**Basics and Abilities**

**STRength:** Add to melee weapon attacks AND damage.

**DEXterity:** Add to DEF, ranged weapon attacks AND damage, stealth, climbing, lockpicking, acrobatics, etc.

**CONstitution:** Saves v. poison and disease, you can carry items = CON + 10, for each day of rest you regain HP=CON, and negative HP kills you in CON/2 rounds (minimum 1).

**INTelligence:** Add to spellcasting rolls, history, knowledge, +1 indicates literacy.

**WISdom:** Add to mind-based Saving Throws, searching, perception & tracking. Stress level maximum = WIS.

**CHArisma:** Add to charm, deception, insight, intimidation, leadership, performance, and persuasion.

*Your Ability Score IS your proficiency bonus, skill level, and natural ability. A +1 STR means you are proficient with ALL strength activities. A +1 DEX means you are proficient with acrobatics, climbing, stealth, etc.*

**Character Creation**

* All characters are human. No one can see in the dark.
* No clerics: the gods of Deathbringer are hostile or overstretched. Spellcasters have been hunted to *near* extinction.
* Start out with 8 “build points.” Distribute these as bonuses between your six Ability Scores, with no higher than +6 in any one Ability Score. Ability Scores range from 0 to +10.
  + Ex: STR +5, DEX +2, CON +1, INT 0, WIS 0, CHA +1
* You choose a class for your character: Deathbringer, Grimscribe, Plague Doctor, Scoundrel, or Witch Hunter.
  + Based on your chosen class you gain a hit die. To determine your starting HP roll the hit die (re-roll 1’s) – this is your starting HP. If the roll is lower than your CON, you use your CON as the starting HP instead.
  + For each level beyond 1st the character starts at, roll one additional hit die following the rules above.
* Pick a Background and Misery for the section of the same name, roll one, or come up with your own.
* **Base Starting Equipment**: 1d6 gp, a waterskin, and d4 days’ worth of rations and water.
  + For each level beyond 1st the character starts at, add 5 gp to your starting equipment.

**Background and Misery**

|  |  |
| --- | --- |
| Backgrounds | Miseries |
| * 1 Bounty Hunter * 2 Courtesan * 3 Duelist * 4 Executioner * 5 Farmer * 6 Grave Robber * 7 Leech Collector * 8 Mercenary * 9 Minor Noble * 10 Outlaw * 11 Performer * 12 Pit Fighter * 13 Pirate/Sailor * 14 Priest/nun/monk * 15 Rat Catcher * 16 Servant * 17 Student/Scholar * 18 Swineherd * 19 Soldier * 20 Urchin | * 1 Abandoned at birth * 2 Banished from home. * 3 Betrayed by a loved one. * 4 Cursed by a vengeful witch. * 5 Disinherited or disowned. * 6 Escaped bondage or prison. * 7 Fled a scandal. * 8 Framed for a crime. * 9 Killed someone important. * 10 Left for dead. * 11 Locusts ate your crops. * 12 Owe someone money. * 13 Pursued by the law. * 14 Raised in the streets * 15 Reduced to poverty. * 16 Rejected by society. * 17 Ruined by vice. * 18 Suffering from amnesia. * 19 Survived a massacre. * 20 Town ravaged by plague. |

**Experience and Leveling**

* Completing a combat encounter, sneaking past a combat encounter, completing a dungeon, and completing a quest all grant 1 XP. At 10 XP the party levels up.
  + At the DM’s discretion, other moments may also warrant XP.
* When a character levels up (20 levels maximum):
  + They gain one additional hit die of health (re-roll 1s). If the roll is lower than your CON, you gain hit points equal to your CON.
  + They gain one additional Deathbringer die for their pool (maximum 10).
* At 10th your character begins gaining special traits for their class, listed as part of that class’s description.
* *Alternatively*, at 10th level your character can choose to dual-class, provided they can find a mentor to teach them (typically requires two weeks of work, or 112 hours). Doing so provides you all the benefits of a second class, excluding starting equipment and spells, and you now use the second class’s hit die to determine your hit points when leveling up.
* Instead of gaining a build point for your scores, you can spend it to buy an emergency Deathbringer die to use in a time of need.

**Weapons**

Unarmed Strikes

* Unarmed strikes are attacks include punching, kicking, headbutting, and any other attack where your body is the weapon.
  + By default, these attacks deal damage equal to your STR.
  + If you have neither weapons nor a shield in either hand, these attacks deal d4 + STR damage.

Melee Weapons

* Weapons are categorized by their damage
  + **d4 + STR**: Bone, club, dagger, improvised weapon, sickle, whip
  + **d6 + STR**: Handaxe\*\*, javelin\*\*, mace, scimitar, staff\*, stiletto, trident
  + **d8 + STR**: Battleaxe, flail, great club, morningstar, rapier, spear\*, sword, war pick
  + **d10 + STR**: Glaive\*, greatsword\*, halberd\*, maul\*, pike\*, warhammer\*
* \* This weapon requires two hands to wield
* \*\* This weapon can be thrown at a target up to 30 feet away or used as a melee weapon. Its damage profile is the same for both.

Ranged Weapons

* Weapons are categorized by their damage
  + **d4 + DEX** (range 30/60 ft.): Blowgun\*, dart, throwing knife, sling\*, improvised weapon
  + **d6 + DEX** (range 60/120 ft.): Short bow\*
  + **d8 + DEX** (range 120/240 ft.): Long bow\*
  + **d10: + DEX** (range 100/200 ft.): Crossbow\*
* \* This weapon requires two hands to wield
* 20 rounds of ammunition from any of the weapons above count as 1 item for the purposes of carrying capacity. Improvised weapons count as 1 item per.

Special Weapons

* **Lance**: d12 + STR, requires the wielder be mounted on a Large or larger creature.
* **Net**: DEX attack roll, (range 5/15), deals no damage but *restrains* the target on a hit. 5 points of damage or a successful DC 10 STR roll frees the target.

**Armor**

* **DEFense**= 10 + DEX + Armor. (DEF replaces AC)
* Armor is categorized by its DEF bonus
  + **Light** **(+1 DEF)**: Doublet, Leather, Studded Leather, Padded, Wood and Scrap Metal (10-20gp)
  + **Medium** **(+2 DEF)**: Breastplate, Chain Shirt, Hide, Gambeson, Scale Mail (50-100gp)
  + **Heavy (+3 DEF)**: Brigandine, Chain Mail, Ring Mail, Splint, Half Plate (100-200gp)
  + **Super Heavy (+4 DEF)**: Full field plate 1000+gp
  + **Shield (+1 DEF)**: Requires a free hand to hold it, (10-25gp)

**Combat**

* Rounds last 6 seconds (“real time”). At the start of each round each group rolls a d6 for initiative: highest roll wins. A tie means the two groups alternate with per creature.
* PCs can move up to 30 feet and attack in one round or move 60 feet.
* Special Attacks:
  + Grapple: Your STR or DEX vs. target’s STR or DEX. On a success, they are *grappled*.
  + Shove: Your STR or DEX vs. target’s STR or DEX. On a success, they are knocked *prone* or pushed 5 feet away.
* Cover, low-light, and being unseen forces your attackers to roll with disadvantage.
* You can draw/switch/sheath weapons and shield once as a free action on your turn.
* **Stunts**: maneuvers such as pushing, disarming, tripping, blinding, etc. The GM rules whether the stunt is possible and if the player has advantage, disadvantage, or makes a clean roll. If the roll succeeds, the stunt is successful.
* 0 HP for a player character means they are *unconscious*. Negative HP additionally means the character dies in **CON/2 rounds** (minimum 1) if not restored to at least 0 HP within that timeframe.
  + For every 10 damage taken in this state, subtract one round from the time remaining before death.

Looting

* If a creature would reasonably carry coin, by default they provide 1d4 gp + 1d6 sp + 1d12 cp when looted, along with any equipment they possessed.
* Armor is typically too damaged from battle to be collected in any usable or sellable condition, excluding “stealth” kills that take care not to damage the armor.
* A creature can be looted for its natural resources like scales, hide, tusks, etc. with a successful WIS roll.

Critical Rolls

* Critical Hits – Rolling a 20 on a d20 automatically beats the target’s DEF, regardless of modifiers.
* Critical Damage – Rolling the max value on a weapon or unarmed strike’s damage die lets you roll an additional die. This effect can chain.
  + Spells do not benefit from critical damage.

Special Damage

* Necrotic damage reduces your maximum health by an amount equal to half the damage dealt.
* Radiant damage is doubled against Undead

**Deathbringer Dice**

* Your character begins each day with a pool of Deathbringer dice (DB) equal to their level.
* You can expend DB to:
  + Add d6 to any roll (attack rolls, healing amounts, damage, etc.)
    - Natural 1s on a d20 cannot be modified by a DB.
  + Add d6 to your AC against one attack.
  + Reduce damage taken by d6.
  + Heal d6 hit points.
  + Perform some unusual or heroic feat, per DM’s discretion.

**Conditions**

* Blinded
  + You cannot see or successfully perform anything relying on sight.
  + Your attacks have disadvantage and attacks against you have advantage.
* Charmed
  + You cannot attack the charmer or target them with harmful abilities or effects.
  + The charmer has advantage on any roll to interact socially with you.
* Dazed
  + Replaces the 5e *stunned* condition.
  + Your movement speed is halved.
  + You cannot use DB.
* Deafened
  + You cannot hear or successfully perform anything relying on hearing.
* Exhaustion
  + 1: Disadvantage on ability checks
  + 2: Speed halved
  + 3: Disadvantage on attack rolls and saving throws
  + 4: Hit point maximum halved
  + 5: Speed reduced to 0
  + 6: Death
* Frightened
  + You have disadvantage on rolls while you can see the source of your fear.
  + You cannot willingly move closer to the source of your fear.
* Grappled
  + Combines 5e *grappled* and *restrained*.
  + Your speed becomes 0, and you can’t use any bonus to its speed.
  + Attack rolls against you have advantage, and your attack rolls have disadvantage.
  + You have disadvantage on Dexterity saving throws.
* Invisible
  + Other creatures cannot see you.
  + Your attacks have advantage and attacks against you have disadvantage.
* Paralyzed
  + You cannot move, talk, or act: you forfeit your turn in combat.
  + You automatically fail STR and DEX saving throws.
  + Attack rolls against you have advantage.
* Petrified
  + See *paralyzed*.
* Poisoned
  + You have disadvantage on attack rolls and ability checks.
* Prone
  + Your movement speed is halved.
  + You can only attack if wielding a blowgun or crossbow.
  + Ranged attacks against you have disadvantage, while melee attacks against you have advantage.
* Unconscious
  + You cannot move, talk, or act: you forfeit your turn in combat.
  + You automatically fail saving throws.
  + Attack rolls against you have advantage. If you fall *prone* while unconscious, see the *prone* condition for attack rolls against you instead.

**Spells**

Learning Spells

* Learning a spell from a scroll, spell book, or willing creature requires a long rest. If using a scroll, upon successfully learning the spell it is incinerated and the new tattoo is seared into your skin simultaneously (you choose where). For spellbooks, only that particular page is destroyed.
* Any class can choose to learn a spell and risk the dangers of the Ruinous Powers. However, only Grimscribes can cast spells at 4th level or higher.

Casting Spells

* There are no spell slots. You can cast as often as you like (once per round), but there are risks and limitations.
* Once a spell is obtained, it can be cast at its minimum level or any higher level all the way to 9th level.
* The DC for casting a spell is 10 + the spell’s level. Cantrips are considered level 0.
  + For example, fireball is 3rd level and thus has a cast DC of 13. Trying to cast it at 6th level would have a DC of 16.
* If the cast attempt for a spell is failed, you can choose to succeed instead at the cost of 1 level of corruption. Miscasts cannot be reversed this way.
  + If you fail three casting attempts in a row, the third failure automatically becomes a miscast.

Miscasts

* Rolling a natural 1 on a spellcasting check increases your corruption level by 1 and causes a miscast. To determine the nature of the miscast, roll a d20 and consult the list below:
  + 1-10: The spell fizzles and fails. Ghostly laughter fills the room.
  + 11-15: The spell Backfires and the caster takes the damage or effect. This includes if the spell is meant to heal or protect.
  + 16-19: Disaster strikes and the caster ages d20 years, gains a mutation, summons a hostile monster, disintegrates all armor with 100 feet, hits the wrong target, or something equally horrifying.
  + 20: The casting is utterly catastrophic. The caster’s Corruption gain becomes Permanent Corruption and they roll on the Wild Magic Surge table.

Divine Spells

* Divine spells trace their lineage to Era, rather than Tzeentch. These spells, listed in the “Divine Spells List” file, do not make a standard INT roll to determine if they are successfully casted. Instead, roll a d10; if the number rolled is equal to or less than your current Corruption level the spell fails.
* Recordings and knowledge of these spells is extremely rare and highly prized. They also avoid the stigma associated with Ruinous magic.

**Corruption**

Corruption

* Rolling a natural 1 on a spellcasting check or committing an evil act increases your corruption level by 1, to a maximum of 10
  + Casting a spell as a ritual (10 minutes of concentration) auto-succeeds and cannot cause corruption.
* At 10 levels of corruption, you gain a Flaw and 2 levels of Permanent Corruption. To determine the kind of flaw, consult the “Flaws” section.

Permanent Corruption

* Permanent Corruption acts just like normal corruption except that it cannot be removed by anything less than an act of Era herself.
* If a character’s Permanent Corruption reaches 10 levels, you become an evil NPC and summon 1d4 hostile creatures of the DM’s choosing.

Removing Corruption

* Every time your character levels up, they remove one level of corruption.
* Feats of sacrifice and humanity may also remove a level of corruption at the DM’s discretion.
  + Jumping in the way to take damage for another.
  + Forfeiting one’s pay for a job to help others.
  + Etc.

**Stress**

Stress Level

* A character’s Stress level represents the overall tax taken on them by danger, pain, and unsavory sights, smells, sounds, and other sensations. The maximum amount of Stress a character can endure is equal to their **WIS** (minimum of 1).
* If a character reaches or exceeds their maximum Stress, they suffer some form of mental breakdown as determined in the “Breakdown” section and their Stress is reset to 0.

Common Stress Events

* Many things can cause or relieve a level of Stress. Common sources are listed below.
* The Good
  + You witness something reassuring.
  + Some of your damage is healed or you healed someone else.
  + You deal a critical hit.
  + The party handedly wins a battle.
  + You succeed an ability check with a Natural 20.
  + You finished a rest without any unwanted disturbances.
  + You spent a day in town or somewhere else safe (reset Stress to 0).
  + You had a nice moment with a party member or NPC.
  + Good fortune favors the party .
  + You are met by an ally.
  + You acted in accordance with one of your Flaws.
* The Bad
  + You witness something unsettling.
  + You suffer a negative condition (*prone, incapacitated, frightened,* etc.)
  + You take damage from a critical hit.
  + An ally or a party member falls *unconscious* or dies.
  + An ally succumbs to a breakdown.
  + You fail an ability check with a Natural 1 or critically miscast a spell.
  + You gained a level of Exhaustion.
  + A party member displays signs of disease.
  + You spot enemies, sworn foes, or general ne’er-do-wells.
  + You spot an ally under duress or in danger.
  + Misfortune befalls the party.

Camaraderie

* Parties with better social skills and strong bonds deal with stress much more effectively than those that don’t. Namely, for every hour a party spends together resting or performing light activities, each member of the party makes a DC 10 Charisma roll. If over half the party members succeed, all members reduce their Stress by 1.
* Should one or more members be separated from the party under not-so benign conditions, the party *gains* Stress instead of losing it. Each party member increases their Stress by 1 for each hour they are separated. The separated member(s) increases their Stress by 2 each hour.
  + Ex: The party splits to cover more ground, a member is kidnapped or lost, etc.
  + Leaving a member behind in town where it’s safe does not cause stress. Well, typically…

**Breakdown**

To determine what Breakdown a creature suffers, roll a d10 and consult the corresponding table below.

D10: Roll of 1-6

|  |  |
| --- | --- |
| **d100** | **Breakdown (lasts 1d10 minutes)** |
| **01 – 05** | You retreat into your mind and becomes *paralyzed*. The effect ends if you take any damage. |
| **06 – 10** | You become *incapacitated* and spends the duration screaming, laughing, or weeping. |
| **11 – 15** | You are *frightened* and must use your action and movement each round to flee from the source of the fear. |
| **16 – 20** | You begin babbling and are incapable of normal speech or spellcasting. |
| **21 – 25** | You must use your action each round to attack the nearest creature. |
| **26 – 30** | You experience vivid hallucinations and have disadvantage on ability checks. |
| **31 – 35** | You do whatever anyone tells you that isn’t obviously self-destructive. |
| **36 – 40** | You experience an overpowering urge to eat something strange such as dirt, slime, or offal. |
| **41 – 45** | You are *stunned*. |
| **46 – 50** | You fall *unconscious*. |
| **51 – 55** | You bury your breakdown and suffer no mania, but only reduce your current Stress level by half. |
| **56 – 60** | You are enraged and lose the ability to maintain spells through concentration, but gain advantage on saving throws against being *frightened*. If something does *frighten* you, the rage ends. |
| **61 – 65** | You feel compelled to go against the group and spite their mindless herd mentality. |
| **66 – 70** | If within an area of darkness, you are *frightened*. |
| **71 – 75** | You are compelled to cast all your spells at 9th level. |
| **76 – 80** | You always run back and forth, never staying in one place. In combat you must use your full movement to end your turn in a space different than where you started. |
| **81 – 85** | If within an area of bright or dim light, you are *frightened*. |
| **86 – 90** | You have convinced yourself you are *poisoned* and suffer the conditions of this effect regardless of any actual poison or antidotes received. |
| **91 – 95** | You gain 1 level of Corruption. |
| **96 – 00** | You gain 1 level of Permanent Corruption. |

D10: Roll of 7-10

|  |  |
| --- | --- |
| **100** | **Breakdown (lasts 1d10 days)** |
| **01 – 05** | You feel compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins. |
| **06 – 10** | You develop the symptoms of disease regardless of whether or not you are sick. While your actual Exhaustion level is not affected, you treat it as at least level 1 for the duration. |
| **11 – 15** | You experience vivid hallucinations and habe disadvantage on ability checks. |
| **16 – 20** | You suffer extreme paranoia and have disadvantage on Wisdom and Charisma checks. |
| **21 – 25** | You regard something (usually the source of Mania) with intense revulsion whenever presented with it or something reminiscent. |
| **26 – 30** | You experience a powerful delusion and believe you possess an impossible trait or ability. I.e., flight, water breathing, heat vision, etc. |
| **31 – 35** | You become attached to a “lucky charm,” such as a person or an object, and have disadvantage on rolls while more than 30 feet from it. |
| **36 – 40** | If presented with the sight of blood, you must succeed a DC 10 CON roll or fall unconscious for the next minute or until someone uses their action to wake you. |
| **41 – 45** | You are *blinded* (25%) or *deafened* (75%). |
| **46 – 50** | You experience uncontrollable tremors or tics, which impose disadvantage on STR and DEX rolls. |
| **51 – 55** | You say everything you think, as soon as you think it. |
| **56 – 60** | You suffer from partial amnesia. You know who you are and retain any traits and class features, but don’t recognize other people or remember anything that happened before the Mania took effect. |
| **61 – 65** | Whenever you take damage, you must succeed on a DC 15 WIS roll or be affected as though you were targeted by the [*confusion*](https://www.dndbeyond.com/spells/confusion) spell. The effect lasts for 1 minute. |
| **66 – 70** | You lose the ability to speak. |
| **71 – 75** | You believe you are impervious to harm and make no effort to avoid it. Unless stopped, you walk openly into traps and hazards, fail all saving throws, cannot take the Dodge action, and have immunity to the *frightened* condition. Any pain you feel or damage you witness is clearly an illusion. |
| **76 – 80** | You fall *unconscious*. No amount of jostling or damage can wake you. |
| **81 – 85** | You bury your breakdown and suffer no mania, but only reduce your current Stress level by half. |
| **86 – 90** | You can’t help but giggle in stressful situations, like when sneaking or performing negotiations. You or another person making a roll in such a situation do so with disadvantage. |
| **91 – 95** | You gain 1 level of Corruption. |
| **96 – 00** | You gain 1 level of Permanent Corruption. |

**Flaws**

To determine what flaw a creature develops, consult the table below. Remember, Flaws are permanent.

|  |  |
| --- | --- |
| **d100** | **Flaw** |
| **01 – 02** | “Drink keeps me sane.” |
| **03 – 04** | “If I see something, I want it. If I want it, I take it.” |
| **05 – 06** | “I enjoy pain.” |
| **07 – 08** | “I enjoy the pain of others.” |
| **09 – 10** | “I am compelled to do certain things over and over. And they must be done the right way.” |
| **11 – 12** | “Why should I share? Finder’s keepers.” |
| **13 – 14** | “Lies, lechery, and libations. I scorn them all! And those who partake in them.” |
| **15 – 16** | “I try to become more like someone else I know — adopting his or her style of dress, mannerisms, and name.” |
| **17 – 18** | “Ah…gold. The one thing of true beauty in this world. Well, that and everything else that goes for gold.” |
| **19 – 20** | “If someone else takes the fall for something I did, I’m okay with that.” |
| **21 – 22** | “I must bend the truth, exaggerate, or outright lie to be interesting to other people.” |
| **23 – 24** | “I want what others have, but when I get it, it doesn’t feel special anymore.” |
| **25 – 26** | “I can’t accept when things get bad. This is fine. Everything is fine.” |
| **27 – 28** | “Achieving my goal is the only thing of interest to me, and I’ll ignore everything else to pursue it.” |
| **29 – 30** | “I can’t stand when others are praised but not me.” |
| **31 – 32** | “I won’t accept charity. It’s beneath someone of my capabilities.” |
| **33 – 34** | “I find it hard to care about anything that goes on around me.” |
| **35 – 36** | “Wide open spaces frighten me. You can’t make me go out there!” |
| **37 – 38** | “The world is cruel. The world is wicked. It’s I alone whom most can trust.” |
| **39 – 40** | “I realize now I hate ‘kindness.’ Spare me the aurochshit and show who you really are.” |
| **41 – 42** | “The flames are so soothing to watch. I should spread them…” |
| **43 – 44** | “I don’t like the way people judge me all the time. Especially when they pretend they aren’t judging me.” |
| **45 – 46** | “Life is rigged. Why shouldn’t I cheat too?” |
| **47 – 48** | “I hate evil more than I love good.” |
| **49 – 50** | “I am the smartest, wisest, strongest, fastest, and most beautiful person I know.” |
| **51 – 52** | “The best plans rely on secrecy and surprise. If my allies can’t infer the plan as we go along, that only proves their need for my strategic mind.” |
| **53 – 54** | “All my most important decisions must be made by Fate. I flip a coin, roll a die, etc., to determine this.” |
| **55 – 56** | “I need light. Who in four curses knows what’s out there in the shadows?” |
| **57 – 58** | “Why do we fear the weapons of the Ruinous Powers? We should use them for ourselves!” |
| **59 – 60** | “I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they’re watching me all the time.” |
| **61 – 62** | “Poverty and weakness are a choice. The self-sufficient have no obligation to uplift others too lazy to do so themselves.” |
| **63 – 64** | “There’s only one person I can trust. And only I can see this special friend.” |
| **65 – 66** | “People stress me. I’d much rather be around a dog or cat. At least they’re simple.” |
| **67 – 68** | “I am an agent of a higher power. My victory is *fate*.” |
| **69 – 70** | “I can’t take anything seriously. The more serious the situation, the funnier I find it.” |
| **71 – 72** | “Potions and medicine, bah! Poison and nonsense I say! I’ll have none of them!” |
| **73 – 74** | “Animals unnerve me. At any moment their base instincts could get me maimed or worse.” |
| **75 – 76** | “Darkness is comforting. I’d rather not see the horrors of the world if I can help it.” |
| **77 – 78** | “I tend to keep my initial discoveries and observations to myself. Why share something before I’m certain?” |
| **79 – 80** | “Life is already torment. Why should I work extra hard just for the same walk with Death?” |
| **81 – 82** | “When I’m worked up, only eating makes me feel better.” |
| **83 – 84** | “Demons, abominations, dead that walk like the living. How can I face these things? How can a child of Era face the spawn of the Ruinous Powers? The only chance we have is to not face them at all.” |
| **85 – 86** | “I dare not risk Corruption, lest my soul be lost in the gambit.” |
| **87 – 88** | “Tight spaces freak me out. You can’t make me go in there!” |
| **89 – 90** | “I absolutely refuse to expose myself to disease and filth. We are civilized people!” |
| **91 – 92** | “Life is only exciting when there’s risk. If you die either way, why take the boring option?” |
| **93 – 94** | “I can’t deal with blood. It’s just – oh by Era I’m going to be sick.” |
| **95 – 96** | We are all just dust in the wind; what happens, happens.” |
| **97** | “To crush your enemies, see them driven before you, and to hear the lamentations of their lovers. This, is the height of existence.” |
| **98** | “Privately, I’ve grown fond of the dark gods.” |
| **99** | “Actually, I enjoy killing people.” |
| **100** | “With the thirty-seven keys of Tzeentch, we open the way for our brothers. With the thousand whispers of Slaanesh, we call to them. With the twelve plagues of Nurgle, we fell their enemies. And with the mighty axe of Khorne, we cut open the world for them.” **You immediately gain 10 levels of Permanent Corruption.** |

**Disease**

* Contracting a disease can occur at any time, for a variety of reasons. Once you become sick, you gain one level of Exhaustion. During your next long rest, you make a DC 10 CON roll. On a success, you reduce your current Exhaustion by 1; on a failure you increase it by 1. If you reduce your Exhaustion to 0, you are no longer sick.
* Some diseases are particularly foul – the Plagues of Nurgle – and have additional effects beyond Exhaustion. Supposedly, there are twelve in total, but only the following have been released into the world and identified:
  + **Filth Fever**. A raging fever seeps through the creature’s body. Its carrying capacity is halved.
  + **Flesh Rot**. The creature’s flesh decays. It has vulnerability to all damage and horrifies sentient creatures who can see its condition.
  + **Milk Eye**. Pain grips the creature’s eyes, which turn milky white. The creature is *blinded*.
  + **Mindfire**. The creature’s mind becomes feverish. It struggles to read, write, perform basic calculations, speak, or maintain concentration spells (each of these require DC 10 INT or CON rolls).
  + **Shakes**. The creature is overcome with shaking. It cannot climb and treats all movement as difficult terrain. Actual difficult terrain reduces its movement to a maximum of 10 feet per turn, barring magic.
  + **Slimy Doom**. The pores in the creature’s skin bleed regularly. Whenever the creature takes damage, it is *stunned* until the end of its next turn.

**Potions**

* Potions and bombs can be thrown up to 30 feet away without a STR roll. For a friendly creature to catch a potion it must have at least one hand free.
* Potions have had their healing amounts changed.
  + Healing: 2d6
  + Greater Healing: 4d6
  + Superior Healing: 8d6
  + Supreme Healing: 10d6

**Deathbringer**

* Hit Die: d10.
* Equipment Proficiencies: All weapons, armor, and shields.
* Starting Equipment (Choose ONE):
  + Light armor, shield, 3 weapons
  + Medium armor, shield, 2 weapons
  + Heavy armor, 1 weapon
* You can draw/switch/sheath weapons and shield twice as a free action on your turn.
* You can attack twice on your turn, instead of once.
* Your attacks are critical hits on d20 rolls of 19 or 20 and these hits always deal at least one critical damage die. When you kill a creature with a critical hit, you regain one expended Deathbringer die.
* Over the course of a week, you can teach a willing creature proficiency in a weapon of their choice. Armor takes a month; you cannot teach the use of shields or super heavy armor. Each day of this work requires a full 8 hours of undivided attention.
* **DB**: You can spend Deathbringer dice to make additional attacks on your turn (two extra attacks max).
* 10th level: During combat, your Deathbringer dice are d8s.
* 15th level: During combat, your Deathbringer dice are d10s.
* 20th level: During combat, your Deathbringer dice are d12s.

**Grimscribe**

* Hit Die: d6.
* Equipment Proficiencies: Daggers
* Starting Equipment: Dagger
* Starting Spells:
  + Four cantrips (consult DM)
  + Two 1st-level spells of your choice.
* You auto-succeed Intelligence rolls to cast cantrips.
* You can cast spells higher than 3rd level.
* When you roll a natural 20 on a spellcasting check, you regain one expended Deathbringer die.
* **DB**: You can spend a Deathbringer die to gain advantage on a spell attack roll or give one target of a spell disadvantage on their saving throw. If the spell has multiple targets, you can spend another die for each additional target you wish to give disadvantage.
* 10th level: Your cantrips deal one additional damage die\*.
* 15th level: Your cantrips deal two additional damage dice\*.
* 20th level: Your cantrips deal three additional damage dice\*.
* \* Some cantrips (like eldritch blast) may provide an alternative improvement, in which case they will make a note of this.

**Plague Doctor**

* Hit Die: d6
* Equipment Proficiencies: Light armor, daggers.
* Starting Equipment: Leather beak mask and coat (light armor), dagger, medical kit, suspicious diploma.
* Starting Spells:
  + *Cure Wounds*: 1st level. One creature you touch regains 2d8 hit points.
  + *Cure Disease*: 2nd level. One creature you touch immediately reduces their Exhaustion by one level, provided the Exhaustion is caused by a disease.
  + *Cure Poison*: 2nd level. One creature you touch is cured of all poisons affecting them and the *poisoned* condition.
* Create d4 potions a day: Acid, Bomb (d10 damage, 10 ft radius), Hallucination, Healing, Sleep, or Venom.
  + Potions and bombs can be thrown up to 30 feet away without a STR roll.
    - For a friendly creature to catch a potion it must have at least one hand free.
    - Targeting a hostile creature with a potion that lacks a radius is a DEX attack.
  + Acid reduces the target’s DEF by 1 if it is wearing armor.
  + Hallucination forces the target to succeed a WIS saving throw or spend its next turn attacking a randomly determined creature.
  + Venom deals d4 poison damage and the target must succeed a CON saving throw or be *poisoned* until the start of their next turn. To take effect, venom can be ingested or applied to a weapon/piece of ammo (only lasts one hit for melee, or one shot for ammo).
  + Sleep potions follow the rules for the Sleep spell (see the “Spell List” file).
* You have advantage on rolls to resist contracting a disease.
* You and creatures under your care have advantage on rolls to recover from diseases.
* When you cast Cure Wounds on a creature other than yourself and at least one of the dice lands on an 8, you regain one expended Deathbringer die.
* **DB**: When rolling for your daily potions, you can expend a Deathbringer die to combine two potion uses into a single, stronger potion.
  + Examples:
    - Instead of two potions of Healing, you can create one potion of Greater Healing.
    - Instead of two potions of sleep, you create one potion of sleep whose target has disadvantage.
* 10th level: You create 1d4 + 1 potions daily
* 15th level: You create 1d4 + 2 potions daily
* 20th level: You create 1d4 + 3 potions daily

**Scoundrel**

* Hit Die: d8.
* Equipment Proficiencies: Light armor, bones, clubs, daggers, whips, blowguns, darts, throwing knives, slings, short bows, improvised weapons
* Starting Equipment: Light armor, 2 weapons, thieves’ tools, 3d6 gp
* Attacking from behind or while undetected grants advantage on the roll and a hit deals double damage. If you kill a creature this way you regain one expended Deathbringer die.
* You have advantage on ability checks to sneak, climb, eavesdrop, lockpick, search, detect/disarm nonmagical traps, barter, and lie. Mastery of genuinely persuasive arguments, however, continues to elude you.
* Climbing, swimming, difficult terrain, and ending the *prone* condition don’t cost you extra movement.
* **DB**: You can spend a Deathbringer die to auto-succeed an ability check you have advantage on, at the DM’s discretion.
* 10th level: When a looting a creature carrying coin, you find 1d4 gp + 1d6 sp + 2d12 cp.
* 15th level: When a looting a creature carrying coin, you find 1d4 gp + 2d6 sp + 2d12 cp.
* 20th level: When a looting a creature carrying coin, you find 2d4 gp + 2d6 sp + 2d12 cp.

**Witch Hunter**

* Hit Die: d6.
* Equipment Proficiencies: Light armor, medium armor, clubs, crossbows, daggers, javelins, spears, swords
* Starting Equipment: Light or medium armor, 2 weapons, holy symbol, 6 torches
* Starting Spells:
  + *Detect Evil and Good*: 1st level, 10 minutes concentration. You can sense the location aberrations, celestials, elementals, fey, fiends, or undead within 30 feet of you. Similarly, you know if there is a place or object within 30 feet of you that has been consecrated or desecrated.
  + *Protection from Evil and Good*: 1st level, 10 minutes concentration. One willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.
    - Creatures of those types have disadvantage on attack rolls against the target.
    - The target also can't be charmed, frightened, or possessed by them.
  + *Turn Undead*: Each undead within 30 feet that can see or hear you must make a WIS saving throw (DC 8 + your WIS) or be *frightened* of you for 1 minute or until it takes damage.
* For every 2 levels of corruption a creature has, you gain a +1 bonus to ability checks to track it, detect its presence nearby, or determine its level of corruption, if any.
* You have advantage on rolls to resist corruption.
* Whenever you kill a creature make a straight d20 roll, DC 20 – the creature’s corruption level. On a success, you regain 1 expended Deathbringer die.
  + Ex: The DC for a slain undead (corruption 6) is 14.
* **DB**: You can spend a Deathbringer die to make a weapon/unarmed attack on the same turn you cast a spell.
* 10th level: Your abilities treat other creatures as though their Corruption is 1 level higher.
* 15th level: Your abilities treat other creatures as though their Corruption is 2 levels higher.
* 20th level: Your abilities treat other creatures as though their Corruption is 3 levels higher.

Average Corruption Levels

* 0: Beasts, Celestials, Constructs, most Humanoids, Metallic Dragons
* 2: Elementals, Fey, Oozes, Plants
* 4: Evil humanoids, Gem Dragons, Giants, Fallen Celestials
* 6: Monstrosities, Undead
* 8: Chromatic Dragons, Fiends
* 10: Aberrations

**Lore**

There are five deities who lord over the world. The first four are the Ruinous Powers:

**Khorne** is the god of rage, war, and ironically, honorable combat. Equally at home convincing barbarian hordes to destroy cities and acolytes to allow for fair one-on-one duels, Khorne seeks conflict and strife in all forms.

**Tzeentch** is the god of change, mutation, knowledge, trickery, and ambition. The source of most magic in the world, he is the patron of many dark Grimscribes and the reason why most hate and fear their kind. Tzeentch loves manipulating and supporting the schemes of mortals as they endlessly betray one another for piddling advances.

**Slaanesh** is neither a god nor a goddess. The deity of pain, pleasure, obsession, gluttony, and lust, they fuel the primal desires of mortals and enjoy the thrill of replacing foresight with impulse.

**Nurgle** is the god of disease, decay, famine, and death. It is Nurgle who chuckles as mortals are forced into the endless rat race to buy more time for life, who sows drought and plague, who forces the dead to walk the earth once more.

There is a fifth deity; perhaps the only hope for the world. She is known as the Lady of the Light.

**Era** is the goddess of life, light, and all that is good. She is the one who created the world and its many peoples, but her power is strained to the limit keeping the Ruinous Powers at bay. Crops may grow, but they are wilted. The sun may rise, but it is dim. Clerics may worship her, but she has no miracles to spare them.