



Let all who are afflicted come. I will mend thy bones and soothe thy wounds. Thou shalt revere the gifts of life and death, neither of which is ever given or taken. Rather, we are all souls merely journeying between this realm and that of the beyond. But alas, often do these wandering souls find themselves bereft of guidance. Thus falls upon the Shepherd the solemn duty—to be a beacon of light to those ensnared in darkness, and darkness to those who, in hubris, deem themselves to be the light.

For many, the journey of service is a difficult path—yet, in this task we are not solitary. Our Lifebinding Spirits, the steadfast companions of our faith, are bound beside us, comforting and aiding us in the stewardship we’ve been given. As a Shepherd, you:

- **Embrace the Balance.** Embody the forces of Life and Death, wielding spells from your chosen domains. As you walk the path of balance, ponder which way the scales shall tip: towards healing or harm?
- **Lead a Faithful Companion.** Summon a Lifebinding spirit to your side, providing invaluable support in battle. Whether bolstering allies with healing or smiting foes with righteous fury, your spirit companion stands ready to aid in the struggle.



SHEPHERD

Key Stats: WIL, STR **Hit Die:** 1d10 **Starting HP:** 17
Saves: WIL+, DEX- **Armor:** Mail Armor, Shields **Weapons:** STR Weapons, Wands
Starting Gear: Rusty Mail, Mace, Wooden Buckler, Bell

LEVEL 1 **Keeper of Life & Death.** You know Radiant and Necrotic cantrips.
Searing Light. (WIL times/Safe Rest) Action: Heal or Inflict grievous injuries:
• Heal WIL d8 HP to a Dying creature within Reach 6.
• Inflict WIL d8 radiant damage to an undead or Bloodied enemy within Reach 6.

LEVEL 2 **Mana and Unlock Tier 1 Spells.** You unlock tier 1 Radiant and Necrotic spells and gain a mana pool to cast these spells. This mana pool's maximum is always equal to (WIL × 3) + LVL and recharges on a Safe Rest.

Lifebinding Spirit. (Radiant Spell, Tier 1)

- Action: Summon a spirit companion that follows you and is immune to harm. It lasts until you cast this spell again, take a Safe Rest, or it heals a number of times equal to the mana spent summoning it.
- Action: It attacks or heals a creature within Reach 4. It attacks for 1d6 + WIL radiant damage (ignoring armor), or heals for the same amount.

Upcasting: Increment its die size by 1 (max d12), +1 healing use.

Flavor is Free. Your Lifebinding Spirit can take the form of any small/tiny friendly animal or similar creature (dog, lamb, rabbit, sparrow, etc.). Make sure you give your little buddy a name, too! Outside of combat, your companion is a spirit, so it can pass through walls and dangers harmlessly and briefly move away from you (but always prefers to be faithfully at your side). It cannot speak.

Rushed Attacks and My Companion? You and your companion use the same action pool, but count as different creatures. So you can each attack once without Rushed Attacks every round. Teamwork! (see pg. 13 of the Core Rules)

LEVEL 3 **Subclass.** Choose a Shepherd subclass.
Master of Twilight. Choose 1 Necrotic and 1 Radiant Utility Spell.

LEVEL 4 **Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.
Key Stat Increase. +1 WIL or STR.

LEVEL 5 **Secondary Stat Increase.** +1 INT or DEX.
Upgraded Cantrips. Your cantrips grow stronger.
Sacred Grace. Choose 2 Sacred Graces.

***Serve.** After spending a day tending to a sacred place or serving others during a Safe Rest, you may choose different Shepherd options available to you.*

LEVEL 6 **Tier 3 Spells.** You may now cast tier 3 spells and upcast spells at tier 3.
Master of Twilight (2). Choose a 2nd Necrotic and Radiant Utility Spell.

LEVEL 7 **Subclass.** Gain your Shepherd subclass feature.

LEVEL 8 **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.
Key Stat Increase. +1 WIL or STR.

LEVEL 9 **Sacred Grace (2).** Choose a 3rd Sacred Grace.
Secondary Stat Increase. +1 INT or DEX.

LEVEL 10 **Tier 5 Spells.** You may now cast tier 5 spells and upcast spells at tier 5.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 11 **Subclass.** Gain your Shepherd subclass feature.
Master of Twilight (3). You know all Necrotic and Radiant Utility Spells.

LEVEL 12 **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.
Key Stat Increase. +1 WIL or STR.

LEVEL 13 **Sacred Grace (3).** Choose a 4th Sacred Grace.
Secondary Stat Increase. +1 INT or DEX.

LEVEL 14 **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.

LEVEL 15 **Subclass.** Gain your Shepherd subclass feature.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 16 **Tier 8 Spells.** You may now cast tier 8 spells and upcast spells at tier 8.
Key Stat Increase. +1 WIL or STR.

LEVEL 17 **Revitalizing Blessing.** (1/round) Whenever you roll a 6 or higher on one or more healing die, the target may recover one Wound.
Secondary Stat Increase. +1 INT or DEX.

LEVEL 18 **Tier 9 Spells.** You may now cast tier 9 spells and upcast spells at tier 9.

LEVEL 19 **Epic Boon.** Choose an Epic Boon (see pg. 23 of the *GM's Guide*).

LEVEL 20 **Twilight Sage.** +1 to any 2 of your stats. Your Lifebinding Spirit rolls twice as many dice.
Upgraded Cantrips. Your cantrips grow stronger.



SACRED GRACES

Assist Me, My Friend! Whenever you make your first melee attack each round, you may add your Lifebinding Spirit's damage to the attack.

Empowered Companion: Whenever you spend mana to call forth your Lifebinding Spirit, you cast it as if you spent 1 additional mana (ignoring the typical spell tier restrictions). The maximum die size is now a d20.

Guiding Spirit. When your Lifebinding Spirit rolls a 6 or higher on its damage die, the target begins to glow with radiant light. The next attack against that target has advantage.

Hasty Companion: +4 Reach for your Lifebinding Spirit. It can also act for free when summoned.

Illuminate Soul. Action: A creature within 6 spaces begins to glow with radiant light. For 1 Round, attacks against them are made with your

choice of advantage or disadvantage. You may do this WIL times per Safe Rest.

Light Bearer. Regain 1 use of Searing Light when you roll Initiative (this expires if unspent at the end of combat).

Not Beyond MY Reach. You may target creatures who have been dead less than 1 round for healing. For every 10 HP a dead creature is healed this way, you may have them recover 1 Wound instead (you must heal at least 1 Wound to revive them).

Vengeful Spirit. Action: Your Lifebinding Spirit sacrifices itself to transform into a swirling vortex of radiant light. At the end of your turn, it damages all enemies within 3 spaces of you, ignoring armor and cover. This lasts for a number of rounds equal to the healing charges left on the Lifebinding Spirit. This effect ends early if you summon your spirit again.

Serve. After spending a day tending to a sacred place or serving others during a Safe Rest, you may choose different Shepherd options available to you.

SUBCLASSES

—LUMINARY OF— MERCY

- LEVEL 3** **Merciful Healing.** When an effect caused by you heals a Dying creature, they are healed for twice as much. (1/round) Your Lifebinding Spirit can act for free while you are Dying.
- Life is Beautiful.** Harmless and lovely creatures such as butterflies and humming birds are attracted to your presence and often follow you. Flowers bloom more vibrantly in your presence.
- LEVEL 7** **Conduit of Light.** When an effect caused by you would heal HP, you may expend 1 use of Searing Light to heal (or damage, ignoring armor) another target within 6 spaces of yourself for the same amount.
- LEVEL 11** **Powerful Healer.** (WIL times/Safe Rest) Whenever you would roll dice to heal damage, you may instead heal the max amount you could roll, or give that many temp HP.
- LEVEL 15** **Empowered Conduit.** Your Conduit of Light may target 1 additional creature. Regain 1 charge of Searing Light when you roll Initiative (this expires if unspent at the end of combat).

—LUMINARY OF— MALICE

- LEVEL 3** **Soul Reaper.** When you use Searing Light to harm an enemy, make a 2nd enemy within range take the same amount of damage (ignoring armor).
- Harbinger of Decay.** Vibrant colors and lovely smells are suppressed near you. Foods spoil more rapidly in your presence, and you frequently awaken to flies wherever you lodge. You may have your Lifebinding Spirit shift into a deathly version of itself (a zombie dog, a devious imp, etc.) and have its damage type become necrotic.
- LEVEL 7** **Veilwalker's Blessing.** (1/Safe Rest) Reaction (when you would drop to 0 HP): Drop to 1 HP instead and force an enemy within 6 spaces to make a STR save. On a failure, they become Bloodied, or if they are already Bloodied, they drop to 0 HP.
- LEVEL 11** **Deathbringer's Touch.** Your first melee attack each round against a Bloodied creature is an automatic critical hit. Your Lifebinding Spirit deals additional damage equal to your STR.
- LEVEL 15** **Conduit of Death.** Your Veilwalker's Blessing ability recharges when you roll Initiative. This charge is lost if unspent at the end of combat.