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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

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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.

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