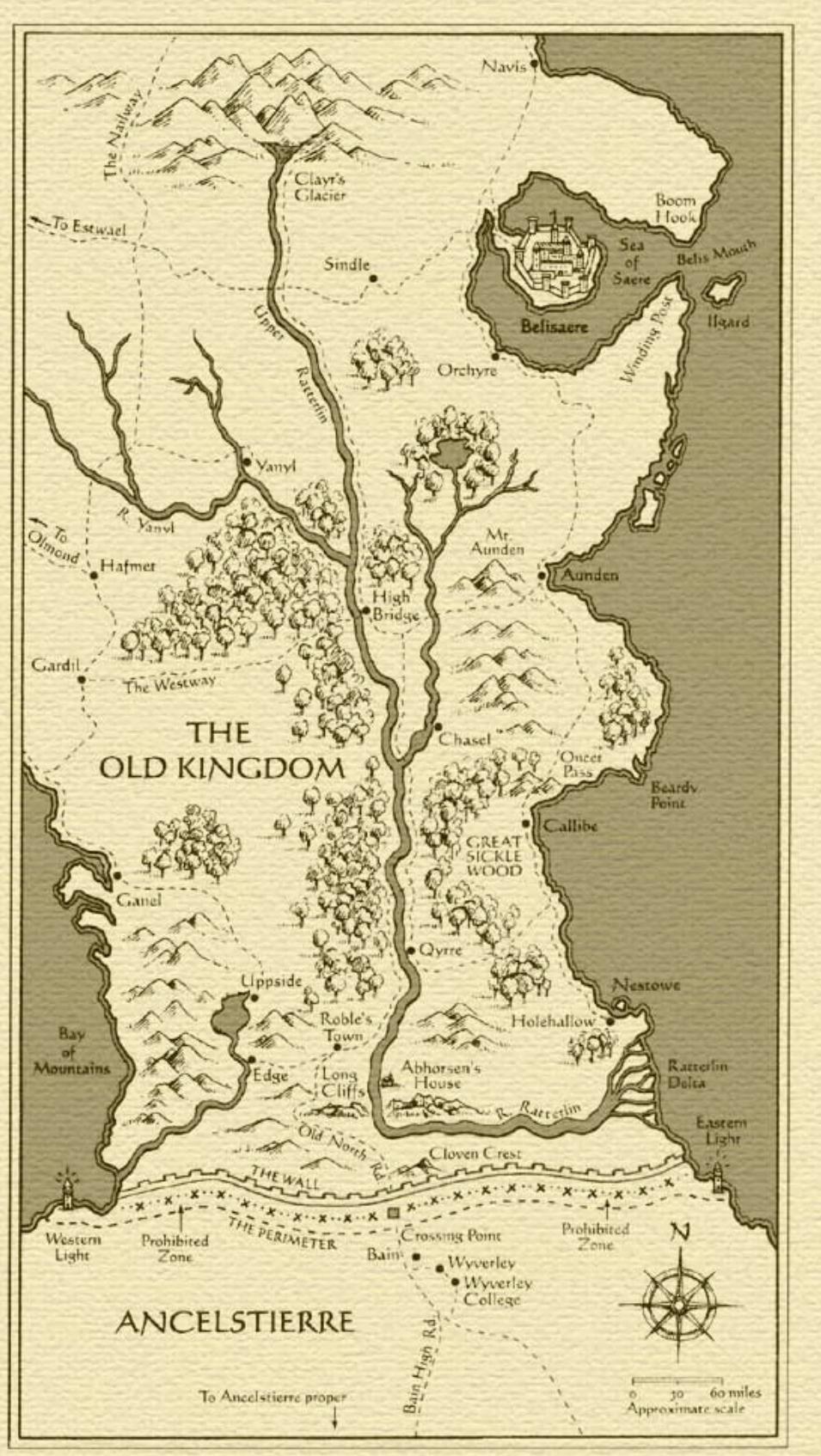


THE ABHORSEN SYSTEM

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

A DnD 5e total conversion mod



Map credit: Garth Nix

Version V0.5

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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

BASE STATS

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

BASE STATS

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

BASE STATS CONT.

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

DUAL SKILL CHECKS

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

SAVING THROWS

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

For instance, if you have the following base modifiers: Strength +2, Agility +1, Reflexes +3, Constitution +0, Intelligence +0, Charisma +1 and Aptitude -1, 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

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

GRAPPLING

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

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.

SPENDING HIT DIE.

For spending hit dice during rests, the standard rules from DnD 5e are used. The constitution modifier used for this is the Skill check modifier.

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 grant you a -2 on all attack rolls and skill checks until the end of your turn.

FLANKING

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

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

JUMPING

Jumping works as DnD 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 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.

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 mayor’s 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

DISENGAGE

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

DASH

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

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

ATTACKING

SHOVE

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

PUSHING ATTACK

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

When performing a basic attack on a creature of size Large or small, 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.

MISCELLANEOUS

HEALING SURGE

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

RALLY

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 Skill check 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

CHARACTER CREATION

BASICS

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 base stats either through point buy or using the standard array
5. Pick your proficiencies. This involves a skill check proficiency and a defensive proficiency
6. Calculate your Generic stats

BACKGROUNDS

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

PROFICIENCY

SKILL CHECK PROFICIENCY

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

DEFENSIVE PROFICIENCY

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

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

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

PROFICIENCY MODIFIERS

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

GENERIC STATS

Your movement speed is a base of 30. Your AC without any gear on is $10 + \text{base Reflexes modifier}$ (without proficiency). Passive perception is $10 + \text{your Intelligence skill check modifier}$. Initiative is based on your Reflexes skill check 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 $5 + (\text{your level} * 3) + \text{your base Constitution modifier and your base Aptitude modifier}$.

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

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

- +1 to initiative
- A maximum stamina of 13 ($7 + 1 + 2 + 3$)
- 15 AC ($14 + 1$)
- 30 movement speed
- Passive perception of 12 ($10 + 2$)

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. She is not proficient in Strength either, making her Strength skill check modifier -1. Her Physical Strength saving throw consists of her base Reflexes modifier added up to her base Strength modifier, becoming +0. She is proficient in her Charter Strength saving throw and this is her base Aptitude and base Strength modifier combined resulting in a +3 (-1, +1, +3).

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

EQUIPMENT

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

CLASSES

RUNIC WARRIOR

CLASS FEATURES

Hit Dice: 2d10 per Runic Warrior level

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

DC: 8 + (Strength or Agility) + Aptitude

Magic Type: Charter

PROFICIENCIES

Armour: Shields, Heavy armour, Medium armour

Weapons: Martial weapons

EQUIPMENT

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

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

DIAMOND OF PROTECTION

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

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

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

IMBUE

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 +2 initiative

Alternatively you can imbue a cloak. Any creature wearing the cloak or else if their physical body is covered by the cloak, they will always count as having 1+ hp in Death.

EXTRA ATTACK

Starting at 3rd level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SUBCLASSES

FIGHTER

I will trample our enemies!

TWO WEAPON FIGHTING

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

HEAVY HITTER

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

DUELLING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

CHARGE

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

WHIRLWIND -1 STAMINA

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

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

REDIRECT -3 STAMINA

Use your reaction to redirect a melee attack aimed at you to another target within 5ft of either you or the target. If you are not already within 5ft of both targets, move to a place where you are 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.

RANGER

They never saw me coming.

ARCHERY

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

QUICK RELOAD

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

IMBUE AMMUNITION

You can imbue your ammunition with special effects 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	Requires ammunition to be sharp. 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.

LEVEL 2

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 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.

GUARDIAN

#Blessed

SENTINEL

Your opportunity attacks do not consume a reaction. When you hit a creature with an opportunity attack, they must succeed on a Physical Constitution saving throw or their speed becomes 0.

DEFENDER

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield to do this.

PROTECTOR OF FAITH

Your Diamond of protection is one size larger, becoming 35ft at the widest.

SHIELD SLAM -1 STAMINA

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 -1 STAMINA

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You let off a loud cry that will allow you to temporarily ignore hits. This removes any frighten effect on you and will 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.

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.

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.

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 + Proficiency bonus
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	Depending on the tone, it will either daze Dead or else grant freedom of movement to Dead. The Daze effect forces the Dead within 20ft radius to make a Charter Intelligence saving throw. Or it will grant the freedom of movement spell to them. 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 1d10 Thunder damage. If you perform a critical hit with this cantrip, the target is dazed until the end of your next turn. This spell's damage increases by 1d10 when you reach 3rd level (2d10), 6th level (3d10), and 9th level (4d10).

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 1d12 Fire damage. If you perform a critical hit with this cantrip, 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 1d12 when you reach 3rd level (2d12), 6th level (3d12), and 9th level (4d12). The ignite damage increases by 1d6 when you reach 3rd level (2d6), 6th level (3d6), and 9th level (4d6).

SUBCLASSES

SILENCER

Ring ring ring ring ring, Banana phone!

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 a 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.

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 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 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 DM 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 Charisma modifier (a minimum of once). You regain any expended uses when you finish a Long Rest.

Your Bardic 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 Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

LEVEL 3

MULTI-TASKER

You can use two bonus actions each turn.

LEVEL 4

ZEPHYR STRIKE TODO

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 increases by 30 feet until the end of that turn.

CHARTER MAGE

A lil Charter, knocking at your door.

INFUSE WITH CHARTER

Casting Time: 1 minute + ability casting time

Range: Touch

Components: V, S

Duration: 1 hour

Stamina cost: 1 + ability stamina cost.

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

The infusement seeps into the target surface or object and cannot be naturally perceived, but can be detected from 50ft by a Charter Charisma skill check 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 (100-foot line)

Components: V, S

Duration: Instantaneous

You create a mudslide in a line of 60 feet long and 15 feet wide. Each creature in the line must make a Physical Agility saving throw. A creature takes 1d6 bludgeoning damage and be knocked prone on a failed save, or half as much damage on a successful one.

WATER SHIELD -2 STAMINA

Casting Time: 1 action

Range: 30ft

Components: V

Duration: Instantaneous

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

QUAKE -3 STAMINA

Casting Time: 1 action

Range: 90ft

Components: V, S

Duration: Instantaneous

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

LEVEL 2

WALL OF WATER

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 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.

LEVEL 3

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.

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

ELEMENTALIST

Wind, Thunder & Fire, Heed my call!

ELEMENTAL MASTERY

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

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

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

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

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

AIR WHIP -1 STAMINA

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Instantaneous

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

THUNDERSTEP -2 STAMINA

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Instantaneous

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Charter Constitution saving throw, taking 1d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind. This spell's damage increases by 1d10 when you reach 3rd level (2d10), 6th level (3d10), and 9th level (4d10).

FLAMEBLAST -3 STAMINA

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Each creature in a 15-foot radius Sphere centred on a point you can see must make a Charter Agility saving throw. A target takes $3d8 + 2 \times$ 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.

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 FURY

Whenever you use a spell that uses an element, you can use another spell of the opposing element as part of the same action. The second spell costs one additional stamina, even if the spell normally does not require stamina. See the below chart to check which elements count as opposing for the Elementalist.

Element	Opposes	Element
Fire	<--->	Cold
Thunder	<--->	Lightning
Psychic	<--->	Force

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 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	This bell only works in Life. All creatures within 40ft radius must make a Charter Strength saving throw. Dead creatures have disadvantage on this saving throw. Any creature who fails the saving throw is thrust 3 layers into Death. The ringer automatically fails the saving throw.

KEEPER OF THE DEAD

There is a limit to how many Dead and how powerful Dead you can keep under your control for long periods. The Medium Dead are twice as hard to keep under control as Lesser Dead with the Greater Dead being twice as hard to keep under control as Medium Dead. You can exchange these however you like. For example you can have two Lesser Dead and one Medium Dead or one Greater Dead or four Lesser Dead.

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, those enemies died, the Dead will still walk left.

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.

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

DEATH AWAITS

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

You point at one creature you can see within range, and the target is remained of the frailty of life. The target must succeed on a Charter Intelligence saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points or is a Dead, it instead takes 1d12 necrotic damage.

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

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 creature along with you.

EXECUTIONER

Starting at 3rd level, whenever you, or one of the Dead under your control makes a finishing blow on an enemy, reducing it 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.

SOUL GRIP

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

SUBCLASSES

NECROMANCER

The Damned stand ready

MASTER OF THE DEAD

You have advantage on any Death saving throws. Your maximum number of Lesser Dead is increased by 50%.

MOSRAEL EXPERT

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

INFUSE DEAD -1 STAMINA

Casting Time: 1 Bonus action

Range: 100ft

Components: V, S

Duration: Concentration, Up to 1 minute

Until the spell ends, the target Dead's speed is doubled, it has advantage on Physical Agility Saving Throws.

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

FLESH OFFERING -2 STAMINA

Casting Time: 1 action

Range: 60ft

Components: V, S

Duration: Instantaneous

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

DEATH MARK -3 STAMINA

Casting Time: 1 action

Range: 90ft

Components: V, S

Duration: Instantaneous

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

LEVEL 2

CONVOCATION

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

HEMATHURGE

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

SONG OF REST

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

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

REINVIGORATING TOUCH

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

LIFE TRANSFERENCE -1 STAMINA

Casting Time: 1 action

Range: 60ft

Components: V, S

Duration: Instantaneous

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

LESSER RESTORATION -2 STAMINA

Casting Time: 1 action

Range: 30ft

Components: V

Duration: Instantaneous

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

ENFEEBLE -3 STAMINA

Casting Time: 1 action

Range: 120ft

Components: V, S

Duration: Concentration, Up to 1 minute

Each creature in a 15-foot radius Sphere 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 be 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.

LEVEL 4

PLAQUE -3 STAMINA

Casting Time: 1 action

Range: 90ft

Components: S

Duration: Up to 1 minute

You channel your Free magic to cause 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.

ANIMATOR

Mold your own friend

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

SOUL BOND

MORDICANT ADAPTATIONS

Part	Cost Effect
Claws	1 The Mordicants fingers twist and mutate into long bone claws. The Mordicant gains the following action: <i>Claw. Melee Weapon Attack:</i> 4 + Str modifier to hit, reach 5ft., one target. <i>Hit</i> 1d6 + Str modifier slashing damage.
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: <i>Quill. ranged Weapon Attack:</i> 4 + Str modifier to hit, range 20/40ft., one target. <i>Hit</i> 6 (1d6 + Str modifier) piercing damage.
Barbed Quills	2 Requires Porcupine. The Mordicants spines become ridged and barbed. Any creature that is on the ground and hit by spines is partially pinned to the ground. Reduce the speed of the target by 10ft whilst also disabling any flying speed the creature might have. DC 14 Physical Strength skill check action to remove the spines. Target gets 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 Physical Strength skill check action to escape. The Mordicant can grapple as much targets as it has arms. If the Mordicant has its maximum amount of creatures grappled, it can only attack grappled creatures.
Hardened skin	1 The Mordicants hide thickens and increases its AC by 1 and its Apt score by 2
Scales	3 Requires Hardened skin. The Mordicant grows scales over his entire body and gains resistance to bludgeoning, slashing and piercing damage. Its Apt score will also increase by 2.
Wings	2 The Mordicant grows wings and gains half of its movement speed as flying speed.
Unhinging jaw	4 The Mordicant gains the ability to swallow targets. If the Attack hits, the target makes a Physical Strength of Physical Agility saving throw or become swallowed on failure. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the Mordicant, and it takes 5 (2d4) acid damage at the start of each of the Mordicants turns. The Mordicant can have only one target swallowed at a time. If the Mordicant dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 ft. of Movement, exiting prone. If the Mordicant takes more than 25% of his maximum hit points from a single hit, the creature is also expelled.

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)

Senses passive Perception 8

Languages None

Actions

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

MARK OF THE PREDATOR -1 STAMINA

Casting Time: 1 action

Range: 120ft

Components: V, S

Duration: Instantaneous

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

BODY SLAM -2 STAMINA

Casting Time: 1 action

Range: 120ft

Components: V

Duration: Instantaneous

Your Mordicant 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.

FUSE -3 STAMINA

Casting Time: 1 action

Range: 120ft

Components: V, S

Duration: Concentration, Up to 1 minute

You send your conscience through your bond to the Mordicant. 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 amount of health sacrificed by this spell is increased by 5 when you reach 4th level (10), 7th level (15), and 10th level (20).

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 + Proficiency bonus

DC: 8 + 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 weapon s
- (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

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 1d10 poison damage.

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

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).

ARCHERY

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

SUBCLASSES

WATCHER

Who watches the Watchers?

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.

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.

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.

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.

PROPHECY OF LIFE -2 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.

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 start 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.

LEVEL 2

DANGER SENSE

You can add your Intelligence skill check modifier to your initiative modifier.

LEVEL 3

PREDICTION

When you hit a target with a ranged weapon attack, you can predict that something bad will happen to a target within 120ft. On the targets next turn, disaster will strike the target, dealing 2d8 damage. The damage type depends on the disaster.

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 that fall from the ceiling or a forge overheating and flame spouting at the target.

HERBALIST

Double double trouble you bubble in a witches' brew

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 Potion	Brew DC
Required Level 1				
Willowbark	8	4	Healing salve	9
Foxglove	12	5	Giant Strength	14
Echinacea	12	5	Elemental Resistance	11
Goldenseal	11	4	Animal Friendship	12
Mevalonic	8	4	Alchemist fire	10
Lungwort	9	4	Swimming	10
Saint John's Wort	14	5	Potion of the Cat	12
Rue	12	4	Life's Breath	13
Required Level 4				
Black henbane	11	6	Oil of Slipperiness	12
Snapdragon root	12	6	Fire breath	14
Arnica	10	3	Death Ice	12
Kratom	16	8	Fire veins	17

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.

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.

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.

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.

LEVEL 3

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.

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.

TRICKSTER

Now you see me, now I'm gone!

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 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 extra damage with attacks performed with finesse weapons. All finesse weapons also gain the thrown (range 30/80) property.

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

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 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.

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.

LEVEL 2

STEEL WILL

You have seen all the tricks in the book. 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.

LEVEL 3

EXTRA ATTACK

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

EQUIPMENT

WEAPONS

WEAPONS

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

ARMOUR

ARMOUR

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

POTIONS

POTION TABLE

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

BESTIARY

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 (+2)	3 (-4)	7 (-2)	10 (+0)

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 Wisdom (Perception) 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)

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 has disadvantage on attack rolls, as well as on Wisdom (Perception) 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)

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)

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* 9 (1d8 + 4) necrotic damage. The Mordaut regains hit points equal to that amount.

Possession (Recharge 6). One Humanoid that the Mordaut can see within 5 ft. of it must succeed on a DC 13 Charter Charisma saving throw or be possessed by the Mordaut; the Mordaut then disappears, and the target is Incapacitated and loses control of its body. The Mordaut now controls the body but doesn't deprive the target of awareness. The Mordaut can't be targeted by any Attack, spell, or other Effect and it retains its Alignment, Intelligence, Charisma, Aptitude, and immunity to being Charmed and Frightened. It otherwise uses the possessed target's Statistics and gains access to the target's knowledge, Class Features, and Proficiencies whilst possession is ongoing. The possession lasts until the body drops to 0 Hit Points, the Mordaut ends it as a Bonus Action, or the Mordaut forced out by an Effect like the Saraneth bell. When the possession ends, the Mordaut reappears in an unoccupied space within 5 ft. of the body. The target is immune to this Mordaut's Possession for 1 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)

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 Wisdom (Perception) 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:* +7 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3). Instead of dealing damage, the Shadow Hand can grapple the target (escape DC 14).

Bite. *Melee Weapon Attack:* +7 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)

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 7

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.

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 uses Sorrowful Embrace.

Harpoon Arm. Melee Weapon Attack: +7 to hit, reach 40 ft., one target. Hit: 21 (4d8 + 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)

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: 6 (1d4 + 4) slashing damage. If the Ghlim has advantage on the attack roll, the target also takes 7 (2d6) necrotic damage.

RESTER TODO

Medium Greater Dead

Armour Class 14
Hit Points 118
Speed 35ft.

STR	AGI	REF	CON	INT	CHA	APT
17 (+3)	9 (-1)	12 (+1)	14 (+2)	6 (-2)	8 (-1)	12 (+0)

Senses passive Perception 11
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.

Actions

Multiattack. The Shadow hand makes two attacks, only one of which can be a bite Attack.

Unarmed strike. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit 7 (1d8 + 3).* Instead of dealing damage, the Shadow Hand can grapple the target (escape DC 14).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit 11 (2d6 + 3).*

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 nonmagical 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 TODO

Large Free Magic Creature

Armour Class 14
Hit Points 118(1d4 + 5)
Speed 35ft.

STR	AGI	REF	CON	INT	CHA	APT
17 (+3)	9 (-1)	12 (+1)	14 (+2)	6 (-2)	8 (-1)	12 (+0)

Senses passive Perception 11
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.

Actions

Multiattack. The Shadow hand makes two attacks, only one of which can be a bite Attack.

Unarmed strike. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 7 (1d8 + 3). Instead of dealing damage, the Shadow Hand can grapple the target (escape DC 14).

Bite. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 11 (2d6 + 3).

AZIMINIL TODO

Medium Free Magic Creature

Armour Class 14
Hit Points 118(1d4 + 5)
Speed 35ft.

STR	AGI	REF	CON	INT	CHA	APT
17 (+3)	9 (-1)	12 (+1)	14 (+2)	6 (-2)	8 (-1)	12 (+0)

Senses passive Perception 11
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.

Actions

Multiattack. The Shadow hand makes two attacks, only one of which can be a bite Attack.

Unarmed strike. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 7 (1d8 + 3). Instead of dealing damage, the Shadow Hand can grapple the target (escape DC 14).

Bite. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 11 (2d6 + 3).

CREDITS

MOD CREATED BY BLAATSCHAAP.

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

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STILL To Do

- Additional bestiary content
- Additional content for higher levels
- Additional choices within the classes & subclasses

UNIMPLEMENTED IDEAS

- Silencer cast spell on melee attack hit
- Ranger push/pull effects like Eldritch blast?
- Hemathurge Heat metal like spell. Target legs for prone, Arms for disarming and Head for Dazed
- Guardian Life link
- Fighter Rage?
- Guardian Evasion?
- Ranger Chain Imbue