

Folk Horror

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Backgrounds

AMNESIAC

Some portion of your past has been swallowed by nothingness. The missing time could be a short interval—mere days or weeks gone from your memory—or you might have only vague hints at best of who you are and where you are from. Flashes of déjà vu are common, taunting you with recollection, but they almost always slip away, as ungraspable as the mists of Druskenvald. An injury, some traumatic experience, or the magical workings of a spell or curse could be the culprit behind your amnesia.

Feat: Memory Starved (see page 115)

Skill Proficiencies: Choose two (see below)

Tool Proficiency: Choose one (see below)

Equipment: Choose A or B: (A) book (personal notes), ink, ink pen, traveler's clothes, 11 gp; or (B) 50 gp

SCATTERED MEMORIES

You don't choose skill proficiencies or a tool proficiency when you select this background, and you don't choose any languages other than Common during character creation—these are parts of your past that you are missing. Instead, you can pick one of those proficiencies or languages during play at any time. The knowledge might return in a spontaneous flash, even as you make a roll that relies on the proficiency, or slowly emerge as you struggle to solve a problem. Once you choose one of these features, you can't choose another one until you gain a level.

The GM might rule that you can choose a new recalled feature early if something reminds you of your

past, such as finding a piece of evidence from your missing memories or experiencing an event similar to one you have forgotten. Of particular value is an event relating to one of the story threads or trinkets presented below.

BUILDING AN AMNESIAC

Any character can face misfortune or a choice that steals their memory. Consider how your character came to lose their memory. Was it lost through injury or illness, or did something more sinister steal it with a toxin or curse? You might decide to leave this choice up to the GM, letting you as a player discover the cause alongside your character.

Suggested Story Threads. This background presents a paradox when considering threads to weave through a campaign, since the character may not remember them. Work with the GM to create some leading events or people that can serve as constants to trace a path through the void of the character's past, especially if the GM can insert existing nonplayer characters into the thread to strengthen these connections. The Amnesiac Story Threads table suggests events and people who can be the start of these threads.

Amnesiac Story Threads

1d6 Thread

1 You have recurring dreams of someone you might recognize on your adventures.

2 You absent-mindedly doodle the same design or symbol over and over.

3 A friend has been traveling the provinces of Druskensvald with a caravan, searching for any hint of your past as they do.

4 A rhyme or song you've never heard before comes to mind when your thoughts wander.

5 Rainbow colors, such as those on a soap bubble or oil slick, fill you with unexplained terror.

6 You have a fragmented recollection of traveling to a remote place in the mountains.

Amnesiac Trinkets. When you make your character, you can roll once on the Amnesiac Trinkets table instead of on the normal starting Trinkets table.

Amnesiac Trinkets

1d6 Trinket

1 Half of a tarnished silver ring with a partial inscription in a language you don't understand

2 A music box that plays a sad tune you recognize but can't identify

3 A short note addressed to you signed with a name you don't recognize

4 A thin silk scarf with a fading scent that stirs familiarity

5 A toy horse with unfamiliar initials inked on it

6 A locket whose portrait is burnt and unrecognizable

CRIMSON ASPIRANT

You have delved into the forces that animate all life—even those that counterfeit life, such as Constructs and Undead. Many of these studies concentrate on the nature of blood and its power to sustain life and transmit vital essence, binding the soul to the flesh. You might have apprenticed under a sly-hearted mentor or a secret cabal focused on understanding or even manipulating life and death. You may have learned from a detailed treatise that you've put into practice, daring to become versed in the forbidden arts.

Feat: Crimson Ritualist (see page 113)

Skill Proficiencies: Arcana, Medicine

Tool Proficiency: Herbalism kit

Equipment: Choose A or B: (A) Herbalism kit, dagger, fine clothes, healer's kit, 3 vials, 10 gp; or (B) 50 gp

BUILDING A CRIMSON ASPIRANT

Characters who value study and learning, as well as those with a capacity to heal the injuries and illnesses of others, readily become crimson aspirants. More physically inclined characters can be drawn to the teachings of blood to tap into their increased vital energies, as can those who are sickly or weak in hopes of overcoming that adversity.

Suggested Story Threads. The Crimson Aspirant Story Threads table suggests events and people who can be the start of story threads for your character that weave through the campaign.

Crimson Aspirant Story Threads

1d6 Thread

- 1 Sometimes when you bleed, you hear whispers from your fallen blood that tease with meaning.
- 2 You were trained by a remote monastery, but your mentor ushered you out one morning in a panic and sent you away.
- 3 A plague carried in the blood defies cures, and you must find its origin.
- 4 Your mentor, who inducted you into the secrets held within life and blood, vanished suddenly.
- 5 Your studies reveal a spate of anemia cases, some ending in death, as the predations of blood-drinking monsters.
- 6 A loved one, such as a paramour or sibling, has died, and your studies hint at a way to bring them back.

Crimson Aspirant Trinkets. When you make your character, you can roll once on the Crimson Aspirant Trinkets table instead of on the normal starting

Trinkets table.

Crimson Aspirant Trinkets

1d6 Trinket

1 A glass pendant with a single drop of blood suspended within

2 A long scroll with an anatomical study and description of how life energy flows through the body

3 A handkerchief with a blood drop pressed into the center

4 A polished bloodstone for balancing vital energy

5 A vial of blood that never coagulates or dries

6 A small box of ashes said to be from a martyr who was falsely accused of vampirism and burned at the stake

CROSSROADS GAMBLER

You've made your bones on games of chance, and one day your games crossed the line into something far more serious. You might have played for your soul against a Fiend, matched wits with ancient forest Fey in a riddle contest, or rolled dice with the fabled Mister Crossroads.

Feat: Fate Gambler (see page 114)

Skill Proficiencies: Deception, Insight

Tool Proficiency: Choose one kind of gaming set

Equipment: Choose A or B: (A) Gaming set (same as above), caltrops, fine clothes, fine wine (bottle), 23 gp; or (B) 50 gp

BUILDING A CROSSROADS GAMBLER

Characters who live by their wits, such as rogues and bards, find the call of a crossroads gambler appealing, though anyone could find themselves in the position of playing for stakes higher than they could ever imagine...

or pay. A spellcaster who conjured the wrong entity may find themselves a gambler. The desperate who sought out a mysterious figure to throw dice and match wits for power or salvation can find their fates bound to the crossroads.

Suggested Story Threads. The Crossroads Gambler Story Threads table suggests events and people who can be the start of story threads for your character that weave through the campaign.

Crossroads Gambler Story Threads

1d6 Thread

1 Someone you thought was a friend tricked you into making your bargain.

2 You've found that if you go too long without making a wager, your luck starts to turn sour.

3 You only feel alive in the midst of a contest.

4 You lost your bet, and you're on the run from the thing surely coming to collect.

5 Someone close to you made a wager and lost. You made your deal to try and find them.

6 You've been gambling for a long time, and you're tired. Now all you want is a way out.

Crossroads Gambler Trinkets. When you make your character, you can roll once on the Crossroads Gambler Trinkets table instead of on the normal starting Trinkets table.

Crossroads Gambler Trinkets

1d6 Trinket

1 A lucky coin made of a strange material, such as green steel or bone

2 A battered, blood-stained six of hearts playing card

3 A torn journal page of a long-missing gambler who was hopeful to win their fortune from a being they describe but fail to name

- 4 The preserved foot of a rabbit, owl, or weasel
- 5 A six-sided die that somehow seems to have too many 2s when closely examined
- 6 A silver-plated ivory chess rook

CULTIST

You have been inducted into a secret society that venerates or pursues power from some otherworldly source. The cultists might serve as minions of an entity they worship, or they may seek to understand and claim its might for their own. Depending on the malevolence of the cult's patron or the malefic purposes they may serve, cultists could be a force of wickedness or a group of closely bonded and dedicated people who pursue a common, if esoteric, goal.

Feat: Cult Initiate (see page 113)

Skill Proficiencies: Arcana, choose one (Cultist Affinity table skill recommended)

Language: Choose one (Cultist Affinity table language recommended)

Tool Proficiency: Calligrapher's supplies

Equipment: Choose A or B: (A) Calligrapher's supplies, costume (cult garb), holy symbol (amulet: cult insignia), traveler's clothes, 10 gp; or (B) 50 gp

Cultist Affinities

Cult Patron Skill Language

Aberration Perception Deep Speech

Celestial Religion Celestial

Fiend (Demon) Religion Abyssal

Fiend (Devil) Religion Infernal

Fey Nature Sylvan

CULT VENERATION

Cults propitiate beings of otherworldly power in hopes of sharing in that potency. Choose what type of cult you

joined, such as the following.

Aberration. Alien creatures with inscrutable mindsets and motivations. Many originate from outside the known multiverse.

Celestial. Beings of the Upper Planes, and paragons of order or benevolence. Many can be overbearing and uncompromising.

Fiend (Demon). Creatures of utter evil and destruction that want to see all worlds and planes burn.

Fiend (Devil). Beings of cunning wickedness who prize structure and obedience. They seek to subjugate others and condemn souls.

Fey. Capricious beings often associated with nature and emotional extremes. They can be beautiful, terrible, intoxicating, and horrific.

BUILDING A CULTIST

Cultists are often lost souls—individuals severed from the fabric of society whose cult became a manipulative, surrogate family. Consider if your character agrees with the aims of the cult, if they fled the group, or if they remain for infiltration purposes.

Suggested Story Threads. The Cultist Story Threads table suggests events and people who can be the start of story threads for your character that weave through the campaign.

Cultist Story Threads

1d6 Thread

1 You learned that the cult that took you in manipulated you throughout your life.

2 A member of your cult betrayed and killed your leader and mentor.

3 Your cult's activities aroused the ire and superstition of locals, deserved or not.

4 You followed a loved one into joining the cult,

trying to find out what happened to them.

5 You met someone who forced you to see the cult you always venerated in a different light.

6 You joined the cult to save yourself from an incurable illness or other certain doom.

Cultist Trinkets. When you make your character, you can roll once on the Cultist Trinkets table instead of on the normal starting Trinkets table.

Cultist Trinkets

1d6 Trinket

1 A sealed scroll of esoteric knowledge

2 A steel ball bearing etched over its entire surface with your cult's sacred text

3 A crystal that feels strange to the touch

4 A ritual knife stained with blood, sap, or oils

5 A set of copper tattoo needles

6 An embroidered cloth half mask

DRUSKENVALDWELLER

You hail from one of the thirteen baneful provinces of Druskenvald. You might be a member of the unique species known to originate from those diverse biomes, or you may be of a different heritage altogether. The skills and culture of your home (summarized below) shape your knowledge and early experiences.

Feat: Choose one Crooked Moon feat (see page 113)

Skill Proficiencies: Survival, choose one (Province Affinity table skill recommended)

Tool Proficiency: Choose one (Province Affinity table tool recommended)

Equipment: Choose A or B: (A) Artisan's tools (same as above), map (Druskenvald's provinces), traveler's clothes, 10 gp; or (B) 50 gp

Province Affinities

Province Skill Tool

Ardengloom History Herbalism kit

Astramar Arcana Navigator's tools

Bubonia Medicine Poisoner's kit

Chernabos Deception Calligrapher's supplies

Edwardia Investigation Tinker's tools

Enoch Nature Leatherworker's tools

Kalero Performance Musical instrument

Olmarsh Arcana Cartographer's supplies

Nerukhet Persuasion Weaver's tools

Pholsense Religion Mason's tools

Picco Performance Woodworker's tools

Syndramas Athletics Cook's utensils

Zulrogg Survival Herbalism kit

BUILDING A DRUSKENVALD DWELLER

Any sort of character can be a Druskenvald dweller.

When you make your character, decide if you belong to the species associated with your home province, or if you are of another kind who was raised outside the home of most of your species. This decision itself may determine truths about your character to be experienced throughout your journeys in Druskenvald.

Suggested Story Threads. The Druskenvald Dweller Story Threads table suggests events and people who can be the start of story threads for your character that weave through the campaign.

Druskenvald Dweller Story Threads

1d6 Thread

1 You were left on a church doorstep as an infant.

The only clue to your origin is the torn cloak used as a blanket.

2 You fled your home province after being accused of a crime, whether justly or not.

3 After hearing stories of other provinces, you struck

out to see more of Druskensvald.

4 Members of a trade caravan stole something or harmed someone dear to you.

5 You made a desperate pact with an ashborn and now seek to nullify the contract.

6 A vicious bogborn bounty hunter trails you.

Druskensvald Dweller Trinkets. When you make your character, you can roll once on the Druskensvald Dweller Trinkets table instead of on the normal starting Trinkets table.

Druskensvald Dweller Trinkets

1d6 Trinket

1 A brass needle with a dangling bit of broken thread

2 A dull, rusty sickle with a bone handle

3 A star chart etched onto a crystal plate

4 A wicker doll with bloodstained bead eyes

5 A length of chain that sometimes rattles when left unattended

6 A mummified hand preserved in bog peat

EXPERIMENT

You are forever altered in some drastic, physical way, perhaps even made monstrous. A blasphemous fusion of science, alchemy, and magic changed you, possibly to mend some unrecoverable malady, or to test the limits of your biology. The process was a success, at least to a point, but the change left its mark on you. The indelible warping of your form can be a source of fear for those who do not understand what they see.

Feat: Altered (see page 113)

Skill Proficiencies: Intimidation, Medicine

Tool Proficiency: Alchemist's supplies

Equipment: Choose A or B: (A) Alchemist's supplies, manacles, perfume (to cover chemical smell), traveler's

clothes (with hooded cloak), 5 gp; or (B) 50 gp

BUILDING AN EXPERIMENT

An experiment can come from any class or walk of life.

Were you kidnapped and altered against your will, or did you volunteer for a heinous procedure? Was the experimenting done purely for discovery, to overcome a worse fate, or for someone to play at being a god?

Whatever the reason, the process is never pleasant, and it always leaves scars—both those you can see and those that have marked your very soul.

Suggested Story Threads. The Experiment Story Threads table suggests events and people who can be the start of story threads for your character that weave through the campaign.

Experiment Story Threads

1d6 Thread

1 A particular song stirs feelings of sadness and overwhelming anger in you, reminding you of the process that changed you.

2 A portion of your altered body is very clearly grafted from a different person, and they might want it back.

3 Another person was changed alongside you. They fled before you left, urging you to do the same.

4 You have recurring nightmares of the procedure you endured, sometimes seeing glimpses of faces in the dream that you don't recognize.

5 Your physical difference invites curiosity and attention, which for some reason is more disturbing than disdain or fear.

6 A peculiar symbol is branded on or near your alteration.

Experiment Trinkets. When you make your character, you can roll once on the Experiment Trinkets

table instead of on the normal starting Trinkets table.

Experiment Trinkets

1d6 Trinket

- 1 A syringe with a faintly glowing purple residue
- 2 A wrench that is the only one that fits a bit of simple machinery built into your body
- 3 A sheaf of chemical-stained parchments covered in incomprehensible notes and schematics
- 4 A spool of silver thread that matches stitches in your altered body part
- 5 A metal hip flask with strange runes scratched into one side
- 6 A smooth stone that comforts and soothes you when you hold it tightly

GHOSTLIGHT PASSENGER

Once, even before your most recent travel to Druskensvald, you rode the deathly train known as the Ghostlight Express. Your memories of that journey might be hazy and dreamlike, or they could be sharp and jarring in their clarity. You learned some of the workings of the ghostly engine and formed a connection with the conductor and fellow travelers that has stayed with you. At times, you are even more comfortable with the dead than the living.

Feat: Ghostlight Medium (see page 114)

Skill Proficiencies: Insight, Persuasion

Tool Proficiency: Smith's tools

Equipment: Choose A or B: (A) Smith's tools, bullseye lantern, fine clothes, oil (3 flasks), 5 gp; or (B) 50 gp

BUILDING A GHOSTLIGHT PASSENGER

Every person in Druskensvald travels the Ghostlight Express at least once, but very few form the deep and lasting connection that you have. Your first trip on the

train might have been a near death experience from which you were saved, or perhaps you did die in earnest but were resurrected later.

Characters attuned to spirits or the lands of the dead, such as clerics, paladins, or those who had brushes with death, are the most common to exhibit this deep connection.

Suggested Story Threads. The Ghostlight Passenger Story Threads table suggests events and people who can be the start of story threads for your character that weave through the campaign.

Ghostlight Passenger Story Threads

1d6 Thread

1 Sometimes when you dream, you find yourself back on the Ghostlight Express in more than just a dream image.

2 Your first journey to the lands of the dead was confusing, but you realized you now may be able to find the departed spirit of a loved one once thought lost forever.

3 A specific spirit returns to speak to and through you repeatedly.

4 People sometimes speak to you as if they know you but later have no recollection of the conversation.

During those moments of recognition, they know details from your visits on the Ghostlight Express.

5 You sometimes see people in your travels who you recognize from your time on the Ghostlight Express.

6 Someone greeted you with knowledge of your first journey on the Ghostlight Express, but you don't remember them.

Ghostlight Passenger Trinkets. When you make your character, you can roll once on the Ghostlight Passenger Trinkets table instead of on the normal

starting Trinkets table.

Ghostlight Passenger Trinkets

1d6 Trinket

1 A slate board smeared with erased chalk, where you sometimes find words scratched

2 A lump of coal that never burns away and gives off wispy smoke

3 A torn ticket stub that is slightly translucent

4 A dented train conductor's whistle that only the dead can hear

N I G H T S T A L K E R

Once you were prey, stalked by a monster through the dark of night. Now, you are the hunter, and the things which you once feared will learn the true meaning of dread. You have become far deadlier, hungrier, and crueler than the monster that once hunted you. You are, yourself, the monster now—a fearsome creature once thought to slake its hunger on you or those close to you. You survived, and your would-be killer will have its own destruction in turn.

Feat: Hunter of Hunters (see page 114)

Skill Proficiencies: Stealth, and one other of your choice from the following list: Arcana, History, Religion, Nature

Tool Proficiency: Leatherworker's tools

Equipment: Choose A or B: (A) Leatherworker's tools, book (one creature type), hooded lantern, hunting trap, oil (3 flasks), traveler's clothes, 8 gp; or (B) 50 gp

BUILDING A NIGHT STALKER

Consider how you joined the hunt against the creatures of the night. Did you lose someone close to you or survive an attack? Perhaps you were raised in a family line of dedicated hunters. Rangers, rogues, and barbarians make fearsome night stalkers, as does any character with a passion to oppose these deadly creatures.

Suggested Story Threads. The Night Stalker Story

Threads table suggests events and people who can be the start of story threads for your character that weave through the campaign.

Night Stalker Story Threads

1d6 Thread

- 1 You're hunting the creature that slew your loved ones.
- 2 You started your hunt with zeal but quickly find that you're losing your stomach for it.
- 3 As you learn more about the creatures of the night, you discover that some of your initial thoughts about them were wrong.
- 4 You failed to stand up to a creature and saved yourself instead of someone else. Now you try to make up for that shame.
- 5 The monsters you hunt terrify you to your soul, and you lash out to deny your fear.
- 6 Your fervent hunt is a cover for your desire to become something more than mortal.

Night Stalker Trinkets. When you make your character, you can roll once on the Night Stalker Trinkets table instead of on the normal starting Trinkets table.

Night Stalker Trinkets

1d6 Trinket

- 1 A necklace of yellowed fangs
- 2 A series of letters showing a person's personality sharply eroding into incoherence and raving
- 3 A knife made from a massive creature's claw
- 4 A casting of a monstrous footprint
- 5 A hide or pelt from a vicious beast
- 6 A glass eye that normal animals shy away from

REFLECTED WANDERER

You were once whole, but part of you has been separated from your being and now also wanders the world. This aspect of you took your reflection and shadow with it, and it travels about as a mirage that looks identical to you. You know this other self is out there—you can feel it—but what it wants and why is lost on you. Sometimes you encounter a stranger that knows you—for good or ill—though you've never met them before, and you can't help but wonder if they met the other you.

Feat: Unreflected (see page 115)

Skill Proficiencies: Deception, Investigation

Tool Proficiency: Disguise kit

Equipment: Choose A or B: (A) Disguise kit, mirror, traveler's clothes, 16 gp; or (B) 50 gp

BUILDING A REFLECTED WANDERER

Any character can be a reflected wanderer. How was it that your being came to be divided? How much do you understand about your situation? Are you truly who you think you are, or are you, in reality, the very castoff reflection of your other self?

Suggested Story Threads. The Reflected Wanderer Story Threads table suggests events and people who can be the start of story threads for your character that weave through the campaign.

Reflected Wanderer Story Threads

1d6 Thread

1 A close, long-term relationship went suddenly sour as if you wronged the other person.

2 Your other self leaves you messages and signs as it travels, sometimes seeming fond and other times resentful.

3 Animals are unsettled by you, becoming skittish

and restless in your presence.

4 You're wanted for several minor crimes you never committed, though eyewitnesses named you. Over time, more crimes of increasing severity occur.

5 Someone you've been at odds with begins treating you with more respect and kindness.

6 Mirrors sometimes crack when you touch them. Reflected Wanderer Trinkets. When you make your character, you can roll once on the Reflected Wanderer Trinkets table instead of on the normal starting Trinkets table.

Reflected Wanderer Trinkets

1d6 Trinket

1 A shattered hand mirror

2 An invitation to a powerful person's home whom you've never met

3 A locket with your silhouette painted in it on both sides, facing each other

4 A short, derisive letter from yourself that you don't remember writing

5 A brooch delivered to you that you didn't purchase

6 A piece of chalk that writes in a different color than it appears to be

RESTWARDEN

In a place closer to the lands of the dead than the living, those who tend the eternal rest and disposition of the deceased are held in a mixture of high esteem and apprehension. You have plied the trade of the gravedigger, the mortician, and the embalmer. There are times when you have been the only one to say a kind word in honor of those who passed. The depredations of the Undead are well-known to you, and you don't suffer their meddling in the rest of your charges.

Feat: Grave Keeper (see page 114)

Skill Proficiencies: Religion, Survival

Tool Proficiency: Mason's tools

Equipment: Choose A or B: (A) Mason's tools, hooded lantern, oil (3 flasks), shovel, soap, traveler's clothes (with thick gloves and dark-colored hood), 10 gp; or (B) 50 gp

BUILDING A REST WARDEN

Rest wardens tend to be either a dour and somber lot or—in contrast to their trade—are filled with the vibrance and joy of life. Those who understand the thin thread between life and death or who possess the strength to dig graves beneath moonlit skies and tend the bone orchards where the dead sleep are called to serve as rest wardens.

Suggested Story Threads. The Rest Warden Story Threads table suggests events and people who can be the start of story threads for your character that weave through the campaign.

Rest Warden Story Threads

1d6 Thread

- 1 A strange figure commissioned you to carve a headstone for someone who is very much in the prime of life.
- 2 In a time of desperation, you once accepted a sizeable bribe to look the other way when someone robbed a grave.
- 3 You spent time learning from Yorgrim, gravedigger and caretaker of the Maidenmist Cemetery.
- 4 Someone violated graves under your watch and stole away with the corpses.
- 5 You comforted a child at their parent's funeral and have taken a protective shine to them.
- 6 A loved one once rose from the grave as an

Undead creature. You vowed to bring them to their final rest.

Rest Warden Trinkets. When you make your character, you can roll once on the Rest Warden Trinkets table instead of on the normal starting Trinkets table.

Rest Warden Trinkets

1d6 Trinket

1 A prayer slip and seal covered in verses to protect the departed

2 A charcoal rubbing of a gravestone epitaph

3 A coffin nail that always ends up bent, no matter how many times you straighten it

4 A dried flower cleaned from one of the first graves you tended

5 A length of rusty iron chain and padlock

6 A sealed bottle containing a final breath

R E V E L E R

For a time, you traveled with the Lord of Fools' strange and unsettling revelry. Whether you are still welcome in that company, or you've struck off on your own, your time with the troupe revealed some of its nature to you—that the Lord of Fools serves some great entity who prizes humor and merriment, often at the expense of the mighty. But he is no mere jester. Beneath the mask of mockery and merriment is a mad creature who demands sacrifice.

Feat: Reveling Fool (see page 115)

Skill Proficiencies: Performance, Stealth

Language: Choose one (Abyssal recommended)

Tool Proficiency: Choose one kind of musical instrument

Equipment: Choose A or B: (A) Musical instrument

(same as above), ball bearings, costume (jovial character with a laughing mask), hunting trap, manacles, 3 torches (for juggling), traveler's clothes, 10 gp; or (B) 50 gp

BUILDING A REVELER

The simultaneous beauty and uncomfortable truth of the revelers is that they can be anyone. Hidden by their masks and costumes, one's friends, family, servants, or lords could be capering about the ribbon-twined pole and leading impressionable folk away when the revel withdraws. How might a reveler behave differently in each guise?

Suggested Story Threads. The Reveler Story

Threads table suggests events and people who can be the start of story threads for your character that weave through the campaign.

Reveler Story Threads

1d6 Thread

1 Posters depicting drawings of your reveler guise have started showing up in towns after the fool's revel leaves.

2 Once you learned the truth of the revels—that some of the people who vanish ostensibly to join the revel are sacrificed—you seized the first chance to slip away.

3 Recently, more people than usual have gone missing from towns in the revel's wake.

4 Crows, owls, and other birds seem to cackle and laugh in your presence.

5 You have grown suspicious that another reveler has a sinister motive concealed by their jester's guise.

6 You left the revel when you caught a glimpse of the wickedness lurking beneath the Lord of Fool's

jovial veneer.

Reveler Trinkets. When you make your character, you can roll once on the Reveler Trinkets table instead of on the normal starting Trinkets table.

Reveler Trinkets

1d6 Trinket

1 A small wind-up bell that you can conceal in the palm of your hand with a button to activate it

2 A dented metal spray bottle

3 A string of colorful handkerchiefs tied together

4 A tarnished silver bell that sometimes refuses to jingle

5 A pair of boots or slippers that squeak comically with each step

6 A short scepter or baton with a horn on the cap

SCHOLAR OF THE FORBIDDEN

Delving into the brittle pages of ancient tomes and weathered tablets carved with blasphemy, you have unearthed secrets of eldritch beings of unfathomable might. Most of their meaning slips like whispers out of your grasp, but you have seized both forbidden knowledge and cursed power from them. The deeper you plunge into depravity, the more certainty you feel that you are not there alone.

Feat: Dread Speech (see page 114)

Skill Proficiencies: Arcana, Intimidation

Language: Choose one (Deep Speech recommended)

Tool Proficiency: Calligrapher's supplies

Equipment: Choose A or B: (A) Calligrapher's supplies, book (a topic of arcana), ink, ink pen, lamp, oil (3 flasks), paper (10 sheets), 2 gp; or (B) 50 gp

BUILDING A SCHOLAR OF

THE FORBIDDEN

Wizards and warlocks make the most common scholars of the forbidden, but any character who stumbles onto the dread truths waiting beneath the surface of reality can find themselves walking the path. The secrets you unveil could threaten to destabilize any number of powerful beliefs and organizations, which makes you dangerous to them.

Suggested Story Threads. The Scholar of the Forbidden Story Threads table suggests events and people who can be the start of story threads for your character that weave through the campaign.

Scholar of the Forbidden Story Threads

1d6 Thread

1 A wealthy patron paid you handsomely to research what led to your discoveries, and they want what you found.

2 When you spoke aloud the first secret word you deciphered, you passed out and woke hours later to find your lips cracked and blackened.

3 Something has been following you since you uncovered the illicit secrets. You sense it always behind you, drawing closer.

4 Your shadow converses with you when you're alone, acting as a debate partner and sounding board in your studies.

5 The reflections of your eyes are black voids, but no one else seems to notice.

6 An order of inquisitors or witch hunters hound you wherever you travel, seeking to silence you and your discoveries forever.

Scholar of the Forbidden Trinkets. When you make your character, you can roll once on the Scholar of the Forbidden Trinkets table instead of on the normal starting Trinkets table.

Scholar of the Forbidden Trinkets

1d6 Trinket

1 A broken fragment of a stone table carved with symbols that seem to slither and writhe

2 A desiccated bit of tentacle

3 A small soapstone idol that always seems to end up in your pocket, bag, or otherwise on your person

4 A book bound in Humanoid skin with blank pages that absorb ink or other pigments

5 An alien eyeball floating in a jar of preservative fluid

6 An antique amulet with indecipherable symbols, that whispers at the edge of consciousness when worn

WICKERWEAVER

You know the ancient rites kept alive by secretive druids and hedge practitioners in the shadowed groves of the primordial forests. Remedies and hexes woven into wicker charms can stave off misfortune and ward away evil. They could just as likely invite gloom and the ire of the old spirits.

Feat: Charm Twister (see page 113)

Skill Proficiencies: Insight, Nature

Language: Sylvan

Tool Proficiency: Weaver's tools

Equipment: Choose A or B: (A) Quarterstaff, weaver's tools, basket (with dry reeds ready to weave), book (druidic lore), iron pot, traveler's clothes, 19 gp; or (B) 50 gp

BUILDING A WICKER WEAVER

Compassionate characters driven by a deep connection to the land and a passion to protect it become wicker

weavers. Druids of other circles might trade knowledge with the Circle of Wicker. Healers and guardians alike may seek out the Old Ways for remedies and protective charms to ward off evil. Not all who come to the wicker craft do so with noble intent—some, broken by spite and twisted by their pain, wield the power of the wicker into malicious revenge, lashing out with curses bound in twig and bone and inflicting the wrath of the forest upon those who wronged them.

Suggested Story Threads. The Wicker Weaver Story Threads table suggests events and people who can be the start of story threads for your character that weave through the campaign.

Wicker Weaver Story Threads

1d6 Thread

1 One of the charms you created ensured a baby was born healthy, and their family sends you small but heartfelt gifts.

2 Your mentor who taught you the craft has become increasingly withdrawn and uncharacteristically agitated.

3 An order of druids, the Circle of Wicker, taught you their ways. You aren't certain why.

4 Someone offered you a shocking sum of coin to twist a wicker charm for them. You're tempted but unsettled by the unwarranted generosity.

5 You traded a wicker charm for a child's toy that bound misfortune to its owner. You must keep it until you can sell it, it's stolen, or you lose it.

6 You wove a hex into a wicker charm to punish a criminal, and they nurse that grudge still.

Wicker Weaver Trinkets. When you make your character, you can roll once on the Wicker Weaver Trinkets table instead of on the normal starting

Trinkets table.

Wicker Weaver Trinkets

1d6 Trinket

1 A crescent woven from wicker and laced with silver wire

2 A glass bauble that was the first payment you received for your hedge wisdom

3 A Tiny figure made of acorn caps from the oldest oak in the woods

4 A rough-forged knife with an etched blade

5 A snake skull in a wicker cage

6 A battered stuffed animal missing one eye

5 A pocket watch that runs backwards

6 A battered train conductor's hat

Cultist

It is common knowledge that the wildlands of Rodozem are full of all manner of perils. Less well known, however, are the menaces that dwell under the denizens' noses. From sprawling, bustling cities to small villages, every settlement could bear the seed of corruption beneath even the most immaculate of veneers. Spread across the wide lands of Rodozem, secret societies and religious cults follow their own unique doctrines, worshiping evil entities, following vile dogma, and practicing forbidden rituals. For example, many such cults are dedicated to spreading Chernobog's corrupting gospel. Their members irrationally follow the destructive agenda of the Lord of Darkness, even though eventually it will spell their own inevitable ruin. People also flock to charismatic leaders who dare to oppose the gods, criticizing their vision and principles, revealing them as immortal beings with cosmic powers ruled by fickle tempers akin to mortal adolescents. There are also

factions who have forsaken the Starborn in favor of mysterious ancient vestiges, beings described as primordial powers that existed long before the gods were born.

Other obscure entities are godly beings whose names lay almost forsaken under the patina of countless summers, yet their spirits still haunt the world.

Whatever the type of cult, your character was raised in a secretive environment where their parents, family, and peers practiced unconventional, taboo, and, in most cases, illegal religious activities. Many such groups are religious in nature and are dedicated worshippers of evil gods or entities, which is widely forbidden across Rodozem. They are forced to establish their underground churches in hidden locations and have secret meetings while appearing as a regular member of society to the public eye. Alternatively, the cult could be a secluded commune isolated from society completely, or only interacting for essentials to survive.

Importantly, cults don't always have malevolent agendas.

Your character's cult could be a more esoteric sect of a conventional religion that follows unconventional doctrines or practices obscure and hermetic rituals.

But no matter the cult's purpose, your character grew up in a small, secluded community on the fringes of society or in a secretive league living a double life.

Rank and Role

Your character's role and place in this secluded community defines them. They might have been brainwashed by their family or the cult leader, believing that the rest of the world is living in a lie and only their tightly knit sect sees the truth. Alternatively, they may not have fallen victim to the gaslighting, keeping their more rational and realistic worldview—such a character might have

Appendix E

Character Backgrounds

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escaped the clutches of their cult, constantly hunted by the other members. Your character could be haunted by the horrors they have seen or done and is now looking for redemption, absolution, or simply survival. They could still be an active cult agent with a secret agenda, as well. If so, work with your GM to weave a backstory that prevents your character's possibly evil alignment from interfering with and sabotaging the gameplay of the party. A character still active in a cult could be an important, high-ranking member—or even the leader—of a small local sect.

Skill Proficiencies: Choose two among Arcana, Deception, Insight, Persuasion, or Religion.

Tool Proficiencies: One type of artisan's tools

Languages: Choose one among Abyssal, Celestial, Deep Speech, Draconic, Infernal, Primordial, or Sylvan.

Equipment: Three scented ritual candles, a tinderbox, a symbol representing the entity of your cult, a hooded lantern, a flask of oil, a set of traveler's clothes, and a ritual robe

Feature:

Mark of the Fanatic

As a past or current member of a secret cult, you are well versed in the covert nature of such organizations. You can immediately spot the secret messages and signs hidden in plain sight left by other cultists. You may not always understand their meaning, but a local cult's activity is always apparent to you. In addition, you can recognize people who belong to a cult that worships the same entity as yours by a specific and unique trait, mark, or mannerism. You possess intimate knowledge of the cult's practices, rites, and goals.

Suggested

Characteristics

Whether your character is an active member of a secret society or a runaway from a fanatical cult, they had a unique upbringing. Their devotion to or defiance against their secretive community is a driving force in their life and played an important role in shaping their personality.

Personality Trait

The friction between my public and private lives sometimes makes social interactions confusing for me, so I prefer to avoid them when I can.

I am used to a life of obedience. I don't look people in the eyes when I speak to them.

I rarely talk about my past, my family, or my upbringing.

I am very keen on spreading the teachings of my sect. I try to always promote it, especially to people who follow the traditional doctrines of the same deity.

I've lived in relatively simple conditions, so even the most basic commodities seem luxurious or unnecessary to me.

I have a relevant tale or parable about almost any situation...or at least I think I do. I gladly offer an inspiring and insightful story, even if no one asked for it.

I always think I'm being followed. I find it hard to trust people out of fear that they might be agents or hirlings of the cult I barely escaped from.

I practice little rituals and superstitious rites in my day-to-day life. I try to perform them in private to avoid awkward social situations.

- 1
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- 6
- 7
- 8

Ideal

Conviction. I am the mouth and arms of my patron entity (or leader) in this world, and I must continue their work in any way possible. (Lawful)

Defiance. I will not stand by the lies and deceit of any cult leaders and I'll do anything to drag people off that path. (Chaotic)

Determination. My faith in my cult and its purpose is so strong that I'll defy any societal laws that obstruct my actions. (Chaotic or Lawful)

Apocalypse. The patron entity or the leader of our sect proclaims that the end of the world is nigh. I wholeheartedly believe them and think that the world deserves it. I would do anything to witness and be a part of the end-times. (Evil)

Truth. I have doubts about the beliefs of my religious community. I am willing to sacrifice a lot to uncover hidden knowledge about the mysterious entity that we worship. (Neutral)

Destiny. There is no force powerful enough to direct me on a different course than the destiny bestowed to me by the entity we follow or by our leader. (Any)

Bond

I would go a long way to protect the secret of my cult's existence.

I'm willing to wait as long as it takes to receive the enlightenment that will define my destined path.

I owe my life to one of the members of my former cult who helped me escape its fanatical clutches.

I admire our cult leader and constantly refer to their actions as an example. I'll do anything to earn their praise.

My meaning in life is to maintain and boost my cult's reach.

I perform a common vocation or craft—such as dancing, painting, or athletics—as part of my double life. This activity means a lot to me—it is the only thing that keeps me connected to a more simple and normal lifestyle.

D6

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There is only one true way, and it is revealed in the doctrines of my sect. I dismiss other religious beliefs and philosophies as hoaxes or misguided at best.

I am obsessed with the main goal of my cult.

All other aspects of my life can be sacrificed to manifest it.

5

6

Flaw

I am dangerously gullible. It is easy to convince me to believe almost any story or teaching, even the most ridiculous ones. Especially the most

ridiculous ones.

I am extremely cautious and suspicious of people who don't belong to my sect. I'm quick to assume the worst of them.

I always hide behind a mask and present myself as someone that I'm not. I'm afraid to expose my true identity and self to the world.

Blind believers are beyond redemption. I offer them nothing but swift justice and no mercy if they have done gruesome deeds for their leader or patron entity.

Bogatyr

Apprentice

"Bogatyr" is as much a title as it is a calling. Bogatyrs are the unsung heroes in the world, guardians devoted to protecting the natural from the dark and evil supernatural. It takes years of training, devotion, research, and practice for one to earn the honor of the title. These guardians don't belong to any kingdom or creed, but are an independent order with their own laws, traditions, and goals. Those who wish to become a bogatyr must first be accepted by a distinguished member. The most outstanding of those hopefuls are assigned a mentor that best suits their skillset.

An apprentice begins their training with hours of dry reading, combing through heavy tomes on simple and dangerous monsters alike, as well as ancient techniques and secrets for fighting the endless forces of evil. Once the apprentice passes their first test of knowledge, martial combat training begins, by which time most apprentices break under the pressure—which is what the training is designed to do. Those who persevere and complete their preparations earn themselves the title of Bogatyr Apprentice.

Commonly, the apprentice's first few missions are

supervised by their mentor. Once the mentor deems the student ready, the apprentice is sent on a solo mission where their skills and knowledge are put to the final test—the real and unforgiving world. To become an apprentice of such esteemed, renowned masters of monster slaying, one must see past one's own self and understand the bigger picture of how monsters form and survive within the Great Cycle. Then, and only then—with time, devotion, and experience—can one even be considered to become a full-fledged bogatyr.

When choosing this background, speak to your GM to determine where your base of operations is. Have you arrived from a small, local faction of bogatyrs, or a larger settlement with a more concentrated force? Is this your first solo mission? What missions have you done with your mentor, if any? What type of creatures (such as werewolves, fiends, vampires, or other supernatural creatures) have you encountered before, and which do you specialize in fighting?

Skill Proficiencies: Choose two among Acrobatics, Arcana, Athletics, Perception, or Survival.

Languages: Two of your choice

Equipment: A Bogatyr Apprentice badge, a book of monster lore (GM determines the contents), a hunting trap, a set of manacles, a flask of holy water, a set of common clothes, and a pouch containing 10 gp

Feature:

Prepared Hunter

When you need to recall a piece of information about a specific type of monster (or any other type of creature, at the GM's discretion), if you don't already know the information, you know where to look for it or who to speak with to obtain it. Depending on the type of knowledge and information you seek, the GM

may rule that the piece of knowledge is obscure, hidden, or even destroyed.

Suggested

Characteristics

Bogatyr Apprentices are defined by their devotion to eradicating the forces of evil. An apprentice values the knowledge stored and guarded throughout the ages about the monsters lurking in the dark corners of the world, as it is invaluable for any good monster slayer.

Personality Trait

I am ready to face any challenge to become a bogatyr of legends.

I believe the forces of evil are a broad category, and people can fall into it as easily as monsters do.

I find interactions with monsters easier to resolve than social ones.

I have read every book about monsters and the forces of evil that I can get my hands on, and I freely offer my knowledge about such matters.

I allow nothing and no one to stand between me and my target.

D8

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Ideal

Greater Good. No matter the cost, somebody always needs to fight the forces of evil. (Good)

Hunter. There is no time for emotions in the monster-slaying business. (Neutral)

Glory. I wish to one day be the greatest bogatyr that ever lived. (Chaotic)

Knowledge. The way to obtain power and selfdiscipline is through knowledge. (Neutral)

Aspiration. One day I will be someone's mentor. (Any)

Determination. Sometimes, to hunt better, you become what you hunt. (Evil)

D6

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Bond

I owe my life to my mentor, who taught me how to fend for myself.

Ever since I was ordained as a bogatyr apprentice, I find it is my duty to fight the forces of evil.

I respect and trust my mentor. Their teachings show me how to survive and protect others from evil.

I have spent my entire life searching for the answer to an important question: what makes something evil?

A friend was murdered in front of me, so I've dedicated my life to punishing those who prey on the weak.

I'm fully committed to my role as a bogatyr apprentice. Anything that goes against the order must be eradicated.

Flaw

Obtaining hidden or secret knowledge is worth the trouble I might get into.

Most run away in the face of evil. I run toward it.

I speak without thinking about how my words will

affect others.

I have dark and bloodthirsty thoughts that I bottle deep inside.

I always assume the worst of people.

I trust in my cause more than I trust people.

Hajduk

Hajduk kinships are tight, family-like independent groups who live off the wild and protect those who can't defend themselves. Instead of living under a particular banner or faction, they have found ways to live in harmony with the denizens of the forests and understand the unspoken rules of the wild. While anyone can become a hajduk, they survive as one large, insular family (called a kinship), so it's difficult to earn their trust, let alone become one of their number.

The hajduk cause is usually a noble one, but at times it requires sacrifice and bloodshed when fighting against oppression and tyranny. They take from those who greedily acquire too much and give to those who've been unjustly left too little. The hajduk kinships live in harmony with nature and respect its cycle, preferring to escape the artificial chains that are the laws of urban society. They leave their verdant camps to fight for justice in civilized places where corruption and oppression grip the hearts of mortals, striving to bring the ancient natural balance back to places where civility has festered into tyranny. Most folk see them as heroes willing to fight establishments for the people—not for themselves, but for the good of all.

Hajduks usually operate in small guerrilla groups, ambushing supply convoys, freeing wrongfully imprisoned captives, and even planning and executing major coups against tyrannical leaders. What makes them

so dangerous is their ability to infiltrate political and social organizations with cunning and ease. They don't wage wars or go into military battles, instead relying on stealth, careful planning, and strategic positioning.

Specialty

As a hajduk, you spent your time learning how to survive in the wild. In addition, you've been taught how to operate stealthily, employing strategy and tactics in a fight rather than brute strength. Instead of charging in, you bide your time, waiting for the perfect moment to strike, then disappear without a trace. You know how to infiltrate organizations, act as an informant for your kinship, and relay important details to the leader of your guerrilla group.

As someone who has made the wild your home, you're familiar with magical creatures and beasts. Your experience in the wilds lets you act as something more than a freedom fighter—you are the bridge between cities and the magical wilderness, and you can enlighten others about the unspoken guidelines of the forest and the creatures that abide by them.

Skill Proficiencies: Choose two among Animal Handling, Deception, Nature, Perception, Stealth, or Survival.

Tool Proficiencies: Choose one from cartographer's tools, disguise kit, forgery kit, or woodcarver's tools.

Languages: One of your choice

Equipment: A grappling hook, chain (10 feet), hempen rope (50 feet), a signal whistle, a two-person tent, a sling, a net, a set of travelers clothes, and a pouch containing 5 gp

Feature:

Call of the Hajduk

As a hajduk, you know a special verbal signal that

you've learned to use in times of need. Creatures friendly toward you or your cause recognize the sound and can heed the call. To use the signal, you must spend 1 hour traversing the wilderness while making the sign—which can be a word, an imitation of an animal, or another sound that best suits your hajduk style. A friendly creature that recognizes the sound and chooses to help does so to the best of its abilities by guiding you, providing useful information, or sheltering you from danger. The GM determines whether a creature answers your call, if it's willing to help you, or if it can help in the capacity you require. Examples of creatures that could answer the signal include wood elves, awakened beasts or plants, another hajduk, or a fey creature.

Suggested

Characteristics

Hajduks are led by their devotion to fight injustice. They respect the natural cycle and denizens of the wild, utilizing their knowledge of nature to continue their secret fight against usurpers and tyrants.

Personality Trait

I protect those who can't do so themselves as if they're my own siblings, and I don't expect anything in return.

I believe nature is the wisest teacher if you listen and observe its teachings.

I always like to have a trick up my sleeve.

I live by my deeds, and I use my actions to inspire those around me.

Fighting for what is right sometimes comes at a great cost—a cost I'm prepared to pay.

I've lost too many friends in the fight against corruption, so I cherish and keep the few I have close to me.

When an opportunity presents itself, I don't pounce on it. I wait for the most advantageous moment for maximum effect.

I trust no authority except that of the forest and that of my kinship.

D8

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Bond

I will always remember the faces of the people I first helped as a hajduk. Everything I steal goes toward something bigger than myself.

What I am today I owe to my kinship.

I was taken away from my family when I was young, so I became a hajduk to give those like myself the opportunity to have a family.

I will do anything to protect the hajduk kinship and my friends.

I fell in love with a member of an organization that my hajduk kinship is trying to sabotage.

My hajduk kinship was brutally murdered and I was left to watch them die. Vengeance will be mine.

D6

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Flaw

I am slow to trust and quick to assume everyone is out to con me.

There is no such thing as a fair fight. I either kill or get killed.

I can't help but take things I like, even if they don't belong to me.

Sometimes I let my friendship sabotage my work.

I allow emotions to cloud my judgment.

I am jealous of those who surpass me in my work.

D6

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Ideal

Mercy. Everybody has redeemable qualities.

Even the tyrants I stand against deserve a second chance. (Good)

Anarchy. Order is an illusion created by those with power to control those without. (Chaotic)

Altruism. The happiness on the face of the people I help is the greatest payment I can ever receive. (Good)

Devotion. Lives given for a greater cause are not lost, but required. (Lawful)

Freedom. I will not allow tyrants to subdue the people. (Chaotic)

6 Balance. I take it upon myself to relieve people of their spare change—only when they have too

much—and spread it amongst the poor. (Any)

BANDIT DEFECTOR

You were once a member of the Bandit Coalition, moving from place to place, ambushing and robbing passing merchants. Something made you decide that path was no longer worth pursuing, and you left that life behind. But quitting the Bandit Coalition isn't so easy.

Skill Proficiencies: Deception, Survival

Tool Proficiencies: Disguise Kit, one type of Gaming Set or Musical Instrument

Equipment: a knife, a cooking pot, a winter blanket, an object you received as your cut from a successful robbery, a set of common clothes, and a pouch containing 10 gp

Bandit Specialty

The Bandit Coalition is a rather loose organization of rogues and brigands, but there is still a degree of specialization within the ranks. This ensures that everyone knows what their job is and lessens confusion in the heat of a robbery. You can select your bandit specialty from the Bandit Specialty table, or roll randomly.

d6 Bandit Specialty

1 Lookout

2 Lifter

3 Thug

4 Runner

5 Hustler

6 Captain

Lookouts typically watch the roads for any signs of Perch Guard patrols, signalling the team to bail if a heist looks too risky. They also keep an eye out for potential marks.

Lifters are the specialist thieves of an operation. They are usually as adept at pick-pocketing as they are at sneaking up behind a cart to liberate its valuables.

Thugs are the muscle of a bandit group, and use their size and strength to intimidate merchants into giving up without a fight. They also keep other bandits in line, at the captain's discretion.

Runners are the messengers and scouts of the Coalition, serving to smuggle pilfered goods to fences. Additionally, they pass information throughout the different camps of the organization. Their job often finds them working alone which makes them particularly vulnerable.

Hustlers are inveterate con-artists. Through careful planning and execution, their diversions can keep cart drivers occupied just long enough for the lifters to do their work, or create a seamless opening for an ambush.

Captains are the glue that holds each bandit team together, providing leadership, and stamping out dissent where necessary, often with force. They are figures that inspire with their skill and bravado.

Feature: Bandit Routes

As someone who once assisted in countless highway robberies, you are familiar with the roads of the Wood and escape paths used by bandits. When you are not in combat, you (and companions you lead) can travel between locations that cut through forested areas twice as fast as your speed would normally allow.

Suggested Characteristics

Those who have chosen to leave the Coalition behind have not made the choice lightly. Some wrestle with their doubts, still caring deeply about the friends they left behind, while others have forsaken their former lives entirely.

d8 Personality Trait

- 1 I am plucky and confident in my abilities, at least, that's what I want others to think.
- 2 I often crack jokes to lighten the mood.
- 3 I like to keep my secrets, and those who try to

pry into my life irritate me.

4 I have trouble sleeping unless I'm on the ground (or floor) in my bedroll.

5 I picked up many stories during my time on the road, and I have one for every occasion.

6 You mess with my friends, you mess with me.

7 I never really had a plan in life, I tend to just go with the flow.

8 I'm as cautious as they come.

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d6 Ideal

1 Repentance. I've done terrible things in the past, and I want to try and make up for them. (Good)

2

Nature. I've seen what's happening to the forest, and it's bigger than all of us. We're all doomed unless we do something about it. (Neutral)

3

Friendship. My friends are like family to me, and I'll keep trying to do right by them until the end. (Good)

4

Self-Preservation. Any good rat knows when it's time to flee a sinking ship. I want to be clear of the Bandit Coalition when it goes down. (Evil)

5

Compassion. The struggle between humblefolk and birdfolk will only lead to more bloodshed. It needs to stop somewhere. (Good)

6 Freedom. I just want to be free to live my own life, and make my own way in the world. (Chaotic)

d6 Bond

1

I did some hard time in Alderheart's prison,

and the perch guard who arrested me still has it out for me.

2 I stole something valuable from the Captain of my unit. I'm in big trouble if they ever find me.

3 I harbor a terrible secret that might change how people think of me if it got out.

4 I still sympathize with the Coalition's aims, I just believe there's a better way.

5 My friends in the Coalition didn't understand why I had to leave. They've branded me a traitor.

6

I had people in the Coalition who looked up to me as a leader. They might still follow me, if I could only reach them.

d6 Flaw

1 I'm always ready to bail when something goes wrong.

2 Whenever I see something valuable, I can't help but think of a way to steal it.

3 It's hard for me to trust people. I've been burned before.

4 I have a problem with authority. Nobody tells me what to do.

5 There's a warrant out for my arrest.

6 I have a bad habit that I picked up on the road.

GROUNDING

Despite the inherent vertical aspects of birdfolk culture, you have always felt safer and more at peace with your feet firmly planted on the soil. You are practical and level-headed, but due to your different perspective on the world, other birdfolk see you as quirky or unsettling. Your unique insight allows you to connect with the humblefolk who live under the forest canopy in ways perch-dwelling birdfolk cannot.

Skill Proficiencies: Athletics, Insight

Tool Proficiencies: one type of Artisan's Tools

Languages: one of your choice

Equipment: a set of Artisan's Tools (one of your choice), a walking stick, a trinket from another culture, traveling clothes, and a belt pouch with 5 gp

An Odd Bird

Among birdfolk you are somewhere between an oddity and an outcast. Some consider your aversion to heights a rejection of birdfolk culture, leading many to find you off-putting.

Choose how your community regards you or roll on the table below to determine how you fit in.

d6 Community Place

1 I am considered weak or unskilled and many treat me like a fledgling.

2 I am looked upon as a traitor to my people.

3 My family wants me to return to the perch, but I just can't.

4 I am not welcome back in my home perch.

5 I am viewed as an oddity, someone for others to laugh at and tease.

6 I have found a new community on the forest floor.

Feature: Find Another Path

Since you have lived your life close to the ground, you are familiar with the undergrowth in the same way other birdfolk are familiar with the canopy. You can always recall the general layout of the terrain around you while traveling along the forest floor. If your path is ever blocked by an obstacle that requires you to climb or otherwise gain height to circumvent it, you can always find a way around, so long as such a path exists. Additionally, you are adept at finding shelter in the Wood while traveling, and can usually locate a suitable safe shelter (a cave, a tree hollow, or bramble thicket) somewhere on the forest floor for you and up to five other creatures.

Suggested Characteristics

Birdfolk who are grounded often find ways to cope with their aversion to canopy life. Some have completely forsaken their old lives in favor of new ones in undergrowth communities, while others keep ties with family and friends in the perches where they were born.

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d8 Personality Trait

1 I always second guess my choices.

2 I have learned to not let the comments of others affect me.

3 I'm eager to show the benefits of my unique perspective.

4 I'm slow to trust someone new, but open up over shared hardships.

5 I manufacture difficult situations to prove my abilities.

6 I get embarrassed easily, even when someone tries to compliment me.

7 I will deny my fears to everyone.

8 I want to see how others handle situations I'm afraid of.

d6 Ideal

1

Adversity. Others think of me as weak, but I will prove my worth with hard work and determination. (Lawful)

2 Encouragement. I try to seek out and support others like me who are seen as outcasts. (Good)

3 Exploration. I yearn to experience unique cultures and discover new places. (Chaotic)

4 Safety. In this dangerous world, it's best to keep your head down and stay cautious. (Neutral)

5

Rebellion. Who cares what others think of me,
so long as my actions reflect how I feel in my
heart? (Chaotic)

6

Compromise. The best way to respect each other's
differences is to find a solution that
doesn't exclude anyone. (Good)

d6 Bond

1 My family has been the subject of ridicule ever
since I left my home perch.

2 A bully from my childhood now holds a position
of power in my home perch.

3 I follow the teachings of a wise outcast I met in
my travels.

4 I feel kinship to a culture outside my own.

5 I won't tolerate anyone who insults me or
my friends.

6 I have found a new family on the forest floor,
and they mean more to me than anything.

d6 Flaw

1 I am incapable of action when I'm at great heights.

2 I lash out at the slightest insult.

3 I keep a distance from others so they won't learn
of my fears.

4 I project my insecurities onto others.

5 I am uncouth and mannerless.

6 I find hard to trust other birdfolk.

WIND-TOUCHED

There are legends within the Wood, of birdfolk blessed
by the wind who are destined to soar over any and all obstacles.

When a chick is born with special markings or unique
feather patterns, or when they survive a dramatic childhood
event, some folks brand them "Wind-Touched". Though a

few dismiss the notion of the Wind-Touched as superstition, others heap reverence upon those believed chosen. According to legend, one who is touched by the wind will never feel at ease anywhere but high in the forest canopy, with the wind in their feathers.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: one type of wind Musical Instrument

Languages: you can speak as well as understand Auran

Equipment: a wind Musical Instrument (one of your choice), an ornate cloak, a symbol of the wind, common clothes, and a belt pouch containing 10 gp

Title and Blessing

For some birdfolk, the moniker of Wind-Touched is merely a title, a symbol of their devotion to the wind and the natural world. Others have been told since birth that they were blessed by the wind, much in the way the Amaranthine Reya was in the old tales. Decide what your character believes, or roll on the table below to understand how they feel.

d6 Acceptance

1 I am truly blessed and have power over the wind itself.

2 I am devoted to the wind spirits, in action and title.

3 I believe in nature and goodness.

4 I will work tirelessly to earn the respect of those who give me this title.

5 I accept this honor but have my doubts.

6 I feel nothing for this title, and carry it against my will.

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Feature: Supernatural Presence

Whether or not you are truly Wind-Touched, there are folk all across Everden that believe that you have been divinely

blessed. If you make a show of power or skill that can be attributed to the wind or air, such as feats of acrobatics or commanding unseen forces, those believers will be bolstered by your supernatural presence. They will support you and, depending on how well you have convinced them of your powers, treat you with reverence and possibly even worship.

Suggested Characteristics

The wind-touched are revered by believers and scrutinized by skeptics. For better or worse, they find themselves in a world of expectations they struggle to live up to.

d8 Personality Trait

- 1 I never back down from a challenge.
- 2 I always end up being the center of attention.
- 3 I am gifted by the wind and destined for greatness.
- 4 I have no time for those who doubt me.
- 5 I seek out challenges to test myself.
- 6 I am better than everyone else.
- 7 I avoid showing my power at all costs.
- 8 I remain humble despite my blessing.

d6 Ideal

- 1 Responsibility. The powers I have been gifted with are meant to serve the common good. (Good)
- 2 Heroism. The wind chose me to be a brave warrior and leader, so shall it be. (Lawful)
- 3 Egotism. My powers situate me above others. The masses should know their place. (Evil)
- 4 Mysticism. Connected to nature, I speak for the wind and divine its will for others. (Neutral)
- 5
Cynicism. What matters isn't whether or not my powers are genuine, but what advantages I can reap because of that belief. (Evil)
- 6 Naturalism. The wind speaks to my soul, and I am

bound to go wherever it directs me. (Chaotic)

d6 Bond

1 I am guided by a wise elder who prepares me for my destiny.

2 I am estranged from my parents who don't believe in my blessing.

3 I seek to discredit the person who burdened me with this moniker.

4 I live in the shadow of my mentor, seeking their approval.

5 I have a sibling who is not blessed, which causes tension

6 I am one with the wind. Personal relationships are fleeting.

d6 Flaw

1 I can't accept another's suggestion once I've set my path.

2 I expect nothing less than reverence from common people.

3 I blindly trust in the power of my blessing.

4 I am overly concerned about how others see me.

5 I will prove my worth, even if it means putting myself and my friends in danger.

6 I am burdened with responsibility, and find it hard to make even the simplest decisions.

Coupled with Power

While this background primarily focuses on the beliefs and perceptions of yourself and your community, pairing this background with a character who actually can manipulate the wind through magic could potentially set them up to become a holy figure, a prophet, or a fabled hero.

Feats

First Responder

You have been specially trained in magical triage and are able to identify the signs of shock and fatigue in those suffering from injuries. You are always ready to provide aid to those in need. You gain the following benefits:

I You can tell by looking at a creature if it is missing any of its hit points and whether or not it has more than half of its hit points. You also instantly determine if the creature is cursed, diseased, possessed, or afflicted by any of the following conditions: blinded, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, or stunned.

I You learn the spare the dying cantrip and can cast it as a bonus action.

I You gain the ability to cast the spell cure wounds without using a spell slot, up to a number of times equal to half your proficiency bonus. You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Flamewoken

Living in the Scorched Grove or other areas touched by elemental fire can sometimes cause strange abilities to manifest among their inhabitants. Known as “flamewoken” by the Tenders, these gifted few have an ability to communicate with fire-aspected creatures and have power over flames.

Tenders teach flamewoken among their order to hone their talents in service of nature. However, those outside of the order usually choose to keep their abilities hidden,

as such powers are often seen as a curse. You gain the following benefits:

I You can speak, read, and write Ignan.

I You learn the produce flame cantrip. Wisdom is your spellcasting ability for this spell.

I As a bonus action, you can strengthen the power of your flames. The next time you deal fire damage to one or more creatures before the end of your next turn, you can deal an additional 2d10 fire damage to one of those creatures. Once you use this feature, you can't use it again until you complete a short or long rest.

I You can whisper magical words in Ignan toward any nonmagical flames you can see within 30 feet of you that could fit within a 5-foot cube. As a bonus action, you can cause these flames to either grow by 5 feet in a single direction, provided there is fuel of some sort present in the new location, or you can extinguish the flames present in this space.

Forest Sage

Prerequisite: Druid or wizard

The Tenders value diversity among ideas, and although they began as a purely druidic order, they have since learned to accept many different ways of thinking about the natural world, especially regarding the application of magic. You are either a wizard who has learned to temper your arcane research with an eye to maintaining the delicate balance of natural forces, or you are a druid who has learned a new understanding of natural magic through study and experimentation.

You gain the following benefits:

I Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

I You can use your choice of Intelligence or Wisdom to make Animal Handling, Arcana, Nature, or Survival checks.

I You can choose to learn two spells from either the druid or wizard spell list. Spells you choose must be of a level you can cast. The chosen spells count as spells of your class and are added to your spellbook if you are a wizard. The chosen spells use your spellcasting ability.

Plantmender

Prerequisite: Wisdom score of 13 or higher

One of the basic forms of Tender magic, plantmending is often taught to acolytes of the order. Plantmending can be used either to help the forest recover from disasters or to defend against hazards that might be encountered while traveling. You gain the following benefits:

I You can touch a plant or tree as an action to determine what has occurred to it and the area within its immediate vicinity within the last 24 hours. These events are revealed to you in visions which appear as though you were present as they occurred. After using this ability on a plant, you instantly become aware of its status and health, including any blights or conditions currently affecting it.

I You learn the mend plants and shillelagh cantrips.

Wisdom is your spellcasting ability for these spells.

I You can cast either the barkskin or spike growth spell once, and you must complete a long rest before you can cast either spell again. Wisdom is your spellcasting ability for these spells.

AERIAL EXPERT

Prerequisite: Glide trait

Years of practice or an innate talent have made you adept at gliding. You gain the following benefits:

II You no longer need to move at least 10 feet to perform long and high jumps. You may choose whether the jump uses your Strength or Dexterity score for determining

height or distance, and you double the distance you would normally leap in either case.

II You may take the Dash action while gliding to fly an additional distance up to your movement speed.

II You may change direction freely while gliding, and may gain up to 10 feet of altitude once before you finish your descent.

BANDIT CUNNING

Your time as a bandit has granted you a sense for danger, and made you skilled at sizing up opponents. You gain the following benefits:

II When you are asked to make a saving throw, you may spend your reaction to add your Intelligence modifier as an additional bonus to the saving throw. You cannot use this ability again until you have completed a long rest.

II During combat, you can use your action to make an Intelligence (Investigation) check against any creature you have seen fight. As long as you succeed against a DC of 10 + their challenge rating, you can learn one useful fact of your choice about the target's combat abilities. Choose from:

- one damage resistance or immunity
- one condition immunity
- one special ability possessed by the creature that either does damage, or prevents damage
- one option under their attack, legendary, or reaction actions
- one special sense they possess

HEAVY GLIDER

Prerequisite: Glide trait

You were either born with great strength, or trained hard to allow yourself to glide under circumstances most would find impossible. You gain the following benefits:

|| You may glide while holding a heavy weapon and wearing heavy armor as long as you aren't encumbered.

|| You may choose to land your glide in a space occupied by a hostile creature that is Large or smaller. If you do so, you may roll an opposed Strength check against the creature.

On a success, you push them 10 feet away and knock them prone with the force of your impact. On a failure you land in the nearest un-occupied space.

OPPORTUNISTIC THIEF

You have learned the tricks of the trade of thievery, allowing you to exploit opportunities for pick-pocketing both in and out of combat. You gain the following benefits:

|| Increase your Dexterity score by 1.

|| When a creature fails a melee attack roll against you in combat, you can make a Dexterity (Sleight of Hand) check against a DC equal to 10 + the target's Dexterity modifier. On a success, you may steal any one item that is not being held or worn by the target.

|| Whenever you successfully use your Sleight of Hand skill outside of combat to steal an object, you may immediately conceal it flawlessly on your person, or put another object you possess in its place.

PERFECT LANDING

Years of living at great heights have taught you how to fall more gracefully. You gain the following benefits:

|| Increase your Dexterity score by 1

|| Reduce the damage die for fall damage from a d6 to a d4.

|| You do not fall prone after taking falling damage.

|| You do not take damage for the first 30 feet of your fall.

SPEECH OF THE ANCIENT BEASTS

You have a special connection with the natural world. Great beasts regard you as their kin, and you possess the ability to speak the languages of the most powerful and mystic of their kind. You gain the following benefits:

II Increase your Charisma score by 1.

II Beasts of Large size or larger have a friendly disposition toward you unless you have attacked them.

II You have advantage on Charisma checks made against beasts that are of Large size or larger.

II You can speak and understand Giant Eagle, Giant Elk, and Giant Owl. You can otherwise be understood by any beast of Large size or larger, whether or not they speak a language. Beasts with Intelligence scores of 4 or lower may only be able to understand simple concepts.

WOODWISE

You have lived your entire life in the gnarled, wooded areas of the world. You are adept at finding your way through even the most treacherous terrain. You gain the following benefits:

II You gain proficiency in either the Survival or Nature skill.

II You ignore difficult terrain.

II You cannot become lost in natural surroundings except by magical means.

ALTERED

You have been changed through magic, science, or a volatile blend of the two. You have a blatant physical augmentation of your choice from the options below. The augmentation is obvious—such as with stitches, grafts of other creature's body parts, or implants—unless disguised.

Aquatic Adaptation. You have

gills or mucus membranes that allow you to breathe water, and you have webbed extremities that grant you a swimming speed equal to your walking speed.

Natural Armor. You have scales, plates, or thick hide that grants you an AC of 13 + your Dexterity or Constitution modifier (choose the ability when you select this feat).

Natural Weapons. You have claws, fangs, horns, or some other natural weapon that you can use to make unarmed strikes that deal 1d8 damage on a hit. The damage is bludgeoning, piercing, or slashing as appropriate to the form.

Night Vision. You have darkvision with a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

CHARM TWISTER

You know hedge remedies and hexes passed down through Old Ways teachings, and you can impart them into small wicker charms you weave. You gain the following benefits.

Old Blessing. You can cast the Bless spell once using this benefit, targeting only creatures carrying a wicker charm you've woven, and you can't do so again until you finish a long rest. You can also cast the spell using any spell slots you have. Your spellcasting ability for casting the spell in this way is Intelligence, Wisdom, or Charisma (choose the ability when you select this feat).

Twisted Hex. As an action, you can weave spite into a wicker charm you touch. Choose an ability. When another creature is carrying the charm, or while this

charm is within an area that the creature considers home, it has disadvantage on ability checks and attack rolls using the chosen ability. When the creature fails one of these rolls, it can make a Charisma saving throw, destroying the charm on a success (DC = 8 plus your proficiency bonus and the ability modifier you chose for Old Blessing). You can only have one Twisted Hex charm at a time. If you make a new one, the previous one loses its magic.

CRIMSON RITUALIST

Your study of blood magic and life force has borne fruit, granting you the following benefits.

Blood Lash. You learn the Blood Bolt* cantrip.

Your spellcasting ability for it is Intelligence, Wisdom, or Charisma (choose the ability when you select this feat).

Bottled Life. When you finish a long rest, you can perform a 1-minute ritual to transfer some of your life essence into a vessel for later use. Expend a number of Hit Dice up to your proficiency bonus, and bleed into a vial of water or other liquid. As a bonus action, a creature can drink the vial to roll the Hit Dice you expended. The creature regains a number of hit points equal to the total rolled plus its Constitution modifier. The vial remains potent until you finish a long rest.

CULT INITIATE

Your cult instructs you in eldritch rites, granting you the following benefits.

Two Cantrips. You learn two

cantrips of your choice from the warlock spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose the ability when you select this feat).

Level 1 Spell. Choose a 1st-level spell from the warlock spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a short or long rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the warlock spell list.

DEATH DEFIER

Prerequisite: 4th Level or higher

When the hand of death reaches for your soul, you have found a way to reject its call. You gain the following benefits.

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Cling to Life. You add your Constitution modifier (minimum of 1) to death saving throws.

Enduring Vitality. If an effect would kill you outright without death saving throws or would reduce you directly to 0 hit points without dealing damage, you are instead

reduced to a number of hit points equal to your level. You can't use this benefit again until you finish a long rest.

DREAD SPEECH

You have articulated a few words of forbidden truth that resonate with—and fray—the fabric of creation, granting you the following benefits.

Eldritch Word. As a bonus action, you can speak a magical word aloud to force a creature within 60 feet of yourself to make a Wisdom saving throw (DC = 8 plus your proficiency bonus and Intelligence, Wisdom, or Charisma modifier; choose the ability when you select this feat). On a failed save, the target is frightened of you until the start of your next turn. You can use this benefit safely once, and you regain the ability to do so when you finish a short or long rest. You can use it again before resting, but you take 1d6 necrotic damage, which can't be reduced or prevented in any way.

Shred Fate. Your dread secrets can unravel the destiny of your foes. You can cast the Bane spell using this benefit without requiring a material component, and your spellcasting ability for it is the ability you chose for Eldritch Word. Once you cast the spell using this benefit, you can't cast it that way again until you finish a long rest. You can also cast the spell using any spell slots you have.

FATE GAMBLER

Coming out ahead, whether in games of chance or in life-or-death contention, fills you with resolve and vigor. You gain the following benefits.

Bet Big. If you don't already have it, you gain inspiration whenever you succeed on an ability check made against another creature, when you reduce a creature to 0 hit points, or when a creature fails a saving throw you forced it to make. If, in any of these cases, the creature has a CR of 0 or lacks a CR (such as another player character), you don't gain inspiration.

Win Big. As a bonus action, you can expend your inspiration to gain a number of temporary hit points equal to your level.

GHOSTLIGHT MEDIUM

You formed a mystical connection to the Ghostlight Express that affords you insight into the nature of spirits, granting the following benefits.

Ghostly Touch. When you damage a creature with the Incorporeal Movement trait, you can ignore the creature's damage resistances, if any.

Spirit Sense. As a bonus action, you can sense any

Undead within 60 feet of you, or any creatures in the Ethereal Plane that overlaps that area. You learn the distance and direction to any creatures you detect (or an Ethereal creature's equivalent position on your plane). Once you detect a creature with this benefit, you can't use it again until you finish a short or long rest.

GRAVE KEEPER

Studying funeral rites and tending the dead's rest has made you a conduit between the worlds of the living and the dead. You gain the following benefits.

Divine Channel. You gain one use of the Channel Divinity feature from the cleric class, and you can create the Turn Undead effect with it. If you already have Channel Divinity, you add this use to the feature from one class of your choice. Your save DC for this benefit is 8 plus your Wisdom modifier and proficiency bonus.

Last Rites. You can enact a 10-minute ritual to prepare the corpse of a Medium or smaller creature, expending at least 10 gp worth of incense, oils, linen wraps, or similar trappings. The prepared corpse can't become Undead.

HUNTER OF HUNTERS

You are adept at hunting monstrous prey, granting you the following benefits.

Dead Aim. As a bonus action, you can scrutinize a creature to spot its vulnerable points. The next time you deal damage to the creature before the start of your

next turn, you ignore the creature's damage resistances, if any.

Studied Quarry. You have advantage on ability checks made to recall information about a creature.

MEMORY STARVED

Your mind ravenously gathers details and desperately clings to its memories and faculties, granting you the following benefits.

Desperate Detail. You have advantage on Intelligence (Investigation) checks.

Iron Mind. You have advantage on saving throws made to avoid or end the charmed condition, and to avoid having your memories read or altered.

REVELING FOOL

You joined a troupe of madcap revelers and learned to take on the guise of a fool, channeling otherworldly laughter and joviality.

You gain the following benefits.

Fool's Mask. By donning a jovial mask and a fool's, jester's, or clown's costume, you take on a new identity that hides your own. In the guise of the fool, you can get away with minor transgressions against people in positions of authority or station.

Jester's Repartee. You can cast the Hideous Laughter spell using this benefit without requiring material components, and your spellcasting ability for it is Intelligence, Wisdom, or Charisma (choose the ability

when you select this feat). Once you cast the spell using this benefit, you can't do so again until you finish a long rest. You can also cast the spell using any spell slots you have.

UNREFLECTED

Your image is separated from you, making you unable to cast a reflection or a shadow, but you're able to easily slip notice. You gain the following benefits.

Inscrutable. Creatures have disadvantage on Wisdom (Insight) checks made against you.

Unremarkable. The loss of some part of yourself leaves you able to fade into the background. While you are within a group of at least two other creatures of your type and that there are no more than one size larger or smaller than you, you can take the Hide action from creatures outside that group by making a Charisma (Deception) check instead of Dexterity (Stealth), with no need for being behind cover or heavily obscured. If you are ever more than 5 feet from at least two other such creatures while hiding this way, you are revealed.

SWIFT WITCHCRAFT

Prerequisite: 4th Level or higher, Spellcasting or Pact Magic Feature

You have honed your skills in the rituals of witchcraft and can quickly weave your magic in times of need. You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Swift Invocation. You can use an action to cast a spell that has a casting

time of 1 minute. Once you use this benefit, you can't do so again until you finish a long rest.

Classes

Classes

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

VOLKHV

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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 can hear 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.

Spells

BARD SPELLS

Cantrips (0 Level)

Gust Barrier

4th Level

Shape Plants

CLERIC SPELLS

1st Level

Elevated Sight

3rd Level

Invoke the Amaranthine

4th Level

Shape Plants

Stellar Bodies

DRUID SPELLS

Cantrips (0 Level)

Mend plants

Gust Barrier

1st Level

Elevated Sight

Spiny Shield

Veil of Dusk

3rd Level

Feathered Reach

Globe of Twilight

4th Level

Shape Plants

Stellar Bodies

PALADIN SPELLS

3rd Level

Invoke the Amaranthine

RANGER SPELLS

1st Level

Elevated Sight

Spiny Shield

2nd Level

Ambush Prey

3rd Level

Feathered Reach

Globe of Twilight

SORCERER SPELLS

Cantrips (0 Level)

Mend Plants

Gust Barrier

1st Level

Spiny Shield

4th Level

Stellar Bodies

WARLOCK SPELLS

1st Level

Elevated Sight

Veil of Dusk

3rd Level

Globe of Twilight

WIZARD SPELLS

Cantrips (0 Level)

Mend Plants

Gust Barrier

1st Level

Elevated Sight

Spiny Shield

4th Level

Stellar Bodies

AMBUSH PREY

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a broken twig)

Duration: 1 hour

You channel primal predatory energies to perfectly conceal your presence in order to surprise your target. You become invisible for the spell's duration, granting advantage on all Dexterity (Stealth) checks to remain hidden. The invisibility will last for the duration of the spell, however, moving 5 feet or more from your position when you cast the spell will end the effect.

As long as you remain invisible, the first attack you make against any target who is unaware of your presence deals an additional 1d6 points of damage. This attack ends the spell.

At Higher Levels. When you cast this spell using a spell slot above 2nd level, the damage of your first attack increases by 1d6 for every slot level above 2nd.

ELEVATED SIGHT

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You cast your eyes skyward, granting you sight from a higher vantage point. You project your vision to see through an invisible sensor which appears in a spot up to 120 feet above you. You can see through the sensor as if you were flying, granting a full 360 degree view from its location.

The sensor moves with you, retaining its height in relation to you. You can use a bonus action to adjust the sensor's height, but only to a maximum of 120 feet above you.

While looking through this sensor you are blind, though

you can switch between seeing through the sensor or through your own eyes at any time during your turn.

FEATHERED REACH

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a small feather)

Duration: 1 minute

You transform your arms into powerful wings, and your fingers into long, graceful feathers. The effects of this spell last 1 minute, at which point the feathers gradually fall out, causing you to float gently to the ground as your arms return to their original form. This spell confers a number of benefits upon the caster:

II As a bonus action, you can fly up to double your movement speed. You must land once you finish your movement, although you do not take fall damage while this spell is active, as your feathered arms bear you gently to the ground.

II You can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed.

You can do this once during your turn and may use it in conjunction with a regular jump.

II When falling, you can use your reaction to stiffen your arms, and glide on the wind. You may fly up to your movement speed, in any direction, choosing where you land.

II You gain advantage on all athletics checks used to make a long or high jump. You do not need to move 10 feet before you jump to gain distance, and you triple the distance you would jump normally.

In order to benefit from this spell your hands must be free of shields and heavy weapons, and you cannot be encumbered.

GLOBE OF TWILIGHT

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot radius, 15 feet high)

Components: V, S, M (a dab of pitch and a bag of glittering sand)

Duration: Concentration, up to 10 minutes

You shroud the area surrounding you in a sphere of night sky, dotted with miniature stars. The twilight conceals your allies, but clearly illuminates your enemies.

The area affected by this spell is lightly obscured by magical shadow, within which small constellations softly twinkle. Aside from these stars, only light produced by a spell of 3rd level or higher can properly illuminate any area inside the sphere. Nonmagical light does not function inside the sphere, and all other forms of magical radiance can only produce dim light in a 5-foot space.

When you cast this spell you may designate any number of creatures you can see to be concealed by the supernatural shadows while in the sphere. A concealed creature has advantage on Dexterity (Stealth) checks when inside the sphere and may attempt to hide at any time. Because the area of the spell is lightly obscured, creatures within the spell's area have disadvantage on Wisdom (Perception) checks made to see those outside of it.

All other creatures in the area are dazzled by the light of the miniature stars, causing them to have disadvantage on all perception checks inside the sphere. When such a creature enters the spell's area for the first time, or starts its turn there, it must make a Wisdom saving throw or be blinded until the end of its turn.

GUST BARRIER

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

You spread your arms wide, allowing yourself to become enveloped by the air around you. Until the end of your next turn, any ranged attack against you is made with disadvantage.

Melee attackers who successfully hit you must make a Constitution saving throw against your spell save DC. On a failure, the attacker is flung away from you up to 10 feet and is knocked prone.

INVOKE THE AMARANTHINE

3rd-level divination

Casting Time: 10 minutes; Special, see text

Range: Self; Special, see text

Components: V, S, M (a holy symbol of the Amaranthine);

Special, see text

Duration: 24 hours

You call upon the power of an Amaranthine to grant yourself insight into the Great Rhythm that moves all things. When you cast this spell, roll two d20s, and record what you rolled. For each die, choose either attack roll, skill check, or saving throw. You can choose each option multiple times. For the next 24 hours, you may substitute any roll of an ally or enemy you can see within 60 feet with one of the recorded numbers that matches the type of roll you wish to replace (attack roll, skill check, or saving throw). The target still adds any relevant modifiers to this number, but otherwise treat the substituted number as the number they rolled.

To do this, you must spend a reaction to present your holy symbol and invoke the name of the Amaranthine

whose energies you called upon. You can do this anytime after the skill check, saving throw or attack has been rolled, but before the outcome of the event has been determined. The spell ends after 24 hours have passed, or when both dice have been expended.

MEND PLANTS

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small twig and a loop of twine)

Duration: Instantaneous

Drawing on primordial magic, you can instill vitality in nearby plants to create one of the following effects within range:

I You instantly repair a single break or tear in a living plant you touch, such as torn foliage, a scorched branch, a scar cut into bark, or two pieces of a plant that have been broken apart. As long as the damage is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former destruction.

I You instantly cause a defoliated plant to grow foliage, cause a planted seed to sprout, or restore the ability to sprout to a dead seed pod.

I You can cause a 5-foot cube of living plants to flourish with foliage such as leaves and grass. This area can become thick enough to conceal a Medium or smaller creature, or become overgrown enough to become difficult terrain (your choice when you cast the spell).

I You can touch a living plant with 10 or fewer hit points remaining to stimulate regenerative growth. The plant regains 1 hit point at the start of each of its turns for the next minute.

SHAPE PLANTS

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous; Special, see text

You call upon gentle natural magics to alter the growth of plants. Any plant life you can see within range that fits within a 5-foot cube can take on whatever shape you desire. Additionally, if the plant is a bramble or capable of growing thorns, you may turn the affected area into difficult terrain, causing 2d4 points of piercing damage for every 5 feet moved through the area you shaped. You may also increase or decrease the number of flowers, vines, leaves, thorns, branches, or fruits produced by any plant you shape.

After one hour, the magic of your spell fades, and the plant resumes its normal shape. If you can use speak with plants (or a similar ability) to communicate with the plant, you may persuade it to retain its new form. Different plants have different feelings and attitudes, and if the form is too different from its natural shape it is likely to decline. If the plant accepts, at the GM's discretion, it will retain the form you have sculpted it into, in which case the effect becomes permanent.

At Higher Levels. When you cast this spell using a spell slot above 4th level, the size of the cube of plant life you can affect with the spell increases by an additional 5 feet for every slot level above 4th.

SPINY SHIELD

1st-level abjuration

Casting Time: 1 reaction

Range: Self

Components: V, S, M (a small quill)

Duration: 1 round

An ethereal barrier of spikes, made of magical force, interposes itself between you and an attacker. Until your next turn, when you are hit by a melee attack, the barrier reduces the damage you are dealt by 2d4, and deals the same amount of piercing damage to the attacker. The shield is ineffective against ranged attackers, but still provides a +2 bonus to AC (treat as half cover) against them for the duration.

At Higher Levels. When you cast this spell using a spell slot above 1st level, increase the spell's effect by an additional 1d4 for every slot level above 1st.

STELLAR BODIES

4th-level evocation

Casting Time: 1 action

Range: Special, see text

Components: V, S

Duration: 1 minute

You create two small stars that orbit you. They twinkle pleasantly, shedding dim light in a 10-foot radius centered on you. The stars protect you. If a creature within 5 feet of you hits you with a melee attack they must make a Wisdom saving throw or take 1d8 points of radiant damage for each star orbiting you.

Once per round, on your turn, you may use your action to cause a star to streak towards an enemy, expending it as it explodes in a blinding flash. Make a ranged spell attack against an enemy within 120 feet, dealing 4d8 points of radiant damage on a hit. The target must then make a Constitution saving throw or be blinded until the start of your next turn.

The spell ends when either its duration expires, you fall unconscious, or you have expended all of your stars.

At Higher Levels. When you cast this spell using a spell

slot above 4th level, you may create one additional star for every two slot levels above 4th. For each additional star orbiting you, the radius of dim light centered on you increases by 5 feet.

VEIL OF DUSK

1st-level abjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a pinch of soot)

Duration: Concentration, up to 10 minutes

You incant towards a creature, cloaking them in a shadowy veil of darkness and silence. The target gains a +1 bonus to their armor class and makes Stealth checks with advantage for the duration of the spell.

Ancestral Guidance

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S (a piece of sandalwood)

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Wizard

When you cast this spell, you open your mind to the vast experiences of your ancestors and call upon their wisdom to aid you in your current endeavors. Choose a character background.

For the duration, you gain advantage on ability checks made in relevance to skills, tools, gaming sets or musical instruments that an ancestor of yours was proficient at, as dictated by your background of choice. In addition, you can understand and speak the languages they knew in life.

At the DM's discretion, the ancestral being that guides you may also be capable of providing you with specific information it is privy to, based on what it has learned about the world during its life. For example, by choosing the Acolyte background, the ancestor who aids you in your Wisdom (Insight) and Intelligence (Religion) checks might have been an adventuring dungeon dweller who also knows that a skeleton is vulnerable to bludgeoning damage.

Bestow Grace

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Wizard

You touch a willing creature and imbue it with grace for the duration of the spell. When you cast this spell, choose the nature of the grace from the following options.

- Choose one ability score. While graced, the target has advantage on ability checks and saving throws made with that ability score.
- While graced, the target has advantage on the first attack it makes during each of its turns.
- While graced, the target makes a Wisdom check at the start of each of its turns. The DC for this check equals its Wisdom score. If it succeeds, it gains an additional action for that turn. This action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object

action.

- While graced, the target deals an extra 1d8 radiant damage with its attacks and spells.

A dispel magic spell can end this effect. At the DM's discretion, you may choose an alternative grace effect, but it should be no more powerful than those described above. The DM has final say on such a grace's effect.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

Roaring Embers

1st-level evocation

Casting Time: 1 action

Range: 120 ft

Components: V, S, M (at least one open source of flame)

Duration: Instantaneous

Classes: Cleric, Druid, Sorcerer, Wizard

Choose a number of open sources of flame up to your spellcasting modifier that you can see within the spell's range and hurl them towards the target. Make a ranged spell attack for each flame hurled in this way that has a direct line of sight to the target, originating from its source.

On a hit, a flame hurled in this way deals fire damage according to the size of the source, and the source is then extinguished.

Source Size Fire Damage Dealt

Tiny 1d8

Small 1d10

Medium 1d12

Open flames such as a Tiny candle, a Small torch or a Medium campfire count for a single source. For the purposes of this spell, flames that cover larger areas such as a Huge bonfire or the effects created by wall of fire provide a potential source of size Medium for each 5-foot square they occupy.

sPIRIT sENSE

4th-level divination

Casting Time: 1 action (ritual)

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Cleric, Druid, Ranger

Upon casting this spell, you grow magically aware of the presence and alignment of each creature that has the spirit subtype within 1,000 feet of you, as well as the direction and general distance to their locations.

Warding Cornerstone

1st-level abjuration

Casting Time: 1 action (ritual)

Range: Touch

Components: V, S, M (a wooden holy talisman)

Duration: 24 hours

Classes: Cleric, Paladin

You touch a building and bless it with abjurant magics that ward it from trespassers. The building must not be larger than a 60-foot cube. When casting this spell, you also designate a

creature that you can see or are familiar with as the building's householder. For the duration, the spell affects creatures in the following ways:

- A creature that tries to enter the building must first succeed on a Charisma saving throw, unless the householder grants it permission to enter. Creatures of the elemental, fey, fiend or undead type also take 1d8 psychic damage on a failed save.
- Creatures inside the building cannot be charmed, frightened or possessed by creatures outside the building.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the size of the building it can affect increases by 20 feet for each slot level above 1st.