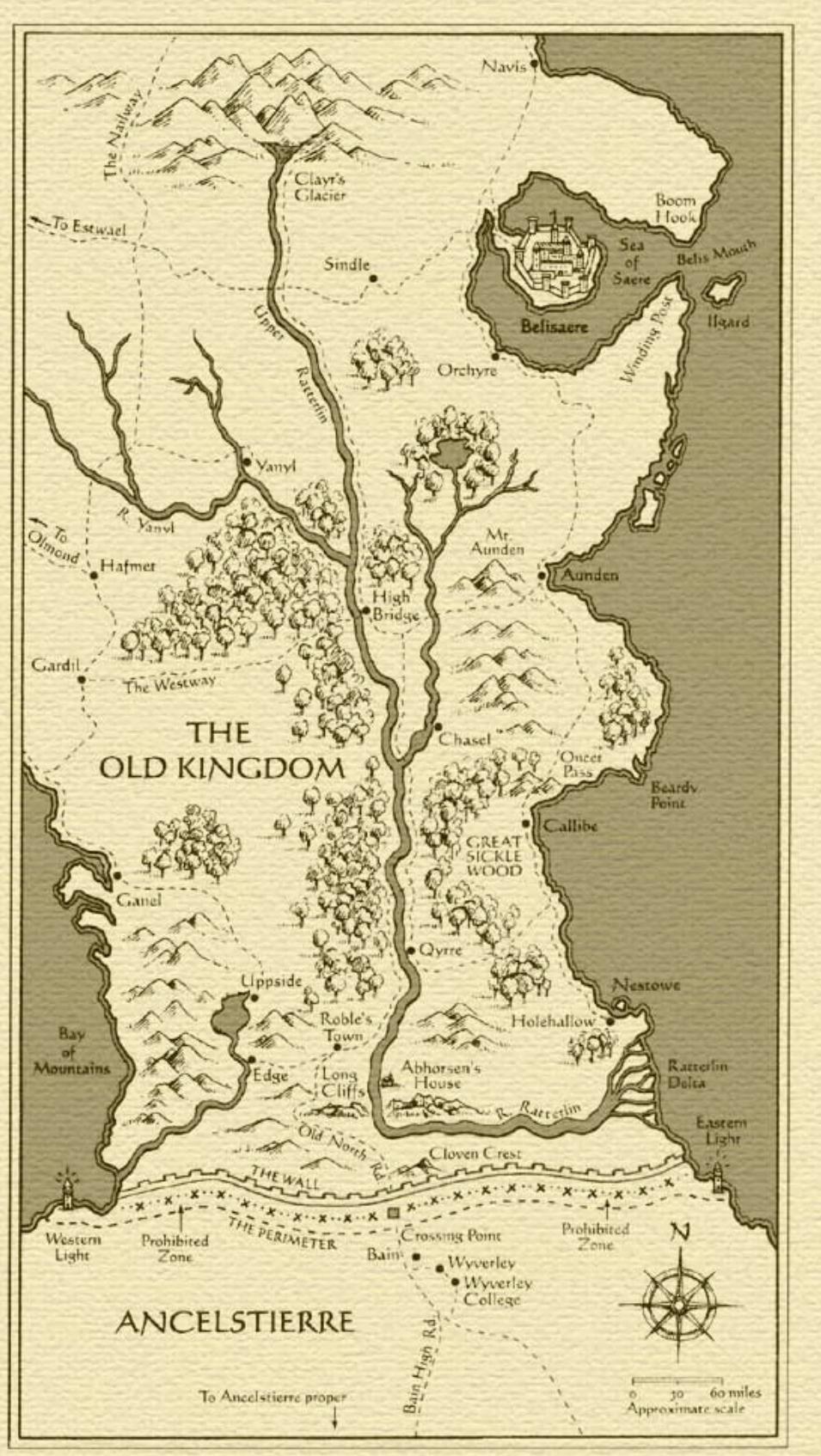


# THE ORANNIS SYSTEM

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

A 5e total conversion mod



Map credit: Garth Nix

Version V0.10

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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

Most people within the old kingdom carrying bell bandolier are necromancers or worse. Unless you are associated with the Abhorsen, most regular people will flee or at the very least be highly suspicious of you if carrying a bell bandolier openly.

## 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
<b>Strength</b>		
Physical Melee To Hit	Sword strikes	
Physical Melee Damage	Swimming	
Wear heavy armour	Climbing	
Death saves	Lifting objects	
Strength saving throws		
<b>Agility</b>		
Physical Ranged To Hit	Bow attacks	
Physical Ranged Damage	Lock picking	
Agility saving throws	Stealth	
	Tying a knot	
<b>Reflexes</b>		
AC	Dodging a boulder	
Initiative modifier	Catching a ball	
Physical saving throws		
<b>Constitution</b>		
Maximum Hit points	Run a marathon	
Maximum Stamina	Forgoing sleep	
Constitution saving throws	Holding your breath	
Resisting Massive damage	Resist alcohol	
<b>Intelligence</b>		
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
<b>Charisma</b>		
Bartering	Read persons face	
Insight	Find gossip in tavern	
Charisma saving throws	Animal handling	
<b>Aptitude</b>		
Charter Attacks To Hit	Raise dead	
Charter DC	Resisting modify memory	
Maximum Stamina	Arcana	
Charter saving throws	Cast 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.

# 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 + Charter skill check opposed by either a Strength + Charter skill check or an Agility + Charter 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.

## 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 doesn'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 DUELIST

*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 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.
- You gain proficiency with cook's utensils if you don't already have it.
- 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  $4 + \text{your proficiency bonus}$ . 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 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.

## TELEKINETIC

*Prerequisite: Spell slinger or Mysticist class*

You learn to move things with your mind, granting you the following benefits:

- Increase your Intelligence, Charisma, or Aptitude by 1, to a maximum of 20.
- You learn the mage hand cantrip. You can cast it without verbal or somatic components, and you can make the spectral hand invisible. Its spell casting ability is the ability increased by this feat.
- As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, the target must succeed on a Strength saving throw ( $DC\ 8 + \text{your proficiency bonus} + \text{the ability modifier of the score increased by this feat}$ ) or be moved 5 feet toward you or away from you. A creature can willingly fail this save.

## 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 +7 ( $3 + 4$ )
- Spell DC of 12 ( $8 + 1 + 4$ )
- +0 to hit with her dagger, and a +0 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, 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  $10^*$  (Runic Knight 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

**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  $6 + 2 \times$  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  $2 +$  Runic Knight level bludgeoning damage.

## SUBCLASSES

### 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 atleast Agility and Constitution saving throws.

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

# 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 atleast 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 your ammunition with special effects as an action. The ammunition will remain imbued for one day before running out. You imbue one item of your ammunition at a time. The Stamina cost will depend on the imburement:

Imbue Cost	Effect
Pin 1	<b>Requires ammunition to deal Piercing Damage.</b> 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.

# 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 your weapon 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.

# SPELLSLINGER

## CLASS FEATURES

**Hit Dice:** 2d6 per Spellslinger level

**Hit Points:** 2d6 (or 8) + 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:** 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

### 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.

## 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  $1d10 +$  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  $2d8 +$  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.

# SUBCLASSES

## 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 atleast 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. 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.

### 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 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.

## 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: 2d8 force damage and 40 ft of additional movement.*

## 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 5

# 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 atleast 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.*

# 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 atleast 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 3th 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 3 stamina, 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

**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  $3d8 + \text{Spellslinger level}$  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.*

# 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:** Light 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 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	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 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	<b>This bell only works in Life.</b> 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.

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	Lesser Dead	Challenge Rating	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 remained 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.

## 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.

## 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

### 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 x 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: Double the maximum hit point loss, but it becomes a +3 long sword.*

# SUBCLASSES

## 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 atleast Intelligence saving throw.

### MASTER OF THE DEAD

You have advantage on any Death saving throws.

### MOSRAEL MASTER

You can use the Mosrael bell as a bonus action.

### PROFANE BLOOM

Whenever you or your minions kill an enemy, 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 ability's damage increases when you reach 3th 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 3th 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. 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 3th 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 3th 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. 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 20ft. 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
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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.

# 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.*

**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.

## ENFEEBLE -3 STAMINA

**Casting Time:** 1 action

## 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.

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

# 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 atleast 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. 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, 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	17(+3)
3-5	6	15	85	19(+4)
6-7	9	16	110	20(+5)
8-10	12	17	160	24(+7)

## 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 50% 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) 8 (-1)

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: <b>Claw. Melee Weapon Attack:</b> 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	2 The Mordicant forms long needle like quills over his entire body. Any melee hits on the Mordicant will return 1d4 piercing damage. The Mordicant can also fire these quills at his enemies. He gains the following action: <b>Quill. ranged Weapon Attack:</b> 4 + Str modifier to hit, range 20/40ft., one target. Hit 6 (1d6 + Str modifier) piercing damage.
Barbed Quills	2 <b>Requires Porcupine.</b> 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.
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 <b>Requires Hardened skin.</b> 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 Physical Strength or 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.

## **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 and blinded.

## **LEVEL 2**

### **FLESH SACRIFICE -1 STAMINA**

**Casting Time:** 1 action

**Range:** self

**Components:** V, S

**Duration:** 1 hour

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 gain resistance against 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).

# MYSTICIST

## CLASS FEATURES

**Hit Dice:** 2d8 per Mysticist level

**Hit Points:** 2d8 (or 10) + 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

## ARCHERY

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

## 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.

# SUBCLASSES

## 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 atleast 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 5th 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.

### 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 3th 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. An ability you choose must be of a level you can cast. They count as regular abilities for you.

## 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 atleast 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.

### 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
<b>Potions</b>				
<i>Required Level 1</i>				
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
<i>Required Level 4</i>				
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
<b>Poisons</b>				
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 Charisma 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.*

## 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 Intelligence. 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.

## 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.

### 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 Mysticist 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.

## **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**

### **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 doubled.

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 you have never even thrown it, apart from the carnage 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.*

# 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 use your choice to use it as a Brawn weapon or as a Nimble weapon.

## WEAPONS

Name	Cost	Damage	Properties
<b>Simple Melee Weapons</b>			
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)
<b>Simple Ranged Weapons</b>			
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	2 gp	1d4 bludgeoning	Nimble, Ammunition (range 30/120)
<b>Martial Melee Weapons</b>			
Battleaxe	10 gp	1d8 slashing	Brawn, Versatile (1d10)
Glaive	20 gp	1d10 slashing	Glaive, 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)
<b>Martial Ranged Weapons</b>			
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 sp	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.
<b>Charter</b>			
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
<b><i>Light Armour</i></b>					
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	—	—
<b><i>Medium Armour</i></b>					
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
<b><i>Heavy Armour</i></b>					
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
<b><i>Shields</i></b>					
Shield	15 GP	+2	—	—	—
Gethre Shield	500 GP	+2	Yes	—	—

# POTIONS

## POTION TABLE

Name	Effect	Cost
<b>Common</b>		
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
<b>Uncommon</b>		
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
<b>Rare</b>		
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 Wisdom (Perception) 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 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)	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).

# 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 Resting 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 Resting Dead, the Resting Dead'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 Resting Dead has disadvantage on attack rolls if no other creature has dealt damage to it since the end of its last turn.

**Two Heads.** The Resting Dead has advantage on Intelligence checks based on vision and hearing. The Resting Dead also has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

### Actions

**Multiattack.** The Resting Dead 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.

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)	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 creature can resist the grapple each round of combat by making a DC 13 Physical Strength saving throw. Upon failure the Greten latches onto the target's face and will attempt impregnation. At the start of the targets next turn while the Greten is still attached, it is rendered unconscious. The target must make a DC 13 Physical Constitution saving throw. If the target fails this saving throw by 5 or more, the target is considered diseased. On a successful 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

**Bite. Ranged Weapon Attack:** +4 to hit, reach 10/20 ft., one creature. Hit: 2 (1d4) bludgeoning damage. Move the Greten to the target on hit.

# 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 a 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.

# 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
- More love for Fighter & Ranger

# UNIMPLEMENTED IDEAS

- Ranger push/pull effects like Eldritch blast?
- Fighter Evasion?

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