

THE ABHORSEN SYSTEM

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

A DnD 5e total conversion mod

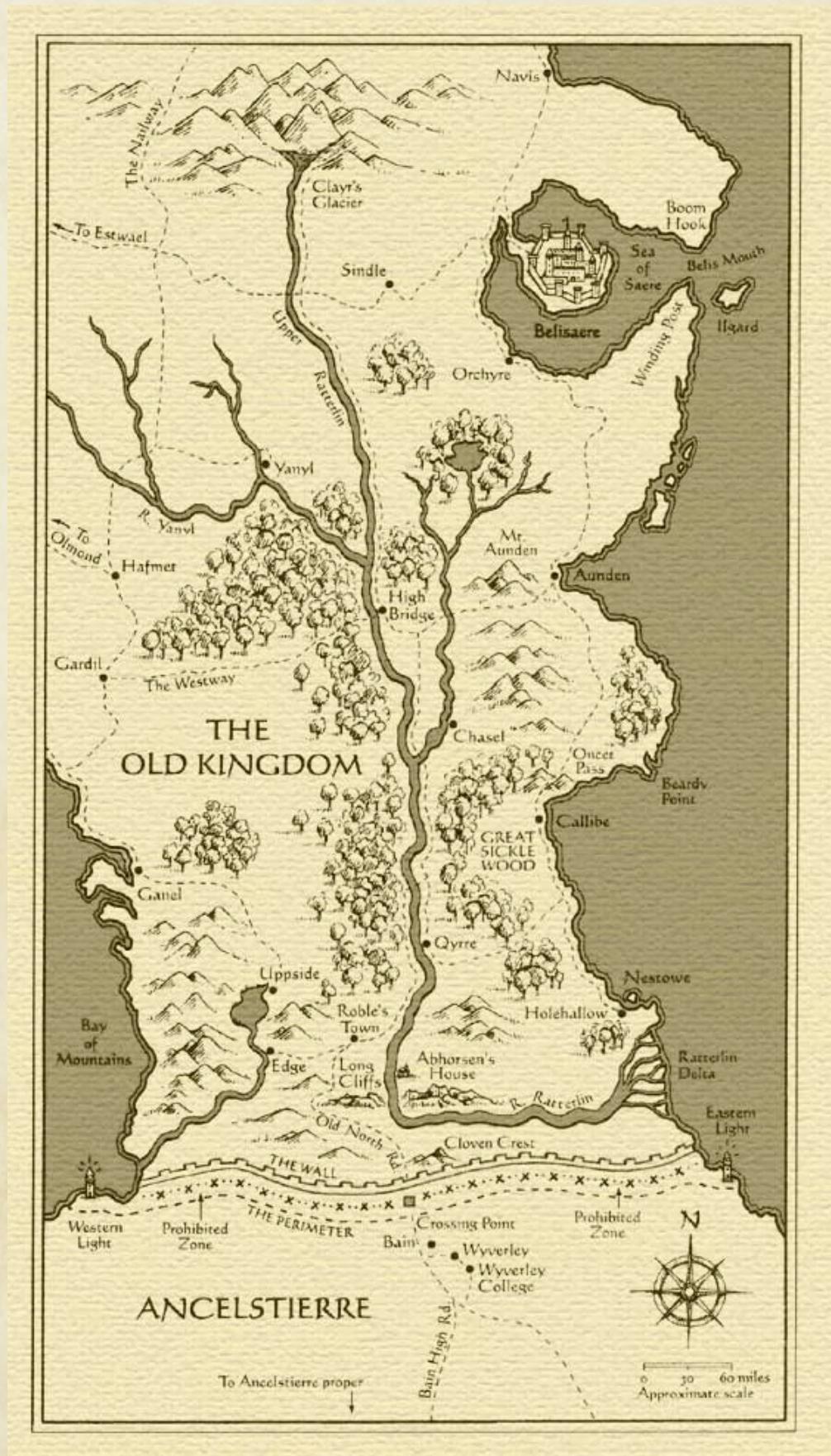


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WORLD

ANCELSTIERRE

1930's technology so radio towers, early machine guns and biplanes. English country side with boarding schools etc.

OLD KINGDOM

medieval tech. charter magic, free magic, Dead.

DEATH

the dead don't just die, they end up in Death with it's 7 layers till true dead. The dead can be return to the physical world by use of bell magic.

DEAD

humans that after dieing did not pass the 7th gate of Death and spent considerable time within Death. Depending on their strength of will or control over magic, their personality will degrade. Some may become more powerful by hunting and consuming other Dead.

CHARTER

Religion ("by the charter!") but also reference to conduct of magic. Gives certain bells power and binds free magic.

FOREHEAD CHARTER MARKS

Specific Charter mark placed by Charter mages and allows checking for free magic creatures or Dead. Requires Baptism by Charter mage to create. Charter marks become invisible if you get too far from the old kingdom (roughly 30 miles). Most inhabitants of the old kingdom without foul intentions will have one.

BELL BANDOLIER

Most people within the old kingdom carrying bell bandolier are necromancers or worse. Regular people will generally flee or be highly suspicious of you if carrying a bell bandolier openly.

ABHORSEN

Necromancer focused on putting the Dead to rest.

BORDER REGION

THE WALL

separates Ancelstierre & the Old Kingdom.

THE PERIMETER

20 mile strip of land on the Ancelstierre side of the wall. Both magic and tech work, but not consistently, depending on the wind and closeness to the Wall. Busses randomly breaking down, Dead bursting into flames.

PROHIBITED ZONE

Trespassers will be shot without warning.

MAGIC

FREE MAGIC

All Magic. Somewhat unstable. Most is bound within the Charter.

FREE MAGIC CREATURES

Whilst most were banished by the coming of the Charter, some still remain. These generally are either quite dangerous or very good at hiding.

CHARTER MAGIC

Free magic bound by the Charter.

CHARTER MARKS

Can read what magic items do by reading their charter marks. Must be capable of charter magic to be able to read (thus runic warrior & Spellslinger).

BELL MAGIC

Bells can be used to conduct either Charter or Free magic to achieve specific results depending on the pitch of the bell. These bells must be created to very strict specifications and require imbueing either with charter or else free magic rituals. The specific rituals are very obscure and these bells are quite dangerous.

GAME MECHANICS

BASE STATS

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

BASE STATS

Skill	Affects	Example skill checks
Strength		Sword strikes
	Physical Melee To Hit	Swimming
	Physical Melee Damage	Animal handling
	Wear heavy armour	Lifting objects
	Death saves	
	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

BASE STATS CONT.

Skill	Affects	Example skill checks
Charisma		Politics
	Bartering	Deception
	Insight	read persons face
	Charisma saving throws	Find gossip in tavern
Aptitude		
	Charter Attacks To Hit	Raise dead
	Charter DC	Resisting modify memory
	Maximum Stamina	Ritual spells
	Charter saving throws	Arcana

DUAL SKILL CHECKS

Skill checks, hit checks and saving throws will use a d20 as used in Dnd 5e. Skill checks will consist on using the modifiers of two base skills. 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 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 base skill 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, yours saving throw tables will look as following (ignoring proficiencies). By having a very high Reflexes score, this 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

Stat	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.

STAMINA SYSTEM

Every character has an amount of maximum stamina based upon their aptitude and constitution. If you wish to charge a move or perform a special move, you can spend stamina to boost your action. 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%	-2 on all skill checks
<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.

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.

GETTING UP FROM PRONE

In addition to using up half your speed, getting up from prone will also grant you a -2 on all attack rolls and skill checks until the end of your turn.

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.

DEATH



Whilst in or near the old kingdom, there is a dimension named Death other than the physical world named Life. The souls of all creatures that die will find themselves in Death. Death is wet and gloomy place with seven layers, each with less light and more and faster flowing water. The water will seep your strength and will power 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, it's 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 round of combat, or every minute outside of combat, 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 are 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 is at 0 hit points and near impossible if your body and most specifically your brain is 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 stabilise, 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. 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 + Charter skill check opposed by either a Strength + Charter skill check or a Agility + Charter skill check. The target has disadvantage if the creature is not considered stabilised. On success, the target creature is pushed one layer down, but will stay stabilised 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, 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 stabilised 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

CHARACTER CREATION

BASICS

Character creation is fairly straightforward. You choose a class, a subclass within the class, a background, determine your base stats and pick your proficiencies. You can determine your base stats using the point buy system, or picking the standard array as listed below.

GENERIC STATS

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

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 $7 + \text{your level} + \text{your base Constitution modifier and your base Aptitude modifier}$.

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	Cost
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

PROFICIENCY

Depending on your level, you will gain a bonus modifier to the skills you are proficient in. This involves choosing two base skills which you would like to improve. These proficient base skills are not counted for saving throws or initiative.

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

1. +2 AC and 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 modifier is increased depends on your level. Consult the following table to find your proficiency modifier:

PROFICIENCY MODIFIERS

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

BACKGROUNDS

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

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 base stats. As her proficient base stats she picked Aptitude and Agility as her proficient base skills (as marked by an * in the example overview). She finished by electing to be proficient in the Strength, Constitution and Charisma Charter saving throws.

Her choices mean that she has a +1 to initiative, a maximum stamina of 13, 15 AC and 30 movement speed.

SKILL MODIFIERS

Here are Sabriel's skill modifiers. She has chosen her Strength to be her lowest skill, putting the 8 from the standard array in Strength. She is not proficient in Strength either, making her Strength skill modifier -1. Her Physical Strength saving throw consists of her base Reflexes modifier added up to her base Strength modifier, becoming +0. She is proficient in her Charter Strength saving throw and this is her base Aptitude and base Strength modifier combined resulting in a +3 (-1, +1, +3).

Stat	Base skill	Skill Modifier	Physical Saving	Charter Saving
Strength	8	-1	+0	+3*
Agility*	10	+1	+1	+3
Reflexes	12	+1	-	-
Constitution	14	+2	+3	+5*
Intelligence	12	+1	+2	+4
Charisma	10	+0	+1	+4*
Aptitude*	16	+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 WARRIOR

CLASS FEATURES

Hit Dice: 2d10 per Runic Warrior level

Hit Points: 2d10 (or 12) + your Constitution modifier per Runic Warrior level. Maximum values on level 1.

DC: 8 + Strength or Agility + Aptitude

Magic Type: Charter

PROFICIENCIES

Armour: Shields, Heavy armour, Medium armour

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

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 15 * (Runic warrior level + 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

Enchant your weapon to gain additional benefits. You can only 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 imburements will expend two stamina. Hits with an imbued weapon will critical on a 19 on the die roll. The imburement will also grant any of the following benefits:

- Change your weapon damage type to either Fire or Thunder
- Grant +5 movement speed
- Grant +2 initiative

SUBCLASSES

FIGHTER

I will trample our enemies!

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. 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. If the target is a creature, it must succeed on a Physical Strength saving throw or be knocked prone.

WHIRLWIND -1 STAMINA

Attack enemies within melee range.

FLURRY -2 STAMINA

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

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. If you are not already within 5ft of both targets, move to a place where you are.

RANGER

They never saw me coming.

ARCHERY

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

QUICK RELOAD

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

IMBUE AMMUNITION

You can imbue your ammunition with special effects. The ammunition will remain imbued for one day before running out. The Stamina cost will depend on the imburement:

Imbue Cost	Effect
Pin 1	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 a different ammunition for each target.

GUARDIAN

#Blessed

SENTINEL

Your opportunity attacks 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.

SLAM -1 STAMINA

On hit, your target will be knocked prone.

BLESS -2 STAMINA

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.

INTIMIDATING SHOUT -3 STAMINA

All enemies within 15ft of you must make a 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.

SPELLSLINGER

CLASS FEATURES

Hit Dice: 2d8 per Spellslinger level

Hit Points: 2d8 (or 10) + your Constitution modifier per Spellslinger level. Maximum values on level 1

DC: 8 + Intelligence + Aptitude

Magic Type: Charter

PROFICIENCIES

Armour: Medium armour

Weapons: Simple weapons

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
- Chain shirt
- (a) Diplomat's pack or (b) a Explorer's pack

BELLS

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

Bell Recharge

Kibeth 7-10 Depending on the tone, it will either daze Dead or else grant freedom of movement to Dead. The Daze effect forces the Dead within 20ft radius to make a Charter Intelligence saving throw. Or it will grant freedom of movement to them. Ringers choice. Either effect will lasts up to 1 minute.

Ranna 6-10 You cast sleep within a 30ft radius. $4d8 + 2xd8$ Spellslinger hit points of Sleep. 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 an stationary reverberating echo within 30ft radius of the ringer. This will either decrease the DC of any Bell effect by 3 + Spellslinger level for 1 minute or else remove this effect.

Effect

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.

AIR RAY

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 Aptitude+ Aptitude attack against the target. On a hit, the target takes $1d8$ Thunder damage. This spell's damage increases by $1d8$ when you reach 3th level ($2d8$), 6th level ($3d8$), and 9th level ($4d8$).

SUBCLASSES

SILENCER

Ring ring ring ring ring, bananaphone!

BELL MASTER

You can use your bells as a bonus action, nor do you need to wield them for use.

FRONT LINE FIGHTER

You gain proficiency in martial melee weapons as well as shields.

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. 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.

SHOCKWAVE -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 thunder damage on a failed save and become dazed, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away. 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 bonus 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.

CHARTER MAGE

A lil Charter, knocking at your door.

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 oposed 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.

MUDSLIDE -1 STAMINA

Casting Time: 1 action

Range: Self (100-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 1d6 bludgeoning damage and be knocked prone on a failed save, or half as much damage on a successful one.

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.

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.

ELEMENTALIST

Wind, Thunder & Fire, Heed my call!

ELEMENTAL MASTERY

You can change the damaging element of your Air Ray to Fire, Cold, Lightning or Thunder at will.

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.

THUNDERSTEP -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. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Charter Constitution saving throw, taking 1d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away. 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 3rd level (2d10), 6th level (3d10), and 9th level (4d10).

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 $3d8 + 2 \times \text{Spellslinger level}$ fire damage on a failed save and is ignited for 1 minute, or half as much damage on a successful one. The ignite deals $1d6 + \text{Spellslinger fire damage}$ 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.

FLESH BINDER

CLASS FEATURES

Hit Dice: 2d6 per Flesh Binder level

Hit Points: 2d6 (or 8) + your Constitution modifier per Flesh Binder level. Maximum values on level 1

DC: 8 + Charisma + Aptitude

Magic Type: Free Magic

PROFICIENCIES

Armour: -

Weapons: Simple weapons

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

BELLS

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

Bell	Recharge	Effect
Saraneth	8-10	Choose target Dead. The target as well as any Dead within 15ft 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	Choose a target. 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. You can make a 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

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 than Lesser Dead with the Greater Dead being twice as hard to keep under control as regular Dead. You can exchange these however you like. For example you can have two Lesser Dead and one Medium Dead or one Greater Dead or four Lesser Dead.

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 your maximum control amount and time.

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

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 remained of the frailty of life. The target must succeed on a Charter Intelligence saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points or is a Dead, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 3rd level (2d8 or 2d12), 6th level (3d8 or 3d12), and 9th level (4d8 or 4d12).

SUBCLASSES

NECROMANCER

The damned stand ready

MASTER OF THE DEAD

Your maximum number of Lesser Dead is doubled. You also have advantage on any Death saving throws.

MORAEAL EXPERT

The necromancer can push the Dead up two additional layers of Death using Mosrael if they so choose.

INFUSE DEAD -1 STAMINA

Casting Time: 1 action

Range: 100ft

Components: V, S

Duration: Concentration, Up to 1 minute

Until the spell ends, the target Dead's speed is doubled, it has advantage on Physical Agility Saving Throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon Attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take Actions until after its next turn, as a wave of lethargy sweeps over it.

FLESH OFFERING -2 STAMINA

Casting Time: 1 action

Range: 60ft

Components: V, S

Duration: Instantaneous

Target bound by you Dead Lesser Dead's body explodes in large fountain of gore. Any creature within 5ft is covered in gore and takes 1d6 bludgeoning damage. Any other bound by you Dead will feel encouraged and deal an additional damage for the next minute. Lesser Dead will deal an additional 1d4, regular Dead 1d6 and Greater Dead 1d8.

DEATH MARK -3 STAMINA

Casting Time: 1 action

Range: 90ft

Components: V, S

Duration: Instantaneous

Mark Target creature. Any adjacent Dead must make a Charter Charisma or perform one melee attack on the marked target on a failed throw. Dead can willingly fail this saving throw if they or their binder prefer this.

HEMATHURGE

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

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 points for Death saving throws.

LIFE TRANSFERENCE -1 STAMINA

Casting Time: 1 action

Range: 60ft

Components: V, S

Duration: Instantaneous

Target non-Dead creature must make a Charter Constitution saving throw. On a failed saving throw, the target takes 2d8 necrotic damage. Then choose a target. 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.

LESSER RESTORATION -2 STAMINA

Casting Time: 1 action

Range: 30ft

Components: V

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

ENFEEBLE -3 STAMINA

Casting Time: 1 action

Range: 120ft

Components: V, S

Duration: Concentration, Up to 1 minute

Each creature in a 15-foot radius Sphere centered 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.

ANIMATOR

Mold your own friend

GHOLEM

The Animator can create their own Dead by using Free Magic. The Gholem has a set of base stats and actions, which can be expanded depending on your Flesh Binder level. Every adaptation will require a certain amount of Gholem points, depending on how extensive the change is. To change a Gholem, or to return it from Death, you require a corpse of a humanoid non-Dead that died in the past week. A Gholem does not count as a bound Dead but whilst you have a Gholem summoned, your maximum # of Lesser Dead becomes 0. Consult the following table to find how many Gholem points you have at specific levels.

The Gholem has its own initiative but follows your commands. If the Gholem is bound by another creature than you, the Gholem will simply not move or attack until it is returned to your side.

Level	Gholem Points	Gholem AC	Gholem Hit Points	Gholem Str modifier
1-2	4	14	45	+3
3-4	6	15	63	+4
5-7	9	16	80	+5
8-10	12	17	120	+7

GHOLEM ADAPTATIONS

Part	Cost Effect
Claws	1 The Gholem's fingers twist and mutate into long bone claws. The Gholem gains the following action: Stomp . <i>Melee Weapon Attack:</i> +4 to hit, reach 5ft., one target. <i>Hit</i> 1d10 + STR modifier slashing damage.
Long arms	2 The Gholem's arms grow to twice its normal length gaining an additional elbow. The Gholem gains the reach ability, extending the range of melee hits to 10ft.
Porcupine	2 The Gholem forms long needle like quills over his entire body. Any melee hits on the Gholem will return 1d4 piercing damage. The Gholem can also fire these quills at his enemies. He gains the following action: Quill . <i>ranged Weapon Attack:</i> +4 to hit, range 20/40ft., one target. <i>Hit</i> 6 (1d6 + STR modifier) piercing damage.
Barbed Quills	2 Requires Porcupine. The Gholem's 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 Physical Strength skill check action to remove the spines. Target gets 1d4 piercing damage on removal of spines.
Tendrils	3 The Gholem gains grasping tendrils around his wrists. These grant the Gholem the ability to grapple a target on melee hits, DC 14 Physical Strength skill check action to escape. The Gholem can grapple as much targets as it has arms. If the Gholem has its maximum amount of creatures grappled, it can only attack grappled creatures.
Hardened skin	1 The Gholem's hide thickens and increases its AC and Apt score by 1
Scales	3 Requires Hardened skin. The Gholem grows scales over his entire body and increase its AC and Apt score by 2
Wings	2 The Gholem grows wings and gains half of its movement speed as flying speed.
Unhinging jaw	4 The Gholem gains the ability to swallow targets. If the Attack hits, the target makes a 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 Gholem, and it takes 5 (2d4) acid damage at the start of each of the Gholem's turns. The Gholem can have only one target swallowed at a time. If the Gholem 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 Gholem takes more than 25% of his maximum hit points from a hit, the creature is also expelled.

GHOLEM

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)	8 (-1)

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.

MARK OF THE PREDATOR -1 STAMINA

Casting Time: 1 action

Range: 120ft

Components: V, S

Duration: Instantaneous

Mark a target. Your Gholem will enrage and move up to 40ft towards the target and make one melee attack against the target if the target is in range.

BODY SLAM -2 STAMINA

Casting Time: 1 action

Range: 120ft

Components: V

Duration: Instantaneous

Your Gholem will jump and slam the ground in a 15ft square adjacent to the Gholem. Any creature's 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 Gholem will be 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 the Gholem. On your turn, you can control the Gholem directly and perform any actions or movement the Gholem can. This does not prevent the Gholem 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 and blinded.

EQUIPMENT

WEAPONS

WEAPONS

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

ARMOUR

ARMOUR

Armour	Cost	AC	Strength	Sneaking
<i>Light Armour</i>				
Padded	5 GP	12 + Reflexes	—	Disadvantage
Leather	10 GP	12 + Reflexes	—	—
Studded Leather	45 GP	13 + Reflexes	—	—
<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
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
Plate	1000 GP	19	Str 15	Disadvantage
<i>Shields</i>				
Shield	15 GP	+2	—	—

BESTIARY

DEAD

Medium *Lesser Dead*

Armour Class 11

Hit Points 32

Speed 30ft.

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

Senses passive Perception 8

Languages None

Challenge 1

Actions

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

Condition Immunities groovy

Senses passive Perception 13

Languages None

Challenge 2

Grave bound. 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 in a day within 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 9 (1d8 + 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 hours after succeeding on the saving throw or after the possession ends.

GORE CROWS

Medium swarm of tiny Lesser Dead

Armour Class 16

Hit Points 118(1d4 + 5)

Speed 14ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	7 (-1)	13 (+2)	12 (+1)	7 (-1)	13 (+2)

Condition Immunities groovy

Senses passive Perception 13

Languages None

Challenge 1 (3843 XP)

Onion Stench. Any creatures within 5 feet of this thing develops an irrational craving for onion rings.

Onion Stench. Any creatures within 5 feet of this thing develops an irrational craving for onion rings.

Actions

Airplane Hammer. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2)

Turnbuckle Roll. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2)

SHADOW HAND

Medium dead Medium Dead

Armour Class 16

Hit Points 118(1d4 + 5)

Speed 14ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	7 (-1)	13 (+2)	12 (+1)	7 (-1)	13 (+2)

Condition Immunities groovy

Senses passive Perception 13

Languages None

Challenge 1 (3843 XP)

Onion Stench. Any creatures within 5 feet of this thing develops an irrational craving for onion rings.

Onion Stench. Any creatures within 5 feet of this thing develops an irrational craving for onion rings.

Actions

Airplane Hammer. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2)

Turnbuckle Roll. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2)

CREDITS

MOD CREATED BY BLAATSCHAAP.

Based heavily upon the Dungeons & Dragons 5e rule system as well as the Abhorsen series of books by Garth Nix.

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STILL To Do

- World building information
- Additional bestiary content
- Additional content for higher levels
- Additional choices within the classes & subclasses
- Generic Stamina actions such as bonus action disengage