Classes

- Classes
- Volkhv
- Warlock, The Murrain Maiden
- Bard Guslar
- Fighter Bogatyr
- Cleric Hearth dOMAIN

Classes

Volkhv

Volkhvs are a connection between the common folk of Nejavina and the mysterious world of spirits.

The role of most Volkhvs is acting as the master of ceremony during local festivities, and adding an extra layer of entertainment to the mundane feasts. Most notably, Dedy, the family celebration of the dead, which takes place on the first full moon after the autumn equinox. Dedy is the celebration when Volkhvs shine brightest and their powers manifest the strongest. With the right preparations, they can even get a glimpse into the future by reaching Nejavina’s guiders of destiny.

It is said that Volkhvs most favored by the spirits can make them speak, by using a skull--shaped wooden mask, called kraboška, to allow the dead to communicate with the living.

BONUS CANTRIP

When you choose this circle at 2nd level, you gain the minor illusion cantrip if you don't already know it. This cantrip doesn't count against the number of druid cantrips you know.

COMMAND OF SHADOWS

Starting at 2nd level, you can take control over a creature using its shadow. You make it move like a puppet master, as long as the shadow is visible. As an action you choose one creature that is up to Medium in size and

within 30 ft. of you. The target must make a Wisdom saving throw against your druid spell save DC. If it fails, it is controlled by its shadow. On subsequent turns you use your bonus action to command the shadow to use a Dash or Help action. A target can use their action to make a Strength (Athletics) check against your druid spell save DC. On a success it

breaks free. The size of the creature that can be affected that way changes to Large when you reach 6th level, Huge when you reach 10th level and Gargantuan when you reach 14th level.

You can use this ability as many times as your Wisdom modifier and regain all uses when you finish the long rest.

GREET THE DEAD

At 6th level, your connection to the spirits of the dead grows closer. When at the grave or body of a dead person, you can cast speak with the dead spell as a ritual that lasts for 1 hour. The material component of the spell changes to an offering of food or drink and you need to put the kraboška mask on the grave or body to channel the speech of the deceased. When you do so, you ignore the requirement for a body to have a mouth.

GLIMPSE OF FATE

When you reach 10th level the entities that guard fate take notice of you. You can use a reflective object to read strings of fate. When you do so, in the reflection behind you 3 figures

appear. You can ask one question to each of the figures. Each question must be about a person, and that person may be you. After each answer you must succeed a DC 15 Intelligence saving throw or you become blinded until you finish a long rest.
Furthermore you learn a contact other plane spell. You always have it prepared, and it doesn't count against the number of spells you can prepare each day.

FOREFATHERS' REVENGE

By 14th level restless spirits recognize you as their last hope to lay at rest and will come to your aid when you need it. When you are reduced to 0 hit points, you can choose which type of undead comes to your help. You can choose between: 10 shadows, 4 specters, 3 will-o’-wisps or 2 ghosts. The creatures appear within 20 feet of you. If they receive no commands from you, they protect you from harm and attack your foes. The creatures stay for 1 hour or until you dismiss them (no action required).
Once you use this feature, you can't use it again until you finish a long rest.

Warlock, The Murrain Maiden

LEGEND HAS IT THAT
the visage of the goddess
Kogha often appears to
Zamanori when they are
about to perish from a
degenerative illness, or the fumes of a
poisonous mushroom. In their time of need,
she offers them a choice: perish, or become
her advocate. Those who submit receive
her pestilent grace, along with the ability
to infect and envenom living beings. These
plague-bearers often form covenants outside
of civilized lands, preferring the embrace of
swamps where their patron’s creations thrive.
Kogha’s creed is not one of wanton
destruction. Her devout believe that
disease is but a trial; one that determines
which souls are bound for the domain
of Belegorn, her father, and which still
belong to the world of the living. They see
this as a necessary process of selection,
like separating the wheat from the chaff,
allowing the strong to survive and the weak
to pass on.

Expanded Spell List
1st-level Murrain Maiden feature
At 1st level, the Murrain Maiden lets you choose
from an expanded list of spells when you learn a
warlock spell. The following spells are added to

the warlock spell list for you.

Murrain Maiden Expanded Spells

Spell Level Spells

1st bane, detect poison and disease

2nd blindness/deafness, hold person

3rd gaseous form, protection from energy

4th blight, freedom of movement

5th cloudkill, insect plague

Bonus Cantrip

1st-level Murrain Maiden feature

At 1st level, you learn the poison spray cantrip. It counts as a warlock cantrip for you, but it doesn’t count against your number of cantrips known.

Intoxication

1st-level Murrain Maiden feature

Also at 1st level, you relish in the blight wrought by your patron. Whenever you deal poison damage to a creature within 10 feet of you, or whenever you start your turn within 5 feet of a creature that is poisoned, you can use your reaction to become toxified for the next minute. While you are toxified, you gain the following benefits:

• You gain 1d8 temporary hit points at the start of your turn.

• You are immune to the charmed and frightened conditions.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Noxious Flower

6th-level Murrain Maiden feature

Starting at 6th level, you can spring a venomous

rose in the palm of your hand, which emanates a fog of nauseating fumes that devastates your enemies. As an action, you create a 10-foot radius sphere of toxic vapors centered on a point within 30 feet of you. The sphere also spreads around corners. When a creature enters the effect’s area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failure, the creature is poisoned and remains so until it ends its turn outside the affected area. During each of your turns, you can use your bonus action to move the cloud up to 15 feet. The cloud persists for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Mudwalk

10th-level Murrain Maiden feature

Starting at 10th level, you can evoke your patron’s putrid form with each step that you tread. At the end of each of your turns and while you are standing on soft ground, you may choose to turn the area within a 5-foot radius around you into a swamp for the next minute. The area becomes difficult terrain for all creatures other than you. As a bonus action while standing over a swamp area created by you, you can teleport to any swamp square created by you.

You can teleport in this way for a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Blightbringer

14th-level Murrain Maiden feature

Beginning at 14th level, you can bring forth pestilence and disease. As an action, you may force all creatures of your choice within the area of your Toxic Miasma to make a Constitution saving throw. On a failure, they are affected by a random disease as per the contagion spell.

Once you use this feature, you can’t do so again until you finish a long rest, unless you expend a spell slot of 5th-level or higher to use it again.

Bard Guslar

WRITTEN RECORDS ARE
SCARCE in Zamanora, most
information traveling by word of
mouth. Alas, in the fleeting nature
of words and memories, many
things are changed, twisted, or forgotten. Guslari bards take it upon themselves to preserve those tales worth telling, the stories of stalwart heroes, kind pilgrims, terrible beasts and cunning spirits. These intrepid souls travel the land, collecting yarns by sight or hearing, and recounting what they have heard before. Most Guslari choose to formulate these narrations into poems, the verse and rhyme making it easier for folk to remember and repeat, ensuring that the story lives on for another generation.

EpiC Repertoire

3rd-level Guslar feature

At 3rd level, heroic deeds inspire you to compose epic poems that impart magical benefits to those who listen to them. As part of a long rest after a day during which you were witness to such a deed, you can compose a poem according to the deed’s theme. At the end of each
of your long rests, you can
choose a number of
Bard
Guslar
composed poems up to your proficiency bonus and prepare them for the day.

As an action, you may expend a Bardic Inspiration to begin reciting a prepared poem and inspire your allies. Depending on the heroic deed recounted in the poem, you and a number of allies up to your Charisma modifier (minimum of 1) within 30 feet of you that can hear you gain the poem's corresponding benefits. The benefits last for 10 minutes, as long as you concentrate on the recital as if concentrating on a spell. Consult the Epic Repertoire table to determine the benefits yielded by each poem's theme.

Epic Repertoire

Poem Theme	Benefit
A vicious monster falls before a brave warrior.	When you make an attack roll with advantage, you add your proficiency bonus to your damage rolls.
A noble sacrifice to save one's companions.	When you start your turn within 5 feet of an ally, you gain a bonus to your AC equal to half your proficiency bonus (rounded down).
A hero, arisen from the brink of death.	When you succeed on a Death saving throw, you regain 1 Hit Point.
A friend or lover avenged	On each of your turns, the first attack you make against a creature that has dealt damage to one of your allies is made with advantage
A leader's inspiring speech, during times of great peril.	When you succeed on an ability check, you gain Inspiration.

A valiant stand against
overwhelming odds.
At the end of your turn while in a combat encounter of hard or deadly difficulty, you gain a number of temporary hit points equal to your character level.

teller of tales
3rd-level Guslar feature
Also, at 3rd level, you have learned to entertain the masses with a captivating performance. You gain proficiency in the Performance skill and the gusle musical instrument.
Additionally, you may take an hour to perform for a willing audience that can hear you, reciting poems accompanied by the melody of your gusle. Roll a Charisma (Performance) check against a DC set by the DM, adding a roll of your Bardic Inspiration die to the total (this does not expend the die). On a success, your Bardic Inspiration die therefore counts as 1 category higher (for example, a d6 becomes a d8, a d8 becomes a d10, etc.) until you finish a long rest. You may use this feature once before finishing a long rest.
Ancestral Heritage
6th-level Guslar feature
At 6th level, as you regale heroic deeds of yore, friends and foes alike recognize you for the trove of folkloric knowledge that you are. Every time you expend a use of your Bardic Inspiration to start recounting one of your poems, creatures that canhear and understand you treat you as if you were under the effects of sanctuary for the next minute or until you lose concentration on your Epic Repertoire feature’s effects. Creatures immune to the charmed condition ignore this feature’s

effects.

Maker of Legends

14th-level Guslar feature

Upon reaching 14th level, when you expend a Bardic Inspiration die while maintaining concentration on your Epic Repertoire feature's effects, you weave the target ally's current actions into your ongoing tale through improvised lyrics and inspire them to strive for heroism. Instead of gaining a Bardic Inspiration die as they normally would, the ally gains the following benefits until the end of their next turn:

• Immunity to the frightened and charmed condition.

• An amount of temporary hit points equal to a roll of your Bardic Inspiration.

• Each time your ally rolls a 10 or lower on the d20, they add a roll of your Bardic Inspiration die to the result.

• Each time your ally deals damage, they deal bonus damage equal to a roll of your Bardic Inspiration.

Fighter Bogatyr

WHEN ORDINARY
men and women rise
above their station to
take matters into their
own hands, the greatest
of poems are composed. The Bogatyri
are mighty and dauntless warriors who
emerge from the ranks of the common
folk in times of great need, to shield their
societies from otherworldly menaces
and disperse the encroaching darkness
that threatens to engulf them. A true
folk hero, the Bogatyr courageously pits
their wit and brawn against the most
formidable of foes, not for the promise of
wealth or glory, but merely to answer the
call of necessity.

Protector of the People
3rd-level Bogatyr feature
When you choose this archetype at 3rd
level, you become fearless in the face of peril
and inspire others to follow your example.
Whenever you use your Second Wind feature,
you and a number of allies (according to the
spell’s level) within 30 feet of you also gain the
effects of heroism for the next minute. You use
your Strength modifier as the spellcasting ability
modifier for this spell, and its spell level is
always equal to your proficiency bonus.

At 18th level, the effects of this feature provide twice the amount of hit points to each creature they affect.

Working Class Hero

3rd-level Bogatyr feature

At 3rd level, you gain proficiency with one type of artisan’s tools of your choice. If you choose a type of artisan’s tools with which you already have proficiency, you gain expertise with those tools, which means your proficiency bonus is doubled for any ability check you make with them.

Slayer of Horrors

7th-level Bogatyr feature

Starting at 7th level, you grow adept in vanquishing the enemies of mortalkind. The first successful attack you make through the additional action granted by your Action Surge feature against a creature that is not humanoid or beast, is automatically treated as a critical hit.

Veteran’s Wit

10th-level Bogatyr feature

At 10th level, your experience in lethal combat allows you to assess every situation with wisdom. While you have disadvantage on attack rolls against every creature within your reach, you can take the Dodge action as a bonus action. In addition, when an enemy within your reach misses you with an attack while you are under the effects of the Dodge action, you can use your reaction to make an opportunity attack against them.

Unwavering Stand

15th-level Bogatyr feature

Starting at 15th level, you have become a true testament to mortal resilience, as you stubbornly refuse to fall to the ground in spite of the wounds sustained. When you are reduced to 0 hit points due to taking damage but not killed outright, you can spend one or more of your available Hit Dice and roll them without spending an action. You may choose to spend additional Hit Dice after the roll, adding their results to the total. If the total is equal to or higher than the amount of damage you took in this single instance, you remain on 1 hit point instead.

Cleric Hearth dOMAIN

FOSTERED AROUND THE
warmth of the hearth, community is
the heart of a thriving society. It is a
place where virtues like compassion,
cooperation, and resilience are
seeded and cultivated. The gods of this domain
inspire the nurturing of communal bonds and
protection of the vulnerable, often likening the
capacity for growth they offer to the hearth’s
firelight.
Clerics of the Hearth bless new homes,
mediate conflicts, and reinforce mutual
support, acting as stewards of unity.
They see every act of kindness
and shared meal as strengthening
the community as a whole.
Their magic heals and
protects, embodying
the enduring power
of unity.

Domain Spells
1st-level Hearth feature
You gain domain spells at the cleric levels listed
in the Hearth Domain Spells table. See the
Divine Domain class feature for how domain
spells work.
Hearth Domain Spells
Cleric Level Spells
1st alarm, sanctuary
3rd aid, calm emotions

5th beacon of hope, tiny hut

7th guardian of faith, private sanctum

9th hallow, telepathic bond

PBonus Proficiencies

1st-level Hearth feature

When you choose this domain at 1st level, you gain proficiency with cook’s utensils. You also gain proficiency in the Insight or Persuasion skill (your choice).

Embrace and Exile

1st-level Hearth feature

Also at 1st level, your magic embodies the warmth of your community or the coldness towards those who reject or harm it. When you cast a spell using a spell slot that targets a willing creature, that creature also regains 1d6 hit points. If you cast a similar spell that targets an unwilling or hostile creature, and they are hit by the spell or fail their saving throw, you may deal 1d6 psychic damage to them.

This die increases to a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Channel Divinity: Hearth’s Spark

2nd-level Hearth feature

Starting at 2nd level, you can use your Channel Divinity to bolster the resolve and spirit of your community.

As an action, you present your holy symbol and choose a number of creatures within 30 feet of you, up to a maximum of your Wisdom modifier (minimum of one). Each creature gains temporary hit points equal to 2d6 + your Cleric level. While these temporary hit points last, a creature can take the Help action as a bonus action.

United we Stand

6th-level Hearth feature

At 6th level, you inspire unity among your allies even in dire circumstances. As a reaction, when you and one or more allies within 30 feet are required to make a saving throw, you can allow your allies to use your saving throw result in place of their own against the effect.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Potent Spellcasting

8th-level Hearth feature

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Kidred’s Hearth

17th-level Hearth feature

Starting at 17th level, you can infuse an area with the radiant energy of unity and warmth shared around the hearth, creating a sanctum of protection. As an action, you can create a stationary sphere with a 30-foot radius centered on you that lasts for 1 hour. Whenever an ally starts their turn in the aura, they gain temporary hit points equal to 1d6 + your Wisdom modifier. In addition, they gain a bonus to all attack rolls and saving throws equal to the roll on the d6, until the start of their next turn. You can use this feature once before you finish a long rest.