCORE IMPROVEMENT

When you reach second level, and again at 4th, 6th, 8th and 10th 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.

Instead of increasing your ability scores, you can instead take a feat, chosen from the feats chapter.

LEVEL 3

HERBAL TACTICS

At 3rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

POTION ADEPT

Whenever you use a potion on yourself or another creature, you can use one of your stamina moves as part of the same bonus action or action.

POISON ADEPT

You lace any poisons you apply to your enemies with some additional charter magic. Any prepared or applied poisons are more potent for 24 hours while using this tactic. The DC of any saving throws against these poisons is raised by 4, and any lingering effects last twice as long.

LEVEL 4

MASTER OF THE SICKLE

You have learned the ways of nature and are more able to quickly find the herbs you are looking for. You gain +2 for any gathering skills checks you make.

This bonus increases to +4 when you hit level 8.

STINKING CLOUD -2 STAMINA

Casting Time: 1 action

Range: 90 ft

Components: V, S, M (A rotten egg or several skunk cabbage leaves)

Duration: Concentration, Up to 1 minute

You create a 20-foot-radius sphere of yellow, nauseating gas centred on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends their actions that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

LEVEL 5

BRAMBLE BRIAR -4 STAMINA

Casting Time: 1 action

Range: 90 ft

Components: V, S

Duration: Instantaneous

Choose a point you can see on the ground within range. A thick branch covered in thorns will rapidly grow on that location, only to violently explode and create a hail of thorns in a 20-foot cube centred on that point. Each creature in that area must make a Physical Agility saving throw. A creature takes $2d12$ bludgeoning damage and $1d12$ poison damage on a failed save, or half as much damage on a successful one.

Any creature that takes damage from this ability, becomes poisoned for up to 1 minute. At the end of each turn, any affected creature can make a Physical Constitution saving throw to recover from the poison.

Exert: This spell's damage is increased by $2d12$ poison damage. Affected creatures also have disadvantage on their saving throws to recover from the poison.

LEVEL 6

TRANSPORT VIA PLANTS -4 STAMINA

Casting Time: 1 action

Range: 10 ft

Components: V, S

Duration: 1 Story tick

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, within Life. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

WALL OF THORNS -3 STAMINA

Casting Time: 1 action

Range: 120 ft

Components: V, S, M (A handful of thorns)

Duration: Concentration, Up to 10 minutes

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight. When the wall appears, each creature within its area must make a Physical Strength saving throw. On a failed save, a creature takes $7d8$ piercing damage, or half as much damage on a successful save. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Physical Strength saving throw. It takes $7d8$ slashing damage on a failed save, or half as much damage on a successful one.

LEVEL 7

GROWTH TACTICS

At 7rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

GARDENER

Whenever you gather herbs, you double the amount of dice rolled to determine the gather amount.

EFFICIENT FARMING

The first class stamina ability you use per turn, costs 1 stamina less.

TINKERER

C'mon in, I'll give ya the tour! NO TOUCHING!

QUICK BUILD

You can make a Tinkerer quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Second, choose the Guild Artisan background. Third, choose the +1 AC and initiative defensive proficiency.

INFUSE ITEM

You've gain the ability to imbue mundane items with certain magical infusions, turning those objects into magic items.

INFUSING AN ITEM

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your Tinkerer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement.

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you replace your knowledge of the infusion.

You can infuse more than one nonmagical object at the end of a long rest. the maximum number of objects appears in the Infusions Items table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion ends, and then the new infusion applies.

INFUSIONS KNOWN

When you gain this feature, pick four Tinkerer infusions to learn. You learn additional infusions of your choice when you reach 3rd level (6 total), 6th level (8 total), and 9th level (12 total).

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

INFUSIONS ITEMS

Level	Infusions known	Max infused Items
0-2	3	2
3-5	5	3
6-8	8	4
9+	12	5

MAGIC MARK

Casting Time: 1 action

Range: touch

Components: V, S

Duration: Indefinitely (see description)

You've learned how to invest a spark of magic into mundane objects. You touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

SPARK -2 STAMINA

Casting Time: 1 action

Range: 90 ft

Components: V, S

Duration: Instantaneous

You shoot a projectile towards a target you can see. The target must make a Physical Agility saving throw, taking 2d6 lightning damage on a failed saving throw, or half on a successful saving throw.

Whether success or fail, each other creature within 10 feet of the target must also make a Physical Agility saving throw, taking 1d6 lightning damage on a failed saving throw or half on a successful saving throw.

This spell's damage increases by 1d6 when you reach 4th level (3d6 and 2d6), 7th level (4d6 and 3d6), and 10th level (5d6 and 4d6).

Exert: The area of the lightning explosion is increased to 20feet from the target.

RAPID PROTOTYPING

As an action, you can build a variety of prototype constructs. Each of these has their own uses and special quirks, but also share a few characteristics. None of your prototypes are built to last or could be considered reliable, nor can you resist putting in a way to move them.

Each prototype costs some stamina to create and has its own statistics block. Each prototype takes its turn right after yours, in the order of their remaining duration, starting with the prototype with the most duration.

You also have the following actions with which you can interact with your prototypes:

- As a bonus action, you can move an active prototype under your control up to 30 feet.
- As an action, you can fix a prototype, resetting its duration and restoring $2d4 + 2 \times$ Mysticist level hit points.
- If the duration of a prototype expires, they are no longer considered magical and stop functioning. They do still occupy their location and cannot be easily moved through (given the prototype is of size small or larger). As an action, you can reactivate a prototype without spending the material components.

There is a limit to how many prototypes you can have under your control, which can be found in the table below.

PROTOTYPES

Level	Max Active Prototypes
0-2	2
3-5	3
6-8	4
9+	5

PROTOTYPE LIGHTNING ROD -2 STAMINA

Casting Time: 1 action

Range: 5ft

Components: V, S, M (a metal rod of atleast 3 ft)

Duration: 1 minute

PROTOTYPE LIGHTNING ROD

Medium Construct

Armour Class 12

Hit Points 10 + 3x Mysticist level

STR	AGI	REF	CON	INT	CHA	APT
8 (-1)	8 (-1)	8 (-1)	12 (+1)	1 (-5)	1 (-5)	8 (-1)

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Pass Through. The Prototype Lightning Rod does not block creatures from passing through its location, but does use its Shock action on each creature passing through. Creatures can only be Shocked once per turn through the means of Pass Through.

Actions

Shock. Ranged Weapon Attack: your spell attack modifier to hit, range 90 ft., one target you can see. Hit: $1d6 +$ Mysticist level Lightning damage.

PROTOTYPE SHEEP -2 STAMINA

Casting Time: 1 action

Range: 5ft

Components: V, S, M (metal scraps)

Duration: 1 minute

PROTOTYPE SHEEP

Small Construct

Armour Class 8

Hit Points 10 + 5x Mysticist level

STR	AGI	REF	CON	INT	CHA	APT
8 (-1)	8 (-1)	8 (-1)	12 (+1)	1 (-5)	1 (-5)	8 (-1)

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Planned Obsolescence. If the Prototype Sheep expires or reaches 0 hit points, it uses its detonate action.

Actions

Detonate. Each creature within 20 feet of the Prototype Sheep must make a Physical Agility saving throw against your spell save DC, taking $3d8$ force damage on a failed save or half as much damage on a successful one. After using this ability, the Prototype Sheep is considered 'no more' and cannot be fixed or reactivated, nor does it still occupy its location.

LEVEL 2

PROTOTYPE WALL -2 STAMINA

Casting Time: 1 action

Range: 5ft

Components: V, S, M (a metal sheet of atleast 3 ft wide)

Duration: 10 Story Ticks

PROTOTYPE WALL

Large Construct

Armour Class 18

Hit Points 30 + 3x Mysticist level

STR	AGI	REF	CON	INT	CHA	APT
8 (-1)	8 (-1)	8 (-1)	12 (+1)	1 (-5)	1 (-5)	8 (-1)

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Wall. The Prototype Wall provides three-quarters cover against any ranged attacks for any creature next to the wall, provided the attack is coming from the other side of the wall. The wall does not inhibit vision for creatures next to the wall.

MENDING

Casting Time: 1 minute

Range: touch

Components: V S M (Two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

LEVEL 3

MECHANICAL TACTICS

At 3rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

MASS PROTOTYPING

All Prototype spells gain the the following exert:

Exert: Build two prototypes instead of one.

EFFICIENT PROTOTYPING

Your maximum amount of active Prototypes is increased by 50%, rounding up.

LEVEL 4

PROTOTYPE HORSE -2 STAMINA

Casting Time: 1 action

Range: 5ft

Components: V, S, M (a metal sheet of atleast 3 ft wide)

Duration: 10 Story Ticks

PROTOTYPE HORSE

Large Construct

Armour Class 12

Hit Points 15 + 3x Mysticist level

STR	AGI	REF	CON	INT	CHA	APT
8 (-1)	8 (-1)	8 (-1)	12 (+1)	1 (-5)	1 (-5)	8 (-1)

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Born to run. Whenever the Prototype Horse is moved as a bonus action, it moves twice as far.

Trample. The Prototype Horse can move through enemies, but must end in a unoccupied location. Any creatures the Prototype Horse walked over, must make a Physical Strength saving throw. They take 2d10 bludgeoning damage and are knocked prone on a failed save. They take half damage on a success and are not knocked prone.

LEVEL 5

DISCHARGE -4 STAMINA

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

You make a small, yet totally intended mishap with your equipment. Every creature but you within 15 ft must make a Charter Constitution saving throw. On a failed saving throw the target takes 4d8 Lightning damage and the next attack roll made aginst it before the end of your next turn has advantage, thanks to the shock cramping their muscles. They take half damage on a succesful saving throw and suffer no other adverse effects of this spell.

ARCANE INFUSIONS

ARCANE PROPULSION ARMOUR

Prerequisite: 7th Mysticist Item: A suit of armor (requires attunement)

The wearer of this armor gains these benefits:

- The wearer's walking speed increases by 5 feet.
- The armor includes gauntlets, each of which is a magic melee weapon that can be wielded only when the hand is holding nothing. The wearer is proficient with the gauntlets, and each one deals 1d8 force damage on a hit and has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When thrown, the gauntlet detaches and flies at the attack's target, then immediately returns to the wearer and reattaches.
- The armor can't be removed against the wearer's will.
- If the wearer is missing any limbs, the armor replaces those limbs - hands, arms, feet, legs, or similar appendages. The replacements function identically to the body parts they replace.

ARMOUR OF MAGICAL STRENGTH

Item: A suit of armor (requires attunement)

This armor has 6 charges. The wearer can expend the armor's charges in the following ways:

- When the wearer makes a Strength check or a Physical Strength saving throw, it can expend 1 charge to add a bonus to the roll equal to its Intelligence modifier.
- If the creature would be knocked prone, it can use its reaction to expend 1 charge to avoid being knocked prone.

The armor regains 1d6 expended charges daily at dawn.

BOOTS OF THE WINDING PATH

Prerequisite: 3rd-level Mysticist Item: A pair of boots (requires attunement)

While wearing these boots, a creature can teleport up to 15 feet as a bonus action to an unoccupied space the creature can see. The creature must have occupied that space at some point during the current turn.

ENHANCED ARCANE FOCUS

Item: A rod, staff or wand (requires attunement)

While holding this item, a creature gains +1 bonus to spell attack rolls. In addition, the creature ignores half cover when making a spell attack.

The bonus increases to +2 when you reach 6th level in this class.

ENHANCED DEFENSE

Item: A suit of armor or a shield

A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.

The bonus increases to +2 when you reach 6th level in this class.

ENHANCED WEAPON

Item: A simple or martial weapon

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

The bonus increases to +2 when you reach 6th level in this class.

HELM OF AWARENESS

Prerequisite: 6th-level Mysticist Item: A helmet (requires attunement)

While wearing this helmet, a creature has advantage on initiative rolls. In addition, the wearer can't be surprised, provided it isn't incapacitated.

HOMUNCULUS SERVANT

Item: A gem or crystal worth at least 100 gp

You learn intricate methods for magically creating a special homunculus that serves you. The item you infuse serves as the creature's heart, around which the creature's body instantly forms.

You determine the homunculus's appearance. Some artificers prefer mechanical-looking birds, whereas some like winged vials or miniature, animate cauldrons.

The homunculus is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Homunculus Servant stat block, which uses your proficiency bonus (PB) in several places.

In combat, the homunculus shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the homunculus can take any action of its choice, not just Dodge.

The homunculus regains 2d6 hit points if the mending spell is cast on it. If you or the homunculus dies, it vanishes, leaving its heart in its space.

HOMUNCULUS SERVANT

Tiny Construct

Armour Class 13 (natural armour)

Hit Points 1 + your Intelligence modifier + 2 x your Mysticist level (the homunculus has a number of Hit Dice 2d4s equal to your Mysticist level)

Speed 20ft., fly 30ft.

STR	AGI	REF	CON	INT	CHA	APT
4 (-3)	15 (+2)	12 (+1)	12 (+1)	10 (+0)	7 (-2)	12 (+1)

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10 + (PB x 2)

Languages understands the languages you speak

Proficiency Bonus (PB): equals your bonus

Evasion. If the homunculus is subjected to an effect that allows it to make a Physical Agility saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

Actions

Force Strike. Ranged Weapon Attack: your spell attack modifier to hit, range 30 ft., one target you can see. Hit: 1d4 + PB force damage.

Reactions

Channel Magic. The homunculus delivers a spell you cast that has a range of touch. The homunculus must be within 120 feet of you.

MIND SHARPENER

Item: A suit of armor or robes

The infused item can send a jolt to the wearer to refocus their mind. The item has 4 charges. When the wearer fails a Charter Constitution saving throw to maintain concentration on a spell, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 1d4 expended charges daily at dawn.

RADIANT WEAPON

Prerequisite: 3rd-level Mysticist Item: A simple or martial weapon (requires attunement)

This magic weapon grants a +1 bonus to attack and damage rolls made with it. While holding it, the wielder can take a bonus action to cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet. The wielder can extinguish the light as a bonus action.

The weapon has 4 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Physical Constitution saving throw against your spell save DC. The weapon regains 1d4 expended charges daily at dawn.

REPEATING SHOT

Item: A simple or martial weapon with the ammunition property (requires attunement)

This magic weapon grants a +1 bonus to attack and damage rolls made with it when it's used to make a ranged attack, and it ignores the loading property if it has it.

If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

REPULSION SHIELD

Prerequisite: 3rd-level Mysticist Item: A shield (requires attunement)

A creature gains a +1 bonus to Armor Class while wielding this shield.

The shield has 4 charges. While holding it, the wielder can use a reaction immediately after being hit by a melee attack to expend 1 of the shield's charges and push the attacker up to 15 feet away. The shield regains 1d4 expended charges daily at dawn.

RESISTANT ARMOR

Prerequisite: 3rd-level Mysticist Item: A suit of armor (requires attunement)

While wearing this armor, a creature has resistance to one of the following damage types, which you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

RETURNING WEAPON

Item: A simple or martial weapon with the thrown property

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and it returns to the wielder's hand immediately after it is used to make a ranged attack.

STAMINA-REFUELING RING

Prerequisite: 3rd-level Mysticist Item: A ring (requires attunement)

While wearing this ring, the creature can recover 2 Stamina as an action. Once used, the ring can't be used again until the next dawn.

EDGE DANCER

CLASS FEATURES

Hit Dice: 2d10 per Edge Dancer level

Hit Points: 2d10 (or 11) + your Constitution modifier per Edge Dancer level. Maximum values on level 1

DC: 8 + (Strength or Agility) + Constitution

Magic Type: Free Magic

PROFICIENCIES

Armour: Light armour, Medium armour

Weapons: Simple weapons

EQUIPMENT

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

- any two simple melee weapons
- (a) a shortbow and 20 arrows or (b) five javelins or (c) a finesse martial weapon (if proficient)
- Leather armour
- (a) Dungeoneer's pack or (b) a Explorer's pack

SUBCLASSES

The Edge Dancer knows 3 subclasses which you choose one of at level 1. The available options are Trickster, Grappler and Morphling

DANCE POSES

At level 1 you get the ability to adopt fighting poses with which you can gain benefits until your next turn. Each of these poses require a bonus action to activate.

REACTIVE POSE

Until the start of your next turn, you have two reactions.

OPPORTUNITY POSE

Until the start of your next turn, the first attack of opportunity you hit, is an automatic critical hit.

DEFLECTIVE POSE

You can use your reaction to deflect a weapon until the start of your next turn. When you are hit by a melee weapon attack, the damage you take from the attack is reduced by your Strength or Agility skill check modifier.

SLY POSE

When you take damage from a creature that is within 5 feet of you, you can use your reaction to adjust your defenses. Once you do, the creature has disadvantage on its attacks against you until you take damage from the creature again or the start of your next turn, whichever is sooner.

LEVEL 2

CUNNING ACTION

Your quick thinking and agility allow you to move and act quickly. You can take a Bonus Action on each of your turns in Combat. This bonus action can be used only to take the Dash, Disengage, or Hide action.

DANCE WITH DEATH

Casting Time: 1 bonus action

Range: touch

Components: V, S

Duration: two story ticks

Touch target creature in Life and not encased in Death Ice. If within the next two story ticks they are forced into Death, they will immediately stabilise and will be stunned until the next of their next turn.

LEVEL 3

ABILITY SCORE IMPROVEMENT

When you reach third level and again at 6th, 8th and 10th 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.

Instead of increasing your ability scores, you can instead take a feat, chosen from the feats chapter.

LEVEL 4

FAST MOVEMENT

Starting at 4th level, your speed increases by 10 feet.

TRICKSTER

Now you see me, now I'm gone!

QUICK BUILD

You can make a Trickster quickly by following these suggestions. First, Agility should be your highest ability score, followed by Constitution. Second, choose the Charlatan background. Third, choose the +1 AC and initiative defensive proficiency.

MAGE HAND

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 minute

An invisible, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can also use thieves' tools with the hand to pick locks and disarm traps at range. You can move the hand up to 30 feet each time you use it. If you use the mage hand to place a weapon in your hand, you can use your bonus action to perform a melee attack with the weapon. The hand can't attack, activate magic items, or carry more than 10 pounds.

FINESSE WEAPON MASTERY

Gain proficiency with all weapons that have the finesse property. You also deal 1 additional damage with attacks performed with finesse weapons. All finesse weapons also gain the thrown (range 30/80) property, unless it could already be thrown further.

The additional damage increases to 3 when you reach 3rd level, to 5 upon reaching 6th level and to 7 upon reaching 9th level.

LIGHT WEAPON QUICK DRAW

You can throw light weapons without having them in hand.

SHADOW BLINK

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

You can teleport to an unoccupied space within 10ft you can see, provided the destination as well as the origin is within dim light. You cannot perform this action while grappled or restrained. This also does not allow you to pass through solid objects.

POCKET SAND -1 STAMINA

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Up to 1 minute

The target must make a Physical Agility saving throw. On a failed saving throw, the target is blinded until they spend an action removing the sand from their eyes.

Exert: choose up to two targets.

BLADE WARD -2 STAMINA

Casting Time: 1 action

Range: Self

Components: V

Duration: Up to 1 minute

You extend your hand and trace a sigil of warding in the air. Phantom like blade will form and ward you from any attacks. You gain 5 x Edge Dancer level in temporary hit points for the duration. While you have temporary hit points from blade ward, enemies have disadvantage to hit you with attack rolls.

FAN OF KNIVES -3 STAMINA

Casting Time: 1 action

Range: Self (20 ft cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a wave of sharp blades shoots forth from your outstretched fingertips. Each creature in a 20-foot cone must make a Physical Agility saving throw. A creature takes 3d4 piercing damage on a failed save, or half as much damage on a successful one. Targets who failed the saving throw are also bleeding, taking 2d4 piercing damage at the end of each turn, until they spend an action to remove the blades, after which the bleeding stops.

This spell's damage increases by 2d4 when you reach 3rd level (5d4), 6th level (7d4), and 9th level (9d4).

LEVEL 2

STEEL WILL

No cheap tricks will startle you. You have advantage on saving throws against being frightened.

OBSERVANT FIGHTER

When a creature hits you with an Attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn. Fool me once, shame on you, fool me twice, shame on me.

LEVEL 3

ROGUE TACTICS

At 3rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

SNEAK

The teleport range of your shadow blink is tripled.

You also have advantage on any attempts to hide or avoid detection.

LEVEL 4

FLASHING BLADES

Any melee weapon thrown by you will magically blink back into your hands at the end of your turn. It's like it never left your hand, apart from the blood of course.

MAGIC WEAPON -1 STAMINA

Casting Time: 1 bonus action

Range: touch

Components: V, S

Duration: Concentration, Up to 10 minute

You touch a non-magical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

LEVEL 5

BLITZ STRIKE -3 STAMINA

Casting Time: 1 action

Range: 30ft

Components: V, S

Duration: Instantaneous

You flourish the weapon used in the casting and then teleport to the back of a target you can see within range. Make a melee attack against the target. Regardless of hit or miss, you can pick another target within 30ft and teleport to their back and attack them. Then you can choose a final third target and teleport and attack them. You cannot repeat targets.

If there are not enough targets within range, or if you choose not to teleport on, you end at your last target in an unoccupied space within 5ft of the target.

Exert: Attack a fourth target. This can be the same target as the first or the second target.

LEVEL 6

INVOKER DUALITY -4 STAMINA

Casting Time: 1 bonus action

Range: 30ft

Components: V, S

Duration: Concentration, up to 10 Story ticks

You create a perfect illusion of yourself that lasts for 10 Story ticks, or until you lose your concentration. The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, the illusion can perform all your actions and abilities, provided you can see the target. It only has an action and bonus action, but no movement. Moreover, any damage it deals is divided by 4, rounded up. Any damage it takes, you take instead but is divided by 2, rounded up. Any stamina it spends, you spend. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you and the illusion have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

LEVEL 7

DODGING TACTICS

At 7th level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

DODGE

You can nimbly dodge out of the way of certain area Effects. When you are subjected to an Effect that allows you to make a Physical saving throw to take only half damage, You can spend your reaction and 2 stamina to instead take no damage if you succeed on the saving throw, and only half damage if you fail.

WIND DANCER

When an attacker that you can see hits you with an Attack, you can use your Reaction and 1 Stamina to halve the attack's damage against you. Your AC is raised by 1 until the start of your next turn.

GRAPPLER

Boot tot the head!

QUICK BUILD

You can make a Grappler quickly by following these suggestions. First, Strength should be your highest ability score, followed by Constitution. Second, choose the Urchin background. Third, choose the +1 AC and initiative defensive proficiency.

HOP UP

You do not provoke attacks of opportunity when you get up from prone.

BEAT DOWN

Whenever you hit a prone creature, you deal an additional 1d4 damage. This ability's damage increases by 1d4 when you reach 3rd level (2d4), 6th level (3d4), and 9th level (4d4).

UNARMED STRIKE

Your unarmed strikes follow the rules for finesse weapons or impact weapons, which you choose before a strike. You can roll a d4 in place of the normal damage of your unarmed strike. This die changes at level 3 to a d6, at level 6 to a d8 and at level 9 to a d10.

When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with an unarmed strike, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

UNARMOURED DEFENSE

While you are not wearing any armour and not wielding a shield, your Armor Class equals 11 + your Agility or Strength modifier + your Reflexes modifier.

FLYING BEARHUG -1 STAMINA

If you move at least 20ft straight toward a Large or smaller melee target, as an action you can jump at the target and try to wrestle it to the ground. If the target is a creature, it must succeed on a Physical Strength saving throw or be knocked prone and be considered grappled by you. If the target goes prone, you also go prone, but you get to perform a headbut as bonus action without paying the stamina cost.

Exert: You can target up to Huge creatures.

HEADBUTT -1 STAMINA

You can replace an unarmed attack with a Headbutt. On hit, target creature must make a Physical Constitution saving throw. On a failed saving throw the target becomes dazed for 2 story ticks and take 1d6 + Edge Dancer bludgeoning damage. On a successful saving throw the target takes half damage and is not dazed. Regardless of the result of the saving throw, you take 1 bludgeoning damage. This ability's damage increases by 1d6 when you reach 3rd level (2d6), 6th level (3d6), and 9th level (4d6).

CLOTHESLINE -2 STAMINA

You can use your action to make an unarmed melee attack making your arm into a hook, striking a large or smaller target with your bicep. If this attack hits, it knocks the target prone and deal 1d8 additional damage.

Exert: Strike up to two targets within melee range.

LEVEL 2

CLAW HANDS

Whenever you strike an enemy with an unarmed strike, you can choose to not deal damage, but instead grappling the target.

GORILLA PRESS SLAM -2 STAMINA

As an action you can lift a large or smaller grappled target above your head and slam the target into the ground in a location within 10ft of you. You no longer have the target grappled, but it takes 2d10 bludgeoning damage and is knocked prone. If there happens to be another creature at the target location, it can make a Physical Agility saving throw, or also be knocked prone and take the same damage. On a successful saving throw, the secondary creature takes no damage and can move up to 5 ft to dodge. You cannot perform this move while you are grappled or restrained.

LEVEL 3

WRESTLING TACTICS

At 3rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

ENDURANCE TRAINING

The first class stamina ability you use per turn, costs 1 stamina less.

LEVEL 4

SUPLEX -3 STAMINA

As an action you can lift a large or smaller grappled target over your head and slam the target headfirst into the ground behind you. Target is moved to an unoccupied location within 5 ft of you. The target must also make a Physical Strength saving throw. On a failed saving throw, the target takes 2d10 bludgeoning damage and is considered stunned and prone, but no longer grappled. On a successful saving throw the target takes half damage, is knocked prone, but is not stunned or grappled.

LEVEL 5

UNCANNY DODGE

Starting at 5th Level, when an attacker that you can see hits you with an Attack, you can use your Reaction to halve the attack's damage against you.

MORPHLING

Looks are only temporary!

QUICK BUILD

You can make a Morphling quickly by following these suggestions. First, Strength should be your highest ability score, followed by Charisma. Second, choose the Hermit background. Third, choose the +1 AC and initiative defensive proficiency.

MORPH ASPECT -2 STAMINA

Casting Time: 1 free action

Range: Self

Components: S

Duration: Instantaneous

Using Free Magic you can morph parts of your body to resemble a free magic creature. Doing so will grant you some aspects of the Free Magic Creature. The morph will last up to 5 Story ticks. You can have one aspect morphed at a time on level one, but can morph up to 2 aspects at level 4 and up to 3 aspects on level 7.

STILKEN

Your feet grow short tiny hooks. You gain half your movement speed in climbing speed.

HISH

Your body turns liquid and you start to give off a slight glow. You give off 5ft radius of bright light and 10ft radius of dim light. You also gain the ability to move through creatures, dealing 1d4 + Charisma bonus fire damage when passing through them. You cannot end in the space of another creature and a creature can only take this damage once per turn. You can also move through a space as narrow as 1 inch wide without squeezing.

AZIMINIL

Your face becomes a blackness that no light can pierce. The light dims in a 15ft radius around you, turning bright light into dim light and dim light into darkness. You gain 60ft + 5x Charisma bonus Darkvision.

HRULE

Your eyes go black and any damage you deal changes to Necrotic damage. Gain Resistance to Necrotic damage. Any blood in a 10ft radius is absorbed by you and any target you hit can't regain hit points until the start of your next turn.

GRETEN

Your attacks gain a vicious bite and gauge the enemy. Deal 1d4 + Charisma bonus additional piercing damage with each attack and make the target creature bleed. Target must make a Physical Constitution saving throw, taking another 1d4 piercing damage on a failed saving throw the next time they move, after which this bleed expires. This bleed does not stack with itself. This ability's bleed damage damage increases by 1d4 when you reach 3rd level (2d4), 6th level (3d4), and 9th level (4d4).

GREAT WEAPON FIGHTNING

When you roll a 1 or 2 on a damage die for an Attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the Two-Handed or Versatile property for you to gain this benefit.

BATTLE ROAR -1 STAMINA

Casting Time: 1 bonus action

Range: 20ft

Components: V

Duration: Up to 4 Story ticks

You give off an impressive roar and inspire your allies. You and any Non-Dead ally in range gain half your Strength or Agility modifier rounded up in damage to any weapon attacks they do.

Exert: Any creature affected by your battle roar is no longer frightened.

SCALE BLESSING -2 STAMINA

Casting Time: 1 action

Range: 30ft

Components: V, S

Duration: Up to 1 hour

Target creature grows scales over his entire body, protecting it from damage. The target's AC can't be less than 16, regardless of what kind of armor it is wearing.

PROTECTION FROM FREE MAGIC -3 STAMINA

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, Up to 1 hour

Until the spell ends, one willing creature you touch is protected against a specific type of Free Magic creature. The type is chosen at the time of casting. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Exert: Target up to two creatures.

LEVEL 2

FLASH OF CORRUPTION -2 STAMINA

You bless your attacks with the decaying touch of Free Magic. Starting at 2nd Level, when you hit a creature with a melee weapon attack, you can expend 2 Stamina to deal 2d8 necrotic damage to the target, in addition to the weapon's damage. This ability's damage increases by 1d8 when you reach 3rd level (3d8), 6th level (4d8), and 9th level (5d8).

LEVEL 3

DECAY TACTICS

At 3rd level, you gain one of the following features of your choice. You can change your choice at a later time following the rules for tactics.

EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

AURA OF DECAY

Any enemies within a 15ft radius around you deduct your Charisma modifier from any saving throw they do.

LEVEL 4

RELENTLESS HUNGER

By 4th level, your supernatural focus helps you close off a foe's retreat. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

MORPH ADDITIONAL ASPECTS

At level 4 you gain the ability to morph aspects of more Free Magic Creatures.

BAAZALANAN

Your arms grow long and spindly. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

DWERLLIN

As a bonus action, you can fly up to 10ft, without provoking attacks of opportunity.

FERENK

Any damage received from magical sources such as spell is reduced by your Charisma modifier.

LEVEL 5

STATIS -2 STAMINA

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, 5 Story Tick

You touch a creature encased in Death Ice in Life, or their Soul in Death. The target creature must make a Charter Strength saving throw, although willing creatures can opt to fail this saving throw automatically. A creature under the effect of this spell cannot change layers of Death. At the end of its turn, the creature can repeat the saving throw.

EQUIPMENT

WEAPONS

BRAWN

A Brawn weapon is meant for slamming and bashing and can therefore only be used using your Strength. For the attack roll, you use 2 x Strength modifier. For damage roll you add your Strength modifier.

NIMBLE

A nimble weapon is meant for finding the chink in the armour, the gap in the targets defence. It can only be used using Agility. For the attack roll, you use 2 x Agility modifier. For damage roll you add your Agility modifier.

IMPACT

Impact weapons are a mix between Brawn and Nimble weapons. They require a fair amount of force with a precise aim, but will cause devastating damage on a successful hit. For the attack roll, you use Strength modifier + Agility modifier. For damage roll you add the Agility modifier and the Strength modifier.

FINESSE

When making an attack with a finesse weapon, you choose to use it as a Brawn weapon or as a Nimble weapon.

AMMUNITION

You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

WEAPONS

Name	Cost	Damage	Properties
Simple Melee Weapons			
Club	1 sp	1d4 bludgeoning	Impact, light
Dagger	2 gp	1d4 piercing	Finesse, light, thrown (range 20/60)
Great Club	2 sp	1d8 bludgeoning	Brawn, Two-handed
Hand Axe	5 gp	1d6 slashing	Impact, light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	Brawn, thrown (range 30/120)
Light Hammer	2 gp	1d4 bludgeoning	Impact, light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	Brawn
Quarterstaff	2 sp	1d6 bludgeoning	Brawn, versatile (1d8)
Sickle	1 gp	1d6 slashing	Nimble, light
Spear	1 gp	1d6 piercing	Impact, thrown (range 20/60), Versatile (1d8)
Simple Ranged Weapons			
Light Crossbow	25 gp	1d8 piercing	Nimble, ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	Finesse, thrown (range 20/60)
Short Bow	2 sp	1d6 piercing	Nimble, ammunition (range 80/320), two-handed
Sling	1 gp	1d4 bludgeoning	Nimble, ammunition (range 30/120)
Martial Melee Weapons			
Battleaxe	10 gp	1d8 slashing	Brawn, versatile (1d10)
Glaive	20 gp	1d10 slashing	Nimble, heavy, reach, two-handed
Great Axe	30 gp	1d12 slashing	Brawn, heavy, two-handed
Great Sword	50 gp	2d6 slashing	Impact, heavy, two-handed
Halberd	20 gp	1d10 slashing	Brawn, heavy, reach, two-handed
Lance	10 gp	1d12 piercing	Impact, reach, special
Long Sword	15 gp	1d8 slashing	Impact, versatile (1d10)
Maul	10 gp	2d6 bludgeoning	Brawn, heavy, two-handed
Morningstar	15 gp	1d8 piercing	Brawn
Rapier	25 gp	1d8 piercing	Finesse
Scimitar	25 gp	1d6 slashing	Finesse, light
Short Sword	10 gp	1d6 piercing	Impact, light
War Hammer	15 gp	1d8 bludgeoning	Brawn, versatile (1d10)
Whip	2 gp	1d6 slashing	Finesse, reach(15 ft)
Martial Ranged Weapons			
Blowgun	10 gp	1d4 piercing	Nimble, ammunition (range 25/100), loading
Hand Crossbow	75 gp	1d6 piercing	Nimble, ammunition (range 30/120), light, loading
Heavy Crossbow	50 gp	1d10 piercing	Nimble, ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	Nimble, ammunition (range 150/600), heavy, two-handed
Net	4 gp	_	Finesse, special, thrown (range 5/15)

AMMUNITION MODIFICATIONS

Any costs listed are on top of the cost of the ammunition. Modifications can only be made to ammunition with the approval of the GM, to prevent things such as barbed trebuchet shots.

All damage listed is in addition to any regular damage the ammunition would deal on hit.

BARBED

Barbed ammunition will stick in the target on hit. If the target takes further damage, it must make a DC 10 Physical Agility saving throw or the barbed ammunition will be ripped out, dealing 1d6 piercing damage. The target or a creature within 5 ft of it can use its action to remove the ammunition.

CHARTER

Charter enchanted ammunition can be activated using a free action by any creature wielding the ammunition and that is capable of charter magic. Charter ammunition is counted as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

AMMUNITION MODIFICATIONS

Mod	Additional Cost	Barbed Effect	
Barbed	5 GP	Yes	
Broad head	10 GP	–	This ammunition deals 1 die less damage (e.g. 1d6 instead of 1d8) but on a critical hit these arrows apply a bleeding effect. The target takes 1d4 slashing damage at the end of its next turn unless it uses its bonus action to hold its wound closed (must have a free hand). This effect ends if the target is healed or after 3 turns.
Rope	3 GP	–	A 25ft rope is attached to the end of this strengthened ammunition.
Charter			
Seeking	2 GP	–	+2 chance to hit
Ice	50 GP	Yes	This ammunition is cold to the touch. On hit, the target takes 1d8 cold damage and must pass a 15DC Physical Constitution saving throw or suffer -10ft to their movement speed and have disadvantage on Physical Agility saving throws for 3 rounds (does not stack).
Light	10 GP	–	The ammunition sheds bright light in a 20-foot radius and dim light for an additional 20 feet after activation for 1 hour.
Barbed Light	30 GP	Yes	Upon activation the ammunition sheds bright light in a 20-foot radius and dim light for an additional 20 feet for 1 hour.
Barbed Tracking	45 GP	Yes	Upon activation the ammunition leaves a trail of feint trail of charter marks that can be followed by any for up to one hour.
Spirit Glass	100 GP	–	This ammunition explodes, regardless if it hit the target. All creatures within a 10ft radius must make a DC 15 Charter Agility saving throw or take 2d10 fire damage. Free Magic Creatures take double damage from this explosion.
Disrupting	50 GP	–	On hit, the target takes an additional 1d8 psychic damage and must pass a DC 12 Charter Intelligence saving throw or has disadvantage on all Charter saving throws for 3 rounds.

ARMOUR

GETHRE

Gethre is a charter infused metal that resists the corruption caused by Free magic. Per piece of Gethre infused armour, the wearer gains +1 AC against any attacks made by Free magic creatures and +1 to all saving throws against effects caused by Free magic creatures.

ARMOUR

Armour	Cost	AC	Gethre	Strength	Sneaking
<i>Light Armour</i>					
Padded	5 GP	12 + Reflexes	—	—	Disadvantage
Leather	10 GP	12 + Reflexes	—	—	—
Studded Leather	45 GP	13 + Reflexes	—	—	—
Gethre Studded Leather	300 GP	14 + Reflexes	Yes	—	—
<i>Medium Armour</i>					
Hide	5 GP	12 + Reflexes(max 2)	—	—	—
Chain shirt	50 GP	14 + Reflexes(max 2)	—	—	—
Scale mail	70 GP	15 + Reflexes(max 2)	—	—	Disadvantage
Gethre Scale mail	250 GP	15 + Reflexes(max 2)	Yes	—	Disadvantage
Breastplate	400 GP	15 + Reflexes(max 2)	—	—	—
Half plate	750 GP	16 + Reflexes(max 2)	—	—	Disadvantage
<i>Heavy Armour</i>					
Ring mail	30 GP	15	—	—	Disadvantage
Chain mail	60 GP	17	—	Str 13	Disadvantage
Splint	200 GP	18	—	Str 15	Disadvantage
Gethre Splint	700 GP	18	Yes	Str 15	Disadvantage
Plate	1000 GP	19	—	Str 15	Disadvantage
<i>Shields</i>					
Shield	15 GP	+2	—	—	—
Gethre Shield	500 GP	+2	Yes	—	—

POTIONS

POTION TABLE

Name	Effect	Cost
Common		
Healing potion	<i>Gain 2d4 + 2 hp</i>	30 GP
Healing salve	<i>Gain 1d4 hp every round for 10 Story Ticks.</i>	25 GP
Uncommon		
Greater healing potion	<i>Gain 4d4 + 4 hp</i>	90 GP
Giant Strength	<i>Set your Str score to 20 for 10 Story Ticks.</i>	60 GP
Elemental Resistance	<i>You Gain Fire, Ice, Lightning or Thunder Resistance for 10 Story Ticks. The type of resistance gained is determined upon potion creation.</i>	60 GP
Animal Friendship	<i>Any non-hostile Animal that drinks this will consider you a friend for 10 Story Ticks.</i>	40 GP
Alchemist fire	<i>This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating it as an improvised weapon. On a hit, the target takes 1d8 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Constitution + Agility check to extinguish the flames.</i>	25 GP
Swimming	<i>You grow gills and fins for 1 hour. During this time you gain a swimming speed equal to your movement speed and will allow you to breathe underwater.</i>	30 GP
The Cat	<i>You grow long, near unbreakable nails for 10 Story Ticks. You gain the Claw ability, which is an Agility + Agility melee attack dealing 1d8 + Agility slashing damage. You also gain a climbing speed equal to your movement speed.</i>	35 GP
Life's Breath	<i>This potion can either be drunk directly, or else be applied to the Death Ice of a creature, affecting the creature encased within. Add +2 to any Death stabilisation or Death climbing checks.</i>	160 GP
Rare		
Superior healing potion	<i>Gain 8d4 + 8 hp</i>	250 GP
Oil of Slipperiness	<i>This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 5 minutes. The affected creature then gains the effect of a freedom of movement spell for 1 hour. Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 1 hours.</i>	60 GP
Fire breath	<i>After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Physical Agility saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed. This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened</i>	60 GP
Death Ice	<i>After drinking this potion, you will immediately enter Death on the first precinct</i>	25 GP
Fire veins	<i>This potion only has effect if you have a body to return to. You will immediately leave Death, regardless of what precinct you were on. Being ripped from Death this fast will however leave you paralysed for 2 story ticks.</i>	500 GP

POISONS

POISON TYPES

Poisons come in the following four types:

- **CONTACT:**

Contact poison can be smeared on an object and remains potent until it is Touched or washed off. A creature that touches contact poison with exposed skin suffers its Effects.

- **INGESTED:**

A creature must swallow an entire dose of ingested poison to suffer its Effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced Effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

- **INHALED:**

These poisons are powders or gases that take Effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its Effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

- **INJURY:**

Injury poison can be applied to Weapons, Ammunition, trap Components, and other Objects that deal piercing or slashing damage and remain potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its Effects.

POISON TABLE

Name	Effect	Type	Price per dose
Assassin's blood	A creature subjected to this poison must make a DC 10 Physical Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is Poisoned for 24 hours. On a successful save, the creature takes half damage and isn't Poisoned.	Ingested	150 gp
Burnt umber fumes	A creature subjected to this poison must succeed on a DC 13 Physical Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.	Inhaled	500 gp
Crawler mucus	This poison must be harvested from a dead or Incapacitated crawler. A creature subjected to this poison must succeed on a DC 13 Physical Constitution saving throw or be Poisoned for 1 minute. The Poisoned creature is Paralyzed. The creature can repeat the saving throw at the end of each of its turns, Ending the Effect on itself on a success.	Contact	200 gp
Belladonna poison	This poison can only be made in a place far removed from sunlight. A creature subjected to this Injury poison must succeed on a DC 13 Physical Constitution saving throw or be Poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also Unconscious while Poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.	Injury	200 gp
Essence of ether	A creature subjected to this poison must succeed on a DC 15 Physical Constitution saving throw or become Poisoned for 8 hours. The Poisoned creature is Unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.	Inhaled	300 gp
Malice	A creature subjected to this poison must succeed on a DC 15 Physical Constitution saving throw or become Poisoned for 1 hour. The Poisoned creature is Blinded.	Inhaled	250 gp
Midnight tears	A creature that ingests this poison suffers no Effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Physical Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.	Ingested	1,500 gp
Oil of taggit	A creature subjected to this poison must succeed on a DC 13 Physical Constitution saving throw or become Poisoned for 24 hours. The Poisoned creature is Unconscious. The creature wakes up if it takes damage.	Contact	400 gp
Pale tincture	A creature subjected to this poison must succeed on a DC 16 Physical Constitution saving throw or take 3 (1d6) poison damage and become Poisoned. The Poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful Saving Throws, the Effect ends and the creature can heal normally.	Ingested	250 gp
Purple Worm poison	This poison must be harvested from a dead or Incapacitated Purple Worm. A creature subjected to this poison must make a DC 19 Physical Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.	Injury	2,000 gp

Poison Table Continued

Name	Effect	Type	Price per dose
Wolfsbane extract	A creature subjected to this poison must succeed on a DC 10 Physical Constitution saving throw, taking 8 (3d4) poison damage on a failed save, or half as much damage on a successful one.	Injury	150 gp
Serpent venom	This poison must be harvested from a dead or Incapacitated Giant Poisonous Snake. A creature subjected to this poison must succeed on a DC 11 Physical Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.	Injury	200 gp
Torpor	A creature subjected to this poison must succeed on a DC 15 Physical Constitution saving throw or become Poisoned for 4d6 hours. The Poisoned creature is Incapacitated.	Ingested	600 gp
Truth serum	A creature subjected to this poison must succeed on a DC 11 Physical Constitution saving throw or become Poisoned for 1 hour. The Poisoned creature can't knowingly speak a lie. An affected creature becomes aware of the poison after its first attempt at a lie and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.	Ingested	150 gp
Wyvern poison	This poison must be harvested from a dead or Incapacitated Wyvern. A creature subjected to this poison must make a DC 15 Physical Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.	Injury	1,200 gp

BESTIARY

DEAD

WATER

Any depth of flowing water is considered difficult terrain for Dead.

Any Dead standing in fast flowing water, must make a Water saving throw at the end of each of its turn. A Water saving throw is a simple d20 roll and the DC to meet is noted for each Dead.

CHARTER STONES

Any Dead within 300ft of an unbroken Charter stone, have -2 to any attack roll or saving throw. Conversely, any Dead within 300ft of a broken Charter Stone have +2 to any attack rolls and saving throws.

DEAD HAND

Medium Lesser Dead

Armour Class 11

Hit Points 32

Speed 25ft.

STR	AGI	REF	CON	INT	CHA	APT
13 (+2)	7 (-2)	10 (+0)	12 (+1)	3 (-4)	7 (-2)	10 (+0)

Water Save DC 12

Senses Darkvision 60ft. passive Perception 8

Languages Understands simple commands.

Challenge 1

Undead Fortitude. If damage reduces the Dead Hand to 0 Hit Points, it must make a Physical Constitution saving throw with a DC of 5+the damage taken, unless the damage from a critical hit or from an imbued weapon or ammunition. On a success, the Hand drops to 1 hit point instead.

Grave bound. The Dead Hand need to consume one humanoid every week or it will return to Death. If the Dead Hand spends at least 4 hours a day within or on grave dirt, it can prolong this, by not counting that day for the week.

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

Sunlight Sensitivity. While in sunlight, the Dead Hand has disadvantage on attack rolls, as well as on checks that rely on sight.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit 6 (1d6 + 2) piercing damage.*

GORE CROWS

Medium swarm of tiny Lesser Dead

Armour Class 8

Hit Points 35

Speed Fly 40ft.

STR	AGI	REF	CON	INT	CHA	APT
5 (-3)	12 (+1)	6 (-2)	6 (-2)	20 (+5)	16 (+3)	14 (+2)

Water Save DC 17

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 180 Ft., passive Perception 16

Languages understands Common, but can't speak

Challenge 1

Keen Smell. The swarm has advantage on skill checks that rely on sight.

Soul Bound Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny crow. The swarm can't regain hit points or gain temporary hit points. Gore Crows more than 200 ft away from the main body of the swarm will disintegrate.

Tracking Bond. If the swarm of Gore Crows is bound by free magic, the keeper of the bond knows how far and in which direction the main body of the swarm is in relation to the keeper.

Sunlight Sensitivity. While in sunlight, the Gore Crows have disadvantage on attack rolls, as well as on checks that rely on sight.

Grave bound. Gore Crows need to consume one humanoid every week or it will return to Death. If the Gore Crows spend at least 4 hours a day within or on grave dirt, it can prolong this, by not counting that day for the week.

Actions

Beak. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit 4 (1d4 + 1) piercing damage*

DREAD WOLF

Medium Lesser Dead

Armour Class 14

Hit Points 37

Speed 40ft.

STR	AGI	REF	CON	INT	CHA	APT
14 (+2)	15 (+2)	12 (+1)	10 (+0)	3 (-4)	7 (-2)	12 (+1)

Water Save DC 12

Senses Darkvision 60ft. passive Perception 8

Languages -

Challenge 1/2

Pounce. If the Dread Wolf moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Physical Strength saving throw or be knocked prone. If the target is prone, the Dread Wolf can make one bite attack against it as a bonus action.

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

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit 6 (1d4 + 2) piercing damage.

OZING LIZARD

Small Lesser Dead

Armour Class 15

Hit Points 42

Speed 25ft., climb 25ft

STR	AGI	REF	CON	INT	CHA	APT
9 (-1)	11 (+0)	12 (+1)	10 (+0)	3 (-4)	3 (-4) (-4)	12 (+1)

Water Save DC 4

Senses Darkvision 30ft. passive Perception 7

Languages -

Challenge 1/4

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 3 (1d6 -1) piercing damage.

DECREPIT DEER

Large Lesser Dead

Armour Class 8

Hit Points 38

Speed 40ft.

STR	AGI	REF	CON	INT	CHA	APT
17 (+3)	12 (+1)	11 (+0)	14 (+2)	7 (-2)	10 (+0)	12 (+1)

Water Save DC 8

Senses passive Perception 14

Languages -

Challenge 1

Charge. If the Decrepit Deer moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sunlight Sensitivity. While in sunlight, the Decrepit Deer has disadvantage on attack rolls, as well as on checks that rely on sight.

Grave bound. The Decrepit Deer needs to consume one humanoid every week or it will return to Death. If the Decrepit Deer spend at least 4 hours a day within or on grave dirt, it can prolong this, by not counting that day for the week.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit 8 (2d8 + 3) bludgeoning damage.

GHASTLY OWL

Small Lesser Dead

Water Save DC 16

Armour Class 11

Hit Points 27

Speed 5ft., fly 50ft

STR	AGI	REF	CON	INT	CHA	APT
3 (-4)	13 (+1)	12 (+1)	8 (-1)	2 (-4)	7 (-2)	12 (+1)

Senses Darkvision 120ft. passive Perception 14

Languages -

Challenge 1/2

Actions

Beak. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 4 (1d4 +1) piercing damage.

MORDAUT

Tiny dead Medium Dead

Armour Class 9

Hit Points 43

Speed Fly 40ft.

STR	AGI	REF	CON	INT	CHA	APT
5 (-3)	12 (+1)	8 (-1)	8 (-1)	12 (+1)	16 (+3)	14 (+2)

Water Save DC 6

Senses Darkvision 60ft. passive Perception 13

Languages Common

Challenge 2

Grave bound. The Mordaut needs to consume one humanoid every week or it will return to Death. If the Mordaut or its host spends at least 4 hours a day within or on grave dirt, it can prolong this, by not counting that day for the week.

Incorporeal Movement. The Mordaut can move through other creatures and Objects as if they were Difficult Terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Drain life. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8 (1d6 + 4) necrotic damage. The Mordaut regains hit points equal to that amount.

Possession (Recharge 6). One Humanoid that the Mordaut can see within 5 ft. of it must succeed on a DC 13 Charter Charisma saving throw or be possessed by the Mordaut; the Mordaut then disappears, and the target is Incapacitated and loses control of its body. The Mordaut now controls the body but doesn't deprive the target of awareness. The Mordaut can't be targeted by any Attack, spell, or other Effect and it retains its Alignment, Intelligence, Charisma, Aptitude, and immunity to being Charmed and Frightened. It otherwise uses the possessed target's Statistics and gains access to the target's knowledge, Class Features, and Proficiencies whilst possession is ongoing. The possession lasts until the body drops to 0 Hit Points, the Mordaut ends it as a Bonus Action, or the Mordaut forced out by an Effect like the Saraneth bell. When the possession ends, the Mordaut reappears in an unoccupied space within 5 ft. of the body. The target is immune to this Mordaut's Possession for 1 hour after succeeding on the saving throw or after the possession ends.

SHADOW HAND

Medium Medium Dead

Armour Class 13

Hit Points 53

Speed 35ft.

STR	AGI	REF	CON	INT	CHA	APT
17 (+3)	9 (-1)	12 (+1)	14 (+2)	6 (-2)	8 (-1)	12 (+1)

Water Save DC 7

Senses Darkvision 60ft. passive Perception 9

Languages understands Common, but can't speak

Challenge 3

Undead Fortitude. If damage reduces the Dead to 0 Hit Points, it must make a Physical Constitution saving throw with a DC of the damage taken, unless the damage from a critical hit or from an imbued weapon or ammunition. On a success, the zombie drops to 1 hit point instead.

Sunlight Sensitivity. While in sunlight, the Hand has disadvantage on attack rolls, as well as on checks that rely on sight.

Actions

Multiattack. The Shadow hand makes two attacks, only one of which can be a Bite Attack.

Unarmed strike. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 7 (1d6 + 3). Instead of dealing damage, the Shadow Hand can grapple the target (escape DC 14).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 3).

HOWLER

Medium Medium Dead

Armour Class 15

Hit Points 45

Speed 40ft.

STR	AGI	REF	CON	INT	CHA	APT
16 (+3)	12 (+1)	14 (+2)	12 (+1)	8 (-1)	6 (-2)	13 (+1)

Water Save DC 12

Senses Darkvision 60ft. passive Perception 12

Challenge 4

Keen Smell. The Howler has advantage on skill checks that rely on sight.

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

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 9 (1d10 + 3).

Howl (Recharge 5-6). Ranged Spell Attack: DC 13 Charter Charisma saving throw, 30ft line. Failed save: Target is frightened and takes 1d6 Psychic damage. Frightened created can make a saving throw every time the Howler takes damage. Half damage on successful save and no frighten effects.

PILLAGER

Medium Medium Dead

Armour Class 8

Hit Points 60

Speed 25ft.

STR	AGI	REF	CON	INT	CHA	APT
16 (+3)	7 (-2)	10 (+0)	12 (+1)	3 (-4)	7 (-2)	10 (+0)

Water Save DC 16

Senses Darkvision 60ft. passive Perception 8

Challenge 3

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

RAVAGER

Medium Medium Dead

Armour Class 15

Hit Points 45

Speed 40ft.

STR	AGI	REF	CON	INT	CHA	APT
16 (+3)	12 (+1)	14 (+2)	12 (+1)	8 (-1)	6 (-2)	13 (+1)

Water Save DC 12

Senses Darkvision 60ft. passive Perception 12

Challenge 4

Keen Smell. The Ravager has advantage on skill checks that rely on sight.

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

Strider. The Ravager is not hindered by difficult terrain.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 9 (1d10 + 3).

Gorge (Recharge 5-6). Melee Weapon Attack: +8 to hit, 10ft cone from centre of this creature. Hit 7 (1d6 + 3).

Frenzy. If the Pillager is at half of its hit points or less, it gains the following features:

- 15ft additional movement (40 total)
- Armour Class 13
- Multiattack: The Pillager makes two Bite attacks
- Reaction: Aggresive: On taking damage, the Pillager can move up to half its movement speed towards the source of the damage.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit 7 (1d6 + 3) piercing damage.

Blood Spit (Recharge 5-6). Ranged Spell Attack: target up to 3 creatures within 30ft range, +8 to hit. 2d6 Necrotic damage on hit. Regardless of hits, Pillager takes 10 piercing damage.

THRALK

Large Greater Dead

Armour Class 17

Hit Points 84

Speed 25ft.

STR	AGI	REF	CON	INT	CHA	APT
11 (+0)	19 (+4)	16 (+3)	14 (+2)	12 (+1)	8 (-1)	12 (+1)

Water Save DC 12

Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness

Senses Darkvision 60ft. passive Perception 12

Languages understands Common, but can't speak
Challenge 5

Undead Fortitude. If damage reduces the Dead to 0 Hit Points, it must make a Physical Constitution saving throw with a DC of the damage taken, unless the damage from a critical hit or from an imbued weapon or ammunition. On a success, the Thralk drops to 1 hit point instead.

Death Aura. At the start of each of the Thralk's turns, each creature within 5 feet of it must succeed on a DC 15 Charter Intelligence saving throw or take 10 (2d6) necrotic damage.

Actions

Multiattack. The Thralk makes one Harpoon Arm Attack and then uses Sorrowful Embrace.

Harpoon Arm. Melee Weapon Attack: +7 to hit, reach 30 ft., one target. Hit: 17 (3d8 + 3) piercing damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. The Thralk has two harpoon arms and can grapple up to two creatures at once.

Sorrowful Embrace. Each creature grappled by the Thralk must make a DC 15 Charter Charisma saving throw. A creature takes 18 (4d8) psychic damage and is frightened of the Thralk on a failed save, or half as much damage on a successful one. In either case, the Thralk pulls each creature grappled by it up to 20 feet straight toward it. If the creature breaks from the grapple, it can make a DC 15 Charter Charisma saving throw at the end of its turn to break the frighten effect. It will also disappear 1 minute after breaking the grapple.

GHLIM

Medium Medium Dead

Armour Class 16

Hit Points 27

Speed 30ft.

STR	AGI	REF	CON	INT	CHA	APT
6 (-2)	19 (+4)	14 (+2)	4 (-3)	10 (+0)	8 (-1)	14 (+2)

Water Save DC 14

Damage Immunity piercing

Condition Immunity Blinded

Senses Darkvision 120ft. passive Perception 11

Languages Common
Challenge 2

Grave bound. The Ghlim needs to either be within 30ft of a murder upon a living humanoid every day or spend at least 4 hours a day within or on grave dirt. If it does not do either of these actions, it will return to Death.

Fallible Invisibility. The Ghlim is invisible. This invisibility can be circumvented by three things:

- The Ghlim appears as a drab, semi-translucent humanoid if it moves faster than half its speed.
- The Ghlim appears as a dim dark form if its reflection can be seen in a mirror or on another surface.
- Dead can see through this invisibility.

Trackless. The Ghlim leaves no tracks to indicate where it has been or where it's headed.

Actions

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 4) slashing damage. If the Ghlim has advantage on the attack roll, the target also takes 4 (1d6) necrotic damage.

RESTER

Medium Greater Dead

Armour Class 18
Hit Points 196
Speed 30ft.

STR	AGI	REF	CON	INT	CHA	APT
17 (+3)	9 (-1)	18 (+4)	19 (+4)	9 (-1)	5 (-3)	14 (+2)

Water Save DC 2
Skills Intelligence +6
Senses passive Perception 17
Languages understands Common, but can't speak
Challenge 6

Undead Fortitude. If damage reduces the Dead to 0 Hit Points, it must make a Physical Constitution saving throw with a DC of the damage taken, unless the damage from a critical hit or from an imbued weapon or ammunition. On a success, the zombie drops to 1 hit point instead.

Relentless Hunger. If another creature deals damage to the Rester, the Rester's attack rolls have advantage until the end of its next turn, and the first time it hits with a hook attack on its next turn, the attack's target takes an extra 10 (2d8) psychic damage.

On its turn, the Rester has disadvantage on attack rolls if no other creature has dealt damage to it since the end of its last turn.

Two Heads. The Rester has advantage on Intelligence checks based on vision and hearing. The Rester also has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack. The Rester makes three attacks.

Hook. Melee Weapon Attack: +8 to hit, reach 5ft., one target. Hit 13 (2d8 + 3) piercing damage.

STILKEN

Large Free Magic Creature

Armour Class 17
Hit Points 103
Speed 30ft., climb 30ft.

STR	AGI	REF	CON	INT	CHA	APT
14 (+2)	19 (+4)	15 (+2)	11 (+0)	16 (+3)	8 (-1)	14 (+2)

Damage Immunities Slashing, Bludgeoning and piercing damage from Non-magical attacks not made with imbued weapons.
Senses passive Perception 17
Languages Common
Challenge 5

Amorphous. The Stilken can move through a space as narrow as 1 inch wide without squeezing

Actions

Multiattack. The Stilken makes three attacks, only one of which can be a Bite Attack.

Pincer strike. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit 7 (1d8 + 3). The target must make a DC 15 Physical Agility saving throw or be restrained.

Bite. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 16 (2d8 + 6).

HISH

Large Free Magic Creature

Armour Class 13

Hit Points 97

Speed 45ft.

STR	AGI	REF	CON	INT	CHA	APT
10 (+0)	17 (+3)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	14 (+2)

Damage Resistance Bludgeoning, Piercing, and Slashing From Non-magical Attacks Or Non-anointed Weapons.

Damage Immunities Fire

Senses passive Perception 8

Languages understands Common, but can't speak
Challenge 4

Amorphous. The Hish can move through a space as narrow as 1 inch wide without squeezing

Burning. The Hish is permanently engulfed in a blue-white flame en smoke. A creature that touches the Hish or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) fire damage.

Water Susceptibility. For every 5 ft. the Hish moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The Hish makes two attacks.

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns

AZIMINIL

Large Free Magic Creature

Armour Class 19

Hit Points 167

Speed 25ft.

STR	AGI	REF	CON	INT	CHA	APT
14 (+2)	18 (+4)	17 (+3)	11 (+0)	21 (+5)	13 (+1)	15 (+2)

Condition Immunities Blinded

Senses passive Perception 17

Languages All languages, Telepathy 120 ft.

Challenge 8

Hollow Face. The face of the Aziminil drains the light of its surrounding. In a 30ft sphere around the Aziminil, light is dimmed. Bright light will turn into dim light and dim light will turn into darkness.

Ghastly Impressions. Seeing a Aziminil for the first time will make even the hardiest warrior shiver. Any creature that sees an Aziminil must make a DC 16 Charisma Constitution saving throw. On a failed saving throw, the creature is considered frightened and is stunned whilst under the effect of the frighten. The creature can repeat the saving throw at the end of its turn. The frighten effect is removed on a successful saving throw. On a failed saving throw, only the stun effect is removed. After making a successful save, the creature is immune to the Ghastly Impressions ability for the next 24 hours.

Actions

Multiattack. The Aziminil makes three attacks, only one of which can be a Face of Fears Attack.

Claw. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 7 (1d8 + 3) slashing damage. Instead of dealing damage, the Aziminil can grapple the target (escape DC 14).

Face of Fears. Melee Spell Attack: DC 17 Charisma Charisma saving throw, reach 10ft., one target. Failed save 20 (4d8) psychic damage. Half damage on successful save.

BAAZALANAN

Huge Free Magic Creature

Armour Class 14
Hit Points 221
Speed 35ft.

STR	AGI	REF	CON	INT	CHA	APT
21 (+5)	9 (-1)	12 (+1)	19 (+4)	14 (+2)	8 (-1)	17 (+3)

Senses passive Perception 18

Languages Common.
Challenge 9

Spindly. If the Baazalanan takes more than 30 points of damage in a single turn, the Baazalanan is knocked prone.

Keen Hearing and Smell. The Baazalanan has advantage on Intelligence skill checks that rely on hearing or smell.

Actions

Multiattack. The Baazalanan makes five attacks, only two of which can be Bite Attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 15ft., one target. This attack can go around corners. Hit 7 (1d8 + 3). The target is drawn 10ft closer to the Baazalanan on hit.

Bite. Melee Weapon Attack: +9 to hit, 15ft cone from centre of this creature. Hit 18 (3d6 + 3).

GRETEN

Tiny Free Magic Creature

Armour Class 16
Hit Points 3
Speed 30ft.

STR	AGI	REF	CON	INT	CHA	APT
10 (+0)	16 (+3)	10 (+0)	8 (-1)	1 (-5)	1 (-5) (+1)	12 (+1)

Senses passive Perception 17

Languages -
Challenge 1

Spider Climb. The Greten can climb difficult surfaces, without the need to make an ability check.

Acid Blood. Any Non-magical weapon made of metal or wood that hits the Greten corrodes. After dealing damage, the weapon gains a permanent and cumulative -1 penalty to damage rolls. If it drops to -5 the weapon is destroyed. The weapon can be repaired by a smith.

Impregnation. If any attack from the Greten hits the target, the target is grappled and cannot escape as the Greten's tail wraps around the target's neck. The target, or a creature within 5 ft of it can use its action to try to pull off the Greten, with a Strength + Reflexes skill check. If the Greten is still attached to the target after two turns of the target, it is rendered unconscious. The target must make a DC 13 Physical Constitution saving throw and every turn after this while the Greten is still attached. If the target fails this saving throw by 5 or more, the target is considered diseased. Regardless of success of the saving throw, the target's constitution stat will drop by 2 for the next 24 hours. Whilst the target is diseased in this way, the target starts to feel sick, its speed is halved and has disadvantage on attack rolls and saving throws. After 4d6 hours, four Greten will burst from the target's chest, killing the target. This disease can be removed with a lesser restoration or greater magic to cure a disease.

Actions

Leap. Ranged Weapon Attack: +5 to hit, reach 10/20 ft., one creature. Hit: 2 (1d4) bludgeoning damage. Move the Greten to the target on hit. Target creature is grappled. See *Impregnation*.

HRULE

Medium Free Magic Creature

Armour Class 13

Hit Points 43

Speed 45ft.

STR	AGI	REF	CON	INT	CHA	APT
11 (+0)	19 (+4)	15 (+2)	17 (+3)	6 (-2)	4 (-3)	10 (+0)

Damage Immunities Slashing, Bludgeoning and piercing damage from Non-magical attacks not made with imbued weapons.

Senses passive Perception 17

Languages None

Challenge 3

Hibernation. After dealing 30 necrotic damage, the Hrule will curl up and go into hibernation. It will grow a hardened shell around its skin, gaining damage immunity to all damage but Radiant, Necrotic or Psychic. A Hrule's hibernation lasts 2d4 hours.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 16 (2d8 + 6). Hit: (1d6 + 4) piercing damage plus (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to half the necrotic damage taken rounded down, and the Hrule regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

WOOD-WEIR

Large Free Magic Creature

Armour Class 17

Hit Points 90

Speed 30ft.

STR	AGI	REF	CON	INT	CHA	APT
11 (+0)	19 (+4)	15 (+2)	17 (+3)	6 (-2)	4 (-3)	10 (+0)

Damage Immunities Slashing, Bludgeoning and piercing damage from Non-magical attacks not made with imbued weapons.

Damage Resistances Bludgeoning, Piercing, and Slashing.

Damage Vulnerabilities Fire, Acid, Psychic, Radiant
Senses passive Perception 17

Languages None

Challenge 7

Imprisonment. The Wood-Weir is a free magic creature ripped out of Death by powerful Free magic and locked into a wooden carving imbued with Free magic. It is therefore considered a Dead creature for most game purposes. However, it is unaffected by water or charter stones in the manner Dead creatures are and cannot be controlled by the power of Saraneth. If the Wood-Weir is reduced to 0 hit points, it is considered slain and the free magic creature is released back into Death. The Wood-Weir will follow all commands by the Free magic sorcerer which has captured it, in a light most favourable to the sorcerer.

Actions

Trample. The Wood-Weir can move its movement speed + 10 in a straight line as an action. This movement does not provoke attacks of opportunity and can move through enemies, but must end in an unoccupied location. Any creatures the Wood-Weird walked over, must make a Physical Strength saving throw. They take 4d10 bludgeoning damage and are knocked prone on a failed save. They take half damage on a success and are not knocked prone.

Bite. Melee Weapon Attack: +8 to hit, reach 5ft., one target. Hit 16 (2d8 + 6). Hit: (1d6 + 4) bludgeoning damage.

FERENK

Large Free Magic Creature

Armour Class 15
Hit Points 130
Speed 20ft.

STR	AGI	REF	CON	INT	CHA	APT
18 (+4)	9 (-1)	10 (+0)	16 (+3)	5 (-3)	5 (-3) 14 (+2)	

Damage Immunities Lightning, Necrotic
Damage Resistance Slashing, Bludgeoning and piercing damage from Non-magical attacks not made with imbued weapons.
Condition Immunities Blinded, Deafened, Exhaustion
Senses Blindsight 60 Ft. (Blind Beyond This Radius), passive Perception 10
Challenge 4

Lightning Absorption. Whenever Ferenk is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

False Appearance. While the Ferenk remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

Multattack. The Ferenk makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the Ferenk uses its Engulf on it.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: (2d8 + 4) bludgeoning damage.

Engulf. The Ferenk engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Physical Constitution saving throw at the start of each of the Ferenk's turns or take 13 (2d8 + 4) bludgeoning damage. If the Ferenk moves, the engulfed target moves with it. The Ferenk can have only one creature engulfed at a time.

DWERLLIN

Large Free Magic Creature

Armour Class 19
Hit Points 100
Speed Fly 50ft.

STR	AGI	REF	CON	INT	CHA	APT
18 (+4)	9 (-1)	10 (+0)	16 (+3)	5 (-3)	5 (-3) 14 (+2)	

Damage Resistance Slashing, Bludgeoning and piercing damage.
Condition Immunities Blinded, Deafened, Exhaustion
Senses passive Perception 17
Challenge 3

Living Storm. Whenever the Dwerllin moves past objects within 10 feet of him weighing a maximum of 5 pounds that are not being worn or carried, they are thrown in a random direction.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Actions

Catapult. Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Physical Agility saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d6 bludgeoning damage. The target is also pushed back 10ft.

GHAST

Medium Free Magic Creature

Armour Class 11

Hit Points 45

Speed Fly 40ft. It can hover.

STR	AGI	REF	CON	INT	CHA	APT
7 (-2)	13 (+1)	14 (+2)	10 (+0)	0 (+0)	17 (+3)	14 (+2)

Damage Resistance Slashing, Bludgeoning and piercing damage.

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60ft. passive Perception 11

Languages Common

Challenge 3

False Appearance. While the Ghast remains motionless, it is indistinguishable from clear air. Smoke or for example rain will reveal its location.

Death Walker. The Ghast can freely move up and down layers of Death without rolling, unless incapacitated or captured. When reduced to 0 hit points, the Ghast is destroyed instantly.

Incorporeal Movement. The Ghast can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The Ghast makes one Withering Touch and 1 Abduct, if able.

Withering Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) necrotic damage. Target creature is considered grappled (escape DC 14).

Abduct. *Melee Weapon Attack:* **Can only be done in Life.** Target grappled creature is considered restrained and it and the Ghast move to the first layer of Death.

CHANGES FROM 5E

In this chapter you can find on a broad level what rules from 5e I have changed or replaced and which I've kept.

REMOVED

- All classes
- All skill's
- Spell(slot) system

HEAVILY CHANGED

- Ability scores
- Saving throws
- Skill checks
- Proficiency Bonus
- Planes of existance
- Dropping to 0 hp

MINOR CHANGES

- Getting up from prone
- Maximum level(10)
- Equipment
- Flanking
- Using potions
- Feats

OPTIONAL RULES USED

- Massive Damage

NO CHANGES

- Action economy
- Conditions

ADDITIONS

- 5 new classes with 15 subclasses in total
- New bestiary
- Dual Skill check system
- Stamina System/Actions
- Defensive proficiency
- Exert
- Death Plane
- Brawn/Nimble/Impact weapons
- Ammunition Modifications
- Dazed condition
- Tactics features
- Story time
- New Potions

CREDITS

MOD CREATED BY BLAATSCHAAP.

Based heavily upon the 5e rule system as well as the Abhorsen series of books by Garth Nix.

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STILL To Do

- Additional bestiary content
- Additional content for higher levels
- Additional choices within the classes & subclasses
- Information on each sub class placing them in the world
- Magic Items

UNIMPLEMENTED IDEAS

- Frenzy zombies
- Turn all subclasses into separate classes and making them share some abilities.

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