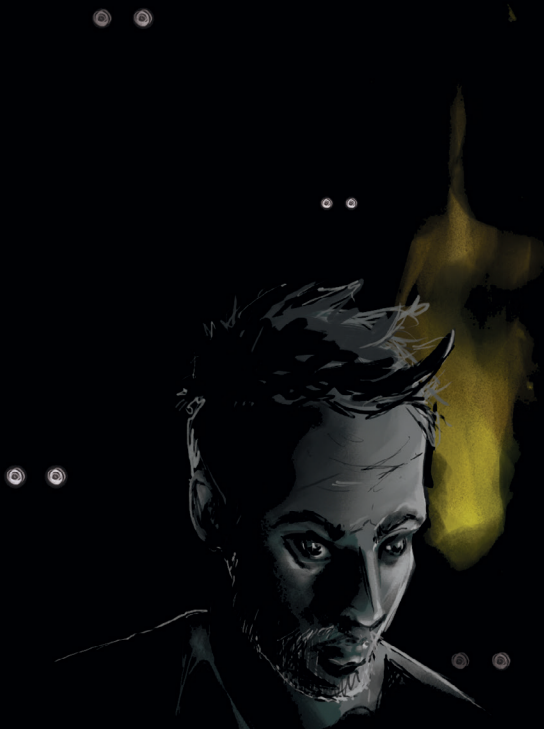


# Grimdark

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RULES FOR THE WORLD'S  
MOST UBIQUITOUS RPG



BY JAMES 'GRIM'  
DESBOROUGH



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*Please enjoy my game  
Love*

*Grim*



# INTRODUCTION

## GRIMDARK

Many fantasy games, if not all of them, follow the lead given by *Dungeons & Dragons*, and rapidly become superheroic parodies of themselves. This has been especially true of the newer editions, since *AD&D Second Edition*. It's great, but it's not for everyone.

At least not all of the time.

There are many kinds of fantasy, and *Dungeons & Dragons*' increasingly sanitised, fluffy, generic, high-escapist fantasy - dripping in magical weapons and character invulnerability, isn't necessarily what people want.

Trouble is, many of those people still want to play *D&D*, rather than one of the many other, naturally grittier games out there.

I believe part of the appeal of the 'Old School Renaissance' is that it calls back to a more brutal and lethal form of the game. One that situates itself at low-Level, high-risk, high-reward. If we couple this with the appeal of shows and games like *The Witcher*, *Game of Thrones*, *Dark Souls*, *Bloodbourne* and the fantasy books of Joe Abercrombie, George R.R. Martin and Jon Courtney Grimwood, it seems that there's an appeal there that isn't especially being met by existing material.

At least not D&D material.

*Lamentations of the Flame Princess* and other, hardcore 'old school' games hark back to the extreme peril of playing low-Level characters in Gygaxian misery-dungeons. They often have a 'grindhouse', 'Heavy Metal' aesthetic, veering more towards horror than fantasy.

That's also great, but I want to do something with *Dungeons & Dragons*, as most people are playing it right now. I want to appeal to people on a basis greater than nostalgia. I wish to provide a familiar, but different, experience for people who are new (ish) to role-playing and have entered through the popularity and lens of *5th Edition*.

Many of these people aren't necessarily aware of the greater breadth of possibility, the many games that are out there.

Coupling that darker, grittier mood with modifications to *Dungeons & Dragons* seems like a no-brainer. So why not a game designer, literally known as 'Grim', to do it?

*Dungeons & Dragons* is great for all sorts of games, but as a 'generic' rules-set doesn't particularly excel at being anything other than *Dungeons & Dragons*. It has become its own thing, its own genre, even to the extent that it can undermine the aesthetics and themes of its own settings. *Dark Sun* or *Ravenloft* might well work a lot better under entirely different gaming systems.

A *Grimdark* game is in part made from difficulty. In this context, that has to come from encouraging the players to play tactically and carefully. To do everything they can to swing advantage in their favour.

It's also as much about encouraging players to deal with difficult and horrifying role-playing and decision-making consequences, all with less resources and power than they might be used to. It also encourages them, when necessary, to run away.

We need to take that, lustrous, heroic, 'fantasy-Portland' edge off *5th Edition's* default rules-set, to amp up the difficulty and make people play more carefully. At the same time, we don't want to just turn it into an unfair meatgrinder.

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## WIGHTCHESTER

*Wightchester* is an ambitious project that I am currently working on. My thunder was somewhat stolen some years ago when similar ideas turned up in other media, but I've taken the plunge and begun to work on it now.

The setting is a dark, deadly, undead-oriented city-crawl, and a fantasy version of survival horror.

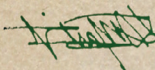
*Wightchester* has become a prison city of the dead, with few living inhabitants, all of them scoundrels. Formerly Whitchester, this walled, cathedral city was overrun by the resurrected, this coming in the wake of plague, ruinous civil war, and the ill-omen of a baleful comet tracking across the sky.

After a tumultuous battle, exhausted soldiers sealed the city gates and abandoned its people to the ravenous draugr, as some called them.

Guards were stationed to ensure that nothing unnatural could escape and spread its taint. The walls were turned into a fortress, to hold the cursed dead within, rather than human foes without.

After a year, the city has now found a new purpose, as a destination for prisoners.

They are seen as expendable footsoldiers, forced to reclaim the city and to report back on its status. These Grimdark Rules are, in no small part, meant for use in this setting, which is intended, loosely, to be based on England in the Early Modern period (1500-1800).





In the grim dark depths,  
of a grim dark mine,  
there's a grim dark man,  
with a grim dark mind,  
and his grim dark pen,  
spends its grim dark time,  
scratching grim dark tales,  
for his grim dark kind.



# RULES CHANGES & ADDITIONS

This is not a complete rules-set.

For all it changes a lot of things (a lot) it is intended to be used alongside your regular rulebooks. The rules within this book are also all thoroughly optional. You can pick and choose, ignore or substitute your own.

Role-Playing is a hobby, you can DIY that shit to your heart's content, and not just the setting, but every part of it.

That said, there's a few changes and assumptions that are worth specifically calling out:

## DICE

Most *D&D* derived games (collectively known as *d20*) use a twenty-sided die. This is used to resolve the majority of rolls for combat, the use of Skills, and just about everything else.

This results in a 'flat' probability line where you're as likely to do very poorly as you are to do very well, or averagely. Games that feel 'grittier' or more realistic tend to use two or more dice in some way, typically by adding them together. This gives a probability with a 'bell curve' (or a peak when there are two dice), which means average results are more likely.

This tends to make Skills more important, as you then have a higher

chance of getting a reliably decent result.

It has a lot less wildness and randomness than a single die roll.

Let me demonstrate by plotting the line and peak for you here, using  $2d10$  versus a  $d20$ . The *Number of Combinations* is how many combinations of dice results can make that total, so, for example a score of 3 on  $2d10$  can be gained from a roll of  $1+2$  and  $2+1$ , two combinations.

As you can see in these tables, in standard rules you are as likely to Botch (5%) or Crit (5%) as any other roll, and will get an average result (9-11) 15% of the time.

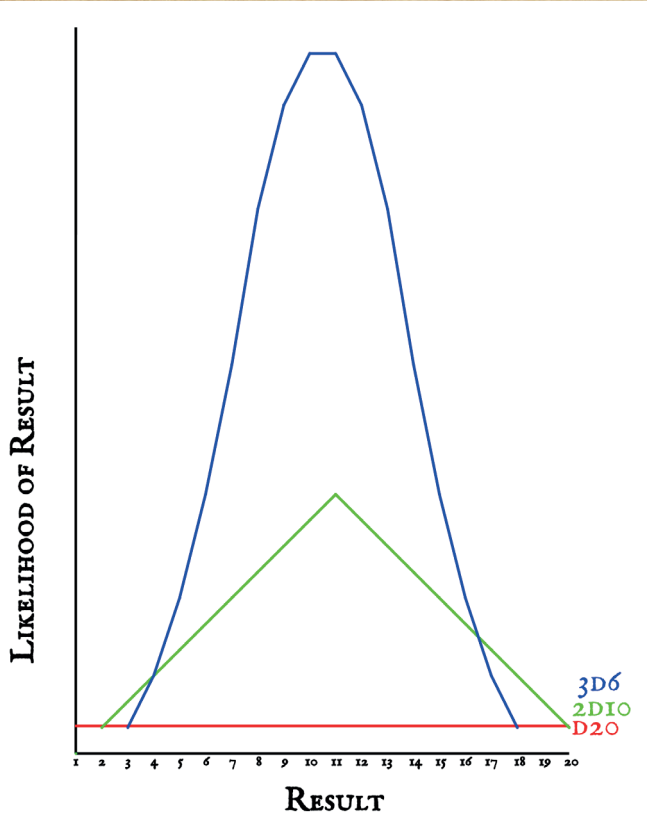
If, instead, you use  $2d10$  you only get a Botch or Crit 1% of the time, and score an average (9-11) result 27% of the time, and a slightly better or worse than average result (8-12) 43% of the time.



ID20 SCORE	NUMBER OF COMBINATIONS	PERCENTAGE CHANCE
1.	I = I	5%
2.	I = I	5%
3.	I = I	5%
4.	I = I	5%
5.	I = I	5%
6.	I = I	5%
7.	I = I	5%
8.	I = I	5%
9.	I = I	5%
10.	I = I	5%
11.	I = I	5%
12.	I = I	5%
13.	I = I	5%
14.	I = I	5%
15.	I = I	5%
16.	I = I	5%
17.	I = I	5%
18.	I = I	5%
19.	I = I	5%
20.	I = I	5%

2D10 SCORE	NUMBER OF COMBINATIONS	PERCENTAGE CHANCE
2.	*	1%
3.	**	2%
4.	***	3%
5.	****	4%
6.	*****	5%
7.	*****	6%
8.	*****	7%
9.	*****	8%
10.	*****	9%
11.	*****	10%
12.	*****	9%
13.	*****	8%
14.	*****	7%
15.	*****	6%
16.	*****	5%
17.	****	4%
18.	***	3%
19.	**	2%
20	*	1%

3D6 SCORE	NUMBER OF COMBINATIONS	PERCENTAGE CHANCE
3.	* 1	0.46%
4.	*** 3	1.38%
5.	***** 6	2.77%
6.	***** 10	4.62%
7.	***** 15	6.94%
8.	***** 21	9.72%
9.	***** 25	11.57%
10.	***** 27	12.50%
11.	***** 27	12.50%
12.	***** 25	11.57%
13.	***** 21	9.72%
14.	***** 15	6.94%
15.	***** 10	4.62%
16.	***** 6	2.77%
17.	*** 3	1.38%
18.	* 1	0.46%



# CRITICAL HITS & SKILL CHECKS

It is strongly suggested that you use 2d10 instead of a d20 while playing *Grimdark*, but that you count a 'natural' 18-20 on the rolled dice as a Critical, and a natural 2-3 as a Botch. There are other options, such as keeping the 20 as the Crit, and the double 1 as a Botch, but heroic games need a bit more chance of heroic success and failure.

If you chose to use 3d6, a 'natural' 16 or more would be a Critical, while a 'natural' 5 or less would be a Botch.

If you have anything that increases your scope for rolling a Critical, just count natural rolls one more step down the chart. So if your weapon gives you Critical Hits on 19-20 in a standard d20 game, you would get Crits on a 'natural' 17-20 on 2d10 in my recommended rules.

- **Natural Rolls that are Botches:** 1-1, 1-2, 2-1, 2-2.
- **Natural Rolls that are Crits:** 9-9, 9-10, 10-9, 10-10.

A particularly cunning Games Master could use 2d10 in normal and non-combat situations, and insist on a d20 during combat, or at times of high stress...



*Grimdark* allows for Critical successes outside of combat, when using Proficiencies or Skills. This is something plenty of people have house-ruled in, but here it's official. A 'natural' roll of 20 means that the attempt succeeds, regardless of any other factors, and even if it would fail after taking all other modifiers and bonuses into account. It must, however, be deemed possible. You can't do the impossible with this, but anything within the capability of your character, you can.

If you're in competition with another person they fail, unless they also roll a Critical, in which case you compare results as normal.

In combat, even normal weapons that score Critical Hits have special effects. In addition to this, Critical Hits do Damage equal to their roll, multiplied by a roll of one of their Damage dies.

For example:

- A Critical Hit with a +2 dagger does  $d_{4+2}$  (eg. 3) and then multiplies that result by  $d_4$  (eg. 3) for a final result (eg. 9 Damage).
- A Critical Hit with a greatsword does 2d6 Damage (eg. 2, a very bad roll) and then multiplies that by the result of a  $d_6$  (eg. 5) for a final result (eg. 10 Damage).

Critical Hits in this system are brutal, and strong characters and magical weapons are enormous force multipliers, helping Fighters to make their niche more useful.

## ARMOUR

Armour both protects you from being hit and reduces the amount of Damage you take from any hits that you do take. Even Critical Hits (though there are some exceptions). As such, Armour has two ratings, a bonus to AC (Armour Class) and a Damage Reduction rating.

## HIT POINTS

9 Your Class and your Constitution are the chief determiners of your Hit Points. Otherwise only special capabilities, magic and other uncommon and unnatural bonuses can raise that. Other than Level, Hit Points are hard to come by, and raise slowly, at +1 per Level, regardless of class.

This kind of constriction is also true for Monsters, most of whom also lack Morale, so they will die a lot more quickly and easily. Combat, as a result, will be far faster, deadlier and more about cover, movement and pressing the advantage.

## MORALE

Adventurers are a cut above, more capable than many in the world. This is as much by luck as judgement. Adventurers get a pool of points called 'Morale', which they can spend (before or after a roll of any kind) to adjust that roll by the amount spent. The maximum Morale you can spend on a single roll is equal to your Skill Maximum (EG, +2 at Level 1).

*Example: Tomfrey is struck with a knife for 4 points of Damage, he spends 2 Morale to reduce that to 2 Hit Points.*

### Simplified Morale

*If you find this too much book-keeping, lessen that problem by making Morale a reroll instead. You get one re-roll per Level and recover them purely at the Games Master's discretion.*

## STRESS

Stress is an optional (but assumed) rule for handling your character's mental resistance to stressful situations such as fear, terror and weirdness.

When you run out of Stress you 'break', but the way in which you 'break' is up to you. More on this will be explained later, but for now all you need to do is think about the ways in which your character's psyche might fracture through fear or madness. Some run in terror, some fight in a frenzy, some freeze. Some people manifest depression or anxiety, others hallucinate or hear voices.

Fear and madness is, traditionally, not handled particularly well in games and by giving the players an 'in' as to how their character reacts, loss of player agency is reduced and potentially sensitive problems are able to be handled, without wrangling or recrimination.

## PROFICIENCY

Additional Proficiencies can be bought with two Skill Points, though you won't start with any actual Skill Points in it unless you spend more points.

Otherwise Skills rise +1 for each Skill Point spent on them. A +0 Proficiency lets you roll the Skill, even when you would be excluded from doing so for not having the Skill. You just get no bonus.

Armour Proficiencies come in groups (Light, Medium, Heavy, Shield). They allow you to not only use armour to its full effect, but also to identify the material, maker, heraldry and other things about the armour.

Your Skill Level in each armour type, is the maximum bonus to Armour Class and Damage Reduction you get from wearing or using armour in that class, up to its maximum rating. You calculate this by alternating between the AC bonus, and the Damage Reduction.

Weapon Proficiencies come in groups (Simple Melee, Martial Melee, Simple Ranged, Martial Ranged, Pistol, Rifle Thrown and Exotic - one for each exotic weapon). Your Skill Level adds to your base to-hit when fighting with those weapons.

Your Skill Points are modified by your Intelligence and Wisdom Bonuses. You modify your Skill Points by these bonuses (or penalties) only at first Level.

You can also have Proficiency in Saving Throws, training yourself to endure hardship of various kinds.

If you need a Skill or Proficiency that isn't listed or suggested, you can feel free to add one - provided your Games Master agrees. Most of these will take the form of 'Lore' or 'Profession'.

The 'Max' Skill Points is the maximum level you can boost a Skill to at that Level.

Keen-eyed readers will notice that this is the same as vanilla D&D's Proficiency Bonus.

Basically, everything that used to be a Proficiency, Skill or Tool is now a Proficiency, which works like a Skill.

## MAGIC AND FAITH

These baseline rules assume an Early Modern, fantasy version of the real world. As such the Cleric and Zealot very much relate to Abrahamic, real-world religions, as does their magick, while the Magus and Witch draw their powers from angels, devils, old gods and pagan knowledge.

God, or gods, work in mysterious ways and may or may not even exist, but there are certainly supernatural evils and miracles and magick work - after a fashion.

## LEVELS

I firmly believe that the best role-playing experiences take place at lower Levels (1-6). While I have, to some degree, minimised the way in which Levelling makes a character 'take off' in Grimdark, I would very much encourage you to expand the time spent at the lower Levels.

You can do this either by reducing the XP award (a fifth or a tenth works well) using a system of milestones (Levelling up after significant victories) or using the modified XP table included below. Sometimes this can seem a little too much, and too long between Levels.

If this is the case for your group, you can - perhaps - allow the Levels to be subdivided into segments, allowing them one Feature or Skill Point for each 'Sublevel', until they hit the full next Level, when they get the rest of the benefits.

They could take their extra Hit Point, Stress Point, Morale Die, a Feature or a Skill Point for each Sublevel. This is, again, strictly optional.

XP TOTAL	LEVEL	SUBLEVEL EVERY..
0	1	600 xp
3,000	2	800 xp
7,000	3	1,600 xp
15,000	4	2,000 xp
25,000	5	2,000 xp
35,000	6	3,000 xp
50,000	7	3,000 xp
65,000	8	3,000 xp
85,000	9	3,000 xp
100,000	10	3,000 xp
120,000	11	4,000 xp
140,000	12	4,000 xp
170,000	13	6,000 xp
200,000	14	6,000 xp
230,000	15	6,000 xp
270,000	16	8,000 xp
320,000	17	10,000 xp
370,000	18	10,000 xp
420,000	19	10,000
500,000	20	16,000 xp





# RESTING

Resting allows adventurers to regroup and consider their next move. It also allows them to bolster their Hit Points, Morale and Stress and to engage in downtime intensive actions such as Rituals.

## SHORT REST

Taking at least an hour out of active adventuring, a character who is wounded can regain a single Hit Point, Morale Points and Stress Point, while also having an hour to enact Rituals and to grab a quick meal.

Wounded Characters that receive first aid (Heal, DC 15) can regain an additional Hit Point. Additional Stress or Morale may be regained, depending what the characters do.

You can only heal Hit Points from one Long Rest and one Short Rest per day, though you can take the other effects of resting as many times as you want in a day - if there is time.

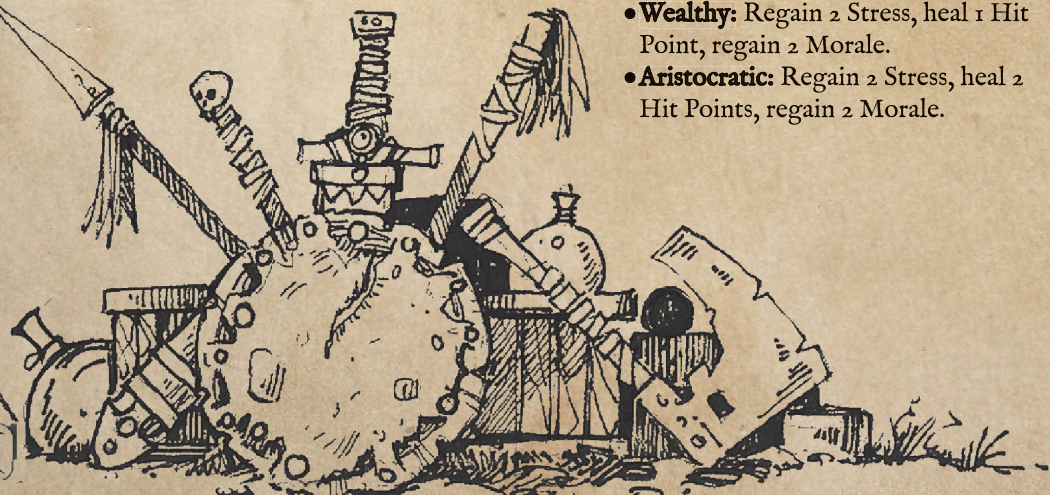
## LONG REST

A Long Rest takes at least six hours out of active adventuring, with no more than two hours of that taken up with relatively light and non-intensive actions. This is a good amount of time to replenish Rituals and to get some decent rest. Wounded characters can regain two Hit Points (three with first aid), along with the same amount of Morale and Stress. More can be regained, depending on the Character's actions during their downtime.

## BETWEEN ADVENTURES

Each day, without having to do anything else, a character living modestly will regain 1 Hit Point, 1 Stress and 1 Morale. Carousing and so forth will increase this. Lifestyle can also have an effect.

- **Wretched:** Lose 1 Stress per day, heal 1 Hit Point, do not regain Morale.
- **Squalid:** Regain no-Stress, heal 1 Hit Point, do not regain Morale.
- **Poor:** Regain 1 Stress, heal 1 Hit Point, do not regain Morale.
- **Modest:** Regain 1 Stress, heal 1 Hit Point, regain 1 Morale.
- **Comfortable:** Regain 1 Stress, heal 1 Hit Point, regain 2 Morale.
- **Wealthy:** Regain 2 Stress, heal 1 Hit Point, regain 2 Morale.
- **Aristocratic:** Regain 2 Stress, heal 2 Hit Points, regain 2 Morale.



# COMBAT

Grimdark seeks to encourage creative attacks and unusual solutions. Players who try special tactics need to be rewarded, and shouldn't have to be specialised characters in order to do so. A few special attacks are already detailed and can simply be used as-is (grapple, shove and so forth) but there are any number of other potential options.

The Save against most manoeuvres is made against  $8 + \text{Skill total}$ .

***Generic Manoeuvre:** -5 Penalty, forces a Save on the part of the target, or the move's special effect takes place. Other moves may provide a +4 bonus to something*

## EXAMPLE MANOEUVRES

- **All-Out Attack:** Drop your AC by 5 and add +4 to your attack roll.
- **Disarm:** -5 to your attack roll, forces the target to make a Strength Save or drop their weapon at their feet. On a Critical hit, the weapon is flung 1d4 metres in a random direction.
- **Drop Attack:** -5 to your attack roll, +4 Damage.
- **Precise Strike:** You aim for a weak point in the opponent's armour. -5 to your attack, but ignore the enemy's Damage Reduction.
- **Regroup:** Gain +4 to your Initiative total next turn.
- **Sweep:** -5 to your Attack roll, but strike three targets within five feet of you, all in a row.
- **Trip:** -5 to your Attack roll and force a Dexterity Save or the target is tripped and falls prone.

### *Example:*

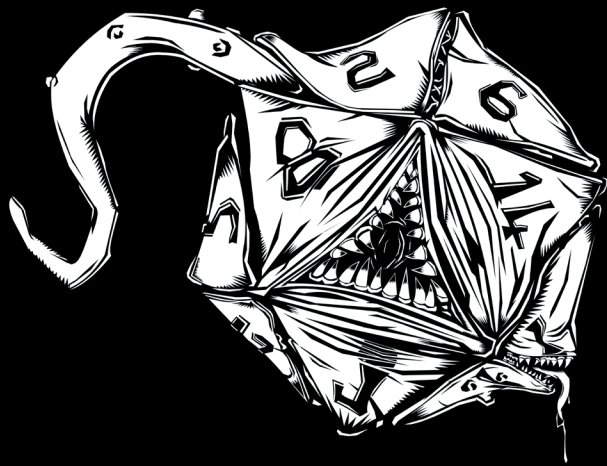
*John Grand is fighting a zombie with a quarterstaff. He isn't having the best of times fighting it directly, so he moves to trip it by booking its legs with his staff.*

*His attack roll with his staff is +4. With the penalty, that's -1. He rolls 9 (8), that's just barely enough to hit the zombie, but it is enough.*

*The zombie is then forced to make a Dexterity Save against a DC of 12, but zombies have -2 Dexterity. The zombie rolls a 15 (13). It sways unsteadily, but does not fall.*



*Luck is a fickle bitch.  
We court her, praise her,  
We bring her offerings.  
We plead for the slightest favour.  
With this persistent wooing,  
Why do we act so surprised  
When she finally fucks us?*



# A GAMES MASTER PRIMER FOR GRIMDARK

15



“Don’t be a dick,” is known, online, as Wheaton’s Law. This is ironic, given that Wil Wheaton is a notorious dick, but the sentiment remains valid nonetheless. It’s particularly important in *Grimdark*. It’s important in any game, of course, but in *Grimdark* it becomes especially important because the rules are so unforgiving.

*Fifth Edition D&D* is, in many ways, harkens back, in its rules, to the *old school* versions. In sentiment and material, less so, and it is a lot softer on characters and players than those old rules.

*Grimdark* takes that *fifth edition* rules-set and tries to make it run in a way more like the *old school*. This puts a lot more pressure onto the Games Master to be fair and to use their own wits and sagacity, more than the rules, to guide how encounters unfold.

Encounters in *Grimdark* are brutal, combat is deadly, character deaths are almost inevitable and it’s important for you to prepare your players and to create contingencies to allow you to fall back, or tone down an encounter if it becomes arbitrary and unfair.

Most of this is on the players, and a lack of preparedness should still be punished, but arbitrary character deaths and instantly mortal traps are a whole bunch of no fun.

As a fallback when encounters go bad, you can have the cavalry arrive, you can fudge the dice a little, you can have the characters taken prisoner. Again, though, it is going to be on the players to know when to surrender and when to run away. There is only so much you can do.

Just be aware, and ensure the players are also aware. Work warnings, fail-safes and fallback positions into the adventures and bring them to the attention of the players. Reward them for clever tactics and sound preparation by bending the needle towards success. Even so, be ready for when they fail, and have the consequences and issues around failings thought out, ready to go.

# A PLAYER PRIMER FOR GRIMDARK

There are general rules about being a good player. You should not cheat, you should be honest about your character sheet and your actions and abilities. You should be diligent in your note-taking and recording your Hit Points and other important statistics.

There's some particular things that you need to take on board when playing *Grimdark*, specifically, though.

Your character is almost certainly going to die.

Be prepared for this, don't let it put you off getting attached to the character and be prepared for it, by having another character ready, at least in concept, to play. If it eases the blow, consider how impactful and meaningful character deaths can be in television series, even when they seem unfair or arbitrary.

There are additional things to keep track of, such as Morale and Stress. The more you can honestly keep track of, the less work there is for the Games Master.

It's more fun to overcome challenges honestly than to cheat. A victory in *Grimdark* is hard-won, but all the more worthwhile for it.

Be prepared, make plans, fight tactically. Squeeze every single advantage that you can out of a situation in order to win. It may not be enough, but you should go into every fight with as much preparation and knowledge as you can possibly fathom.

It's alright to run away. In a more standard game, encounters are fairly balanced and genuine danger can be quite rare. In *Grimdark*, things can take a dangerous turn rather quickly.



It is perfectly alright to run away, you can't expect to win every single fight, every single time. There will be consequences, but he who turns and runs away, lives to fight another day.

It's alright to lose.

You won't win every battle, solve every mystery, complete every quest. This is fine, nobody would expect you to in any realistic scenario, and *Grimdark* presents a more realistic (or at least plausible) set of rules around adventures.

There's fun to be found, and lessons to be learned, in failure as much as success.

# CREATING A CHARACTER

There are some important differences in the way the game will play under *Grimdark* rules, which should become apparent as we go through character creation and then into the various alterations to the rules. One of the most important aspects to consider is that Hit Points will be a great deal lower under *Grimdark* rules and, as such, unambiguously represent a character's capacity to endure physical punishment and hardship. Characters - and monsters - will die a lot more easily and quickly under these rules than they otherwise would. Tactical and-cautious play is to be encouraged.

17 Game balance doesn't really exist in this rules-set, and is replaced with more of a thought of 'niche protection'. You can make characters that are very good in their chosen fields of expertise. They are not intended to be directly compatible. Magicians will also be rather unlikely to be hurling fireballs in combat, rather they tend to be ritual magicians with Gifts granted to them, or access to Rituals, best used in preparation and intelligence-gathering.

*Grimdark* assumes an 'early modern' setting period for the game (1500-1700 CE). This means black-powder weapons are around (starting from schioppi, smoothbore hand cannons and ending with rifled flintlocks) and that the use of armour is declining, and shields are all but forgotten.

If you want to set your game on the earlier end, remove a firearms Proficiency and replace it with a shield one.

## STEP ONE: CHOOSE A SPECIES

'Race' is such a poor choice of terminology, and has caused no end of headaches.

'Race' used to be synonymous with 'Species', and that - at least - is part of where the confusion has come in. That along with Tolkien's choice to use slightly more archaic language in keeping with the overall style of *The Lord of the Rings*.

So we're going to use 'species' from here on out.

If you want you can play with the species as they are written in the main book, but by default *Grimdark*, and low-magic settings in general, assume that the heroes are all going to be humans. This does grant for a much greater amount of customisability and choices, as well as helping to set the overall tone for the game and its grimmer, darker, more realistic tone.

Not all humans are created equal, however, and you can choose from one of the following templates when creating a human character.

**Modifiers:** +1 to each Ability score.

- **Prodigy Variation:** +1 to two different Attributes, access to one additional Proficiency at +0 and +2 Skill Points, one Feat.
- **Feytouched Variation:** +1 to two different Attributes, +1 to an additional attribute, even one you've already raised (Choose or roll from the Feytouched table below). You also gain Proficiency in another Skill.

**Age:** 7d10 - The average age for people in the Early Modern period was around 35.

- **Optional Young Characters:** For every five years, or part thereof, under 20 lose -1 from Str, Con or Int. Note how many points you lost and each time you gain a Level add +1 to any Ability of your choice, in addition to other Level bonuses, until your 'debt' has been paid off and you've come of age.
- **Optional Old Characters:** For every five years, or part thereof, over 40, lose -1 from any Ability of your choice (or roll randomly) but gain +1 Skill point to put where you wish, subject to normal maximums. Every five Levels age again, losing another point from an Ability, but gaining an additional Skill point.

**Alignment:** The author does not recommend the use of alignment, but if you insist humans should be Neutral or Neutral-Something (Good, Evil, Lawful, Chaotic). Extremes of alignment are best suited for supernatural beings.

**Height:** 5 feet + 2d6 inches, on a double 6 roll the dice again, each dice that gets a 6 adds one inch and keeps adding one inch until you no longer roll any sixes.

**Speed:** Base walking speed is 30 feet.

**Languages:** You can speak your native language with fluency.

You have a 50+Intelligence percent chance of being literate, and also of knowing a second language. Reduce that percentage by 10 for a chance at a third language, by ten again for a fourth and so on.

In a multinational group, give them all a free, common language. Typically in a real-world setting this would be English, French (literally 'lingua franca') or Latin



## TABLE: FEYTOUCHED

The Feytouched have some unnatural ancestry, deep in their bloodline from old times of myth and legend. They tend to be a little quirky, eccentric, and often manifest aspects of that lost bloodline.

### ROLL 2D10

**2. Nephil:** Whether a magic user or not, you begin play with access to the Guidance Ritual. At third Level you gain access to the Bless Ritual, once per day, at fifth Level, the Prayer of Healing Ritual once per day.

**3. Part Beast:** You can converse with small beasts such as pigeons, rats, badgers and ducks – in simple terms.

**4. Stoneskin:** Choose a type of Damage you have Resistance against: Acid, Lightning, Fire or Cold.

**5. Wolf Spirit:** On a Critical Hit you do +1 additional Damage.

**6. Fortune:** When you roll a 1 on a d20 roll, you may immediately re-roll but must keep the new number.

**7. Goblin Touched:** You gain Proficiency in Intimidation, or a +1 bonus to it if you already have access to that Skill.

**8. Feyblood:** You have advantage on saving throws against mind controlling magic, illusions, sleep Spells, love Spells charm and the like.

**9. Hardiness:** You begin play with an additional Hit Point.

**10-13. Elfsight:** See up to 60 feet, clearly, in low light conditions, albeit in black and white.

**14. Stout of Heart:** You have advantage to Save against fear, horror, terror – anything frightening.

**15. Serpentine:** You have advantage on saving throws against poison and take half Damage from poisons.

**16. Frit:** You gain access to the Perception Skill, or a +1 bonus to it if you're already proficient.

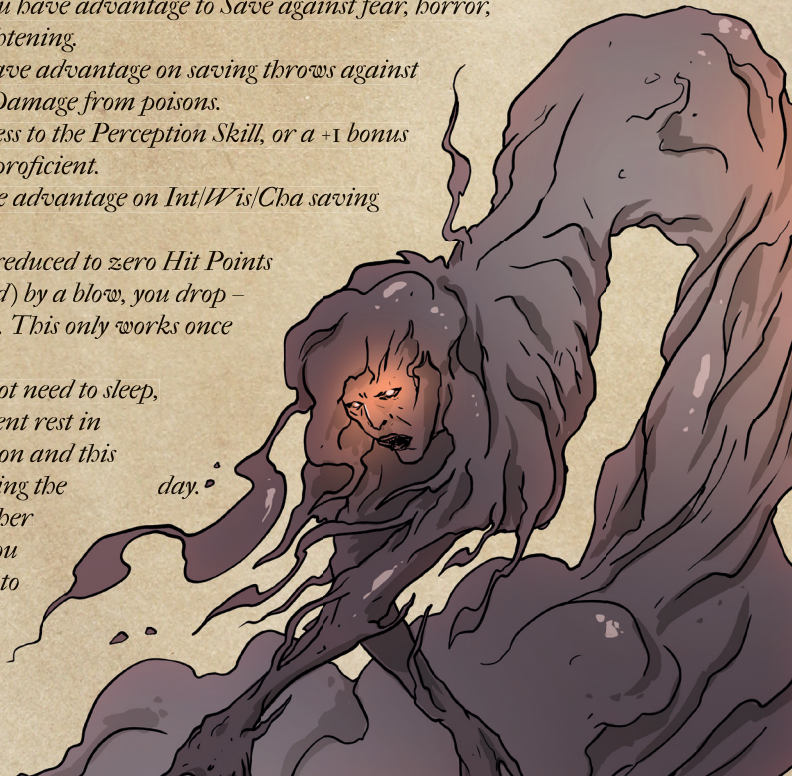
**17. Kenning:** You have advantage on Int/Wis/Cha saving throws against magic.

**18. Deathless:** When reduced to zero Hit Points or below (but not killed) by a blow, you drop – instead – to 1 hit point. This only works once until you have rested.

**19. Sleepless:** You do not need to sleep, you may gain equivalent rest in four hours of meditation and this can be broken up during the

day.

**20. Hellbound:** Whether a magic user or not, you begin play with access to Thaumaturgy.





## STEP TWO: CHOOSE A CLASS

I'll admit, I'm not a fan of Class/Level game systems. *Third Edition D&D* compensated for that a great deal with deeper Skill customisation, easy multi-classing and various other features. *Fifth Edition D&D* has traded some of that satisfying complexity for simplicity, but at a cost of verisimilitude.

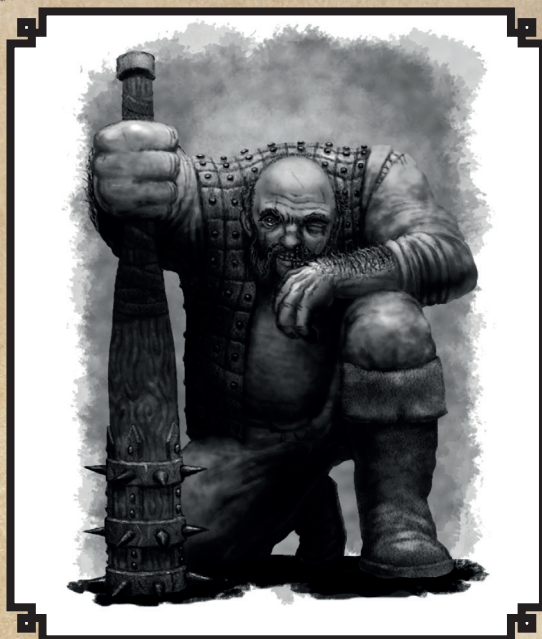
Some of the changes in this section reflect a desire to get back to some of that depth of customisation.

As with Species, you can use things as written and limit the number of changes and rules modifications you use - more on this later - but you'll have a better experience using these modified classes.



# THE BRUTE

*A brute, thug or bandit who has taken to arms to make their way through the world. They have a wild and unhinged fighting style, relying on brute force and intimidation to carry the day.*



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LEVEL	SKILL POINTS/MAX	FEATURES	RAGES	RAGE DAMAGE
1.	24 (+2)	Rage, Unarmoured Defence	2	2
2.	27 (+2)	Reckless Attack, Danger Sense	2	2
3.	30 (+2)	Frenzy	3	2
4.	33 (+2)	Ability Score Improvement	3	2
5.	36 (+3)	Extra Attack, Fast Movement	3	2
6.	39 (+3)	Mindless Rage	4	2
7.	42 (+3)	Feral Instinct	4	2
8.	45 (+3)	Ability Score Improvement	4	2
9.	48 (+4)	Brutal Critical +1D	4	3
10.	51 (+4)	Intimidating Presence	4	3
11.	54 (+4)	Relentless Rage	4	3
12.	57 (+4)	Ability Score Improvement	5	3
13.	60 (+5)	Brutal Critical +2D	5	3
14.	63 (+5)	Retaliation	5	3
15.	66 (+5)	Persistent Rage	5	3
16.	69 (+5)	Ability Score Improvement	5	4
17.	72 (+6)	Brutal Critical +3D	6	4
18.	75 (+6)	Indomitable Might	6	4
19.	78 (+6)	Ability Score Improvement	6	4
20.	81 (+6)	Primal Champion	Unlimited	4

**Hit Points at Level One:**  $12 + \text{Constitution Score} + \text{Strength Bonus}$ .

**Hit Points at Higher Level:**  $+1$  per Level.

**Stress at Level One:**  $4 + \text{Wisdom Score} + \text{Intelligence Bonus}$ .

**Stress at Higher Level:**  $+1$  per Level.

**Morale at Level One:**  $12$

**Morale at Higher Levels:**  $+1d_{12}$  per Level.

### Proficiencies:

- **Armour:** Light Armour, Medium Armour, Shields.
- **Weapons:** Simple Melee Weapons, Martial Melee Weapons, Simple Ranged Weapons, Martial Ranged Weapons, Pistols.
- **Tools:** None.
- **Saving Throws:** Strength, Constitution  $+0$ .
- **Skills:** Any two starting at  $+0$  from Animal Handling, Athletics, Intimidation, Nature, Perception and Survival.

**Starting Pot:**  $60$  gp

## FEATURES

**Brutal Critical:** You roll an additional weapon Damage die when doing a Critical Hit. The additional dice of Damage from Brutal Critical is added after a Critical is calculated (EG:  $d6 \times d6$ , then add  $+1d6$ ).

**Danger Sense:** You have Advantage on Dexterity Saving Throws against effects that you can see.

**Fast Movement:** Provided you are not wearing heavy armour, increase your base speed by  $10\text{ft}$ .

**Feral Instinct:** You have Advantage on Initiative rolls.

**Frenzy:** While in a Rage you gain an additional melee attack action. At the end of your rage you suffer a Level of exhaustion.

**Indomitable Might:** If your score on a Strength check is less than your Strength score, you can substitute your Strength score.

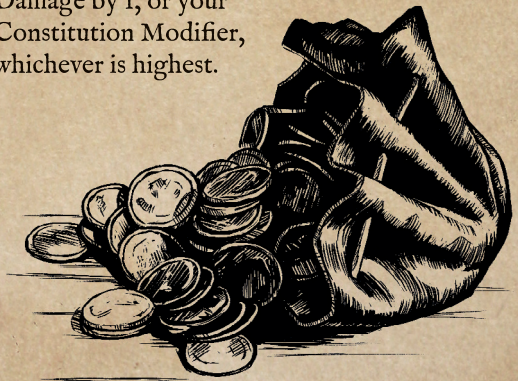
**Mindless Rage:** You cannot be charmed or frightened while raging. Charm or fright effects are lifted for the duration of your rage.

**Persistent Rage:** Your rage only ends if you fall unconscious or choose to end it. **Primal Champion:** Your Strength and Constitution raise by  $+4$ , and your maximum for these scores is now  $24$ .

**Rage:** The additional Damage from Rage is included before Criticals are calculated. **Reckless Attack:** You can choose to make a Reckless Attack on your turn, which gives you Advantage on your attack roll, but gives enemies Advantage on their attack rolls until your next turn.

**Retaliation:** When you take Damage from an attacker within  $5$  ft you can use your reaction to attack that creature.

**Unarmoured Defence:** Your AC is  $12 + \text{Dex Modifier}$ , but you reduce all incoming Damage by  $1$ , or your Constitution Modifier, whichever is highest.



# THE DILETTANTE

*A wanderer, entertainer and a man of knowledge who, while he might not know magic, knows folklore, charms and superstitions from across the land. The bard has a nimble tongue to soothe or inflame the breast, and an encyclopaedic knowledge of myth and legend.*



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LVL	SKILL PTS/MAX	FEATURES	JACK OF ALL TRADES
1	28 (+2)	Bardic Inspiration (d4).	-
2	31 (+2)	Jack of All Trades, Song of Rest (d4)	1
3	35 (+2)	Expertise, Bard College	1
4	38 (+2)	Ability Score Improvement	1
5	42 (+3)	Bardic Inspiration d6, Font of Inspiration	1
6	45 (+3)	Bard College	1
7	49 (+3)	Gain an additional +2 Skill Points	1
8	52 (+3)	Ability Score Improvement	1
9	56 (+4)	Song of Rest (d6)	2
10	59 (+4)	Bardic Inspiration (d8), Expertise, College Secrets	2
11	63 (+4)	Gain an additional +2 Skill Points	2
12	66 (+4)	Ability Score Improvement	2
13	70 (+5)	Song of Rest d8	2
14	73 (+5)	Bard College, College Secrets	2
15	77 (+5)	Bardic Inspiration d10	2
16	80 (+5)	Ability Score Improvement	2
17	84 (+6)	Song of Rest d10	3
18	87 (+6)	College Secrets	3
19	91 (+6)	Ability Score Improvement	3
20	94 (+6)	Superior Inspiration	3

**Hit Points at Level One:** 8+Constitution Score+Strength Bonus.

**Hit Points at Higher Level:** +1 per Level.

**Stress at Level One:** 8+Wisdom Score+Intelligence Modifier.

**Stress at Higher Levels:** +1

**Morale at Level One:** 8

**Morale at Higher Levels:** +1d8 per Level.

### Proficiencies:

- **Armour:** Light Armour.
- **Weapons:** Simple Melee Weapons, Simple Ranged Weapons, Martial Melee Weapons, Thrown, Pistols
- **Tools:** Three performance or musical related Skills.
- **Saving Throws:** Dexterity, Charisma +0.
- **Skills:** Any three starting at +0.

**Starting Pot:** 110 gp

## FEATURES

**Bardic Inspiration:** You can tell a tale, play a song or make a performance for your party when you take a Long or Short rest. This provides an inspiration die to up to your Charisma modifier (minimum 1) of the people in your party, though they cannot hold more than one at a time. This die can be used to add to a roll between this rest and the next one, when it is lost. If used - pass or fail - the die is also lost.

**Colleges:** Pick one of these at the beginning of play.

**Expertise:** Choose two Proficiencies, other than Weapon, Save or Armour Proficiencies, and your Skill Maximum is doubled for those Skills.

**Jack of All Trades:** You can add half your Skill Maximum to any Ability roll, if you have no other source of bonus, or if Jack of All Trades is the highest available bonus.

**Song of Rest:** You can tell a tale, play a song, convey interesting knowledge or make a performance for your party as you set to rest. Roll this die and distribute it as additional healing or renewed Morale as you see fit, amongst those who witness your 'bedtime story'.

### UNIVERSITY COLLEGE:

The University College provides a good, general standard of education and makes you educated in the eyes of both officialdom and the general populace.

**Bonus Proficiencies:** You are proficient in three additional Skills, at +0, from the following: Arcana, History, Investigation, Nature, Medicine, Perception, Persuasion.

- **At 3rd Level:** You gain access to Deduction, you can expend a use of Bardic Inspiration to ask the Games Master to tell you (in somewhat vague terms) the weaknesses and strengths of a creature, situation, trap or fortification before you attempt to overcome it.
- **At 6th Level:** You may choose a Feat.
- **At 14th Level:** You gain the Peerless Skill ability, meaning that you can spend a die of Bardic Inspiration on a Skill roll, before or after you roll the d20, but before the Games Master tells you if you have succeeded or failed.

## University Secrets:

- **Level 10: Rhetorical Snare:** Expending a use of Bardic Inspiration you can engage in conversation with a target (outside of combat) to bring them around to your way of thinking on a particular topic. You make a Persuasion roll versus a Wisdom Save (upon which they have advantage). If you succeed you convince them of your argument and they take up your position with the zeal of a new convert.
- **Level 14: Memory Palace:** Expending a use of Bardic Inspiration you can recall information related to a person, place or object by meditating and reflecting on all the lore and history you have read. The Games Master must then summarise - perhaps poetically or vaguely, or in florid terms - anything significant about the subject.
- **Level 18: Prognostication:** Expending a use of Bardic Inspiration allows you to unfold the likely chain of forthcoming events from what you see around you by roughly calculating the probabilities. For the encounter where you spend this usage you cannot be surprised (and can negate surprise, as it relates to you) and you have advantage on attack and saving rolls, while things attacking you have disadvantage. This ends as soon as the current encounter/situation stops or significantly changes.

## SEMINARY COLLEGE:

Seminary colleges, masjids and synagogues provide a basic education at a relatively low cost compared to universities, but with a certain amount of indoctrination alongside it.

Many leave the seminary for other professions than priest, viewing it purely as a good - cheap - education.

**Bonus Proficiencies:** You are proficient in three additional Skills, at +0 from the following - History, Insight, Medicine, Persuasion, Religion.

- **At 3rd Level:** You gain a Mien of Piety. Despite not being a man of the cloth your deep knowledge of scripture gives you an aura of religiosity and knowledge that cowers the faithful. You can advantage on social rolls against those who share your faith. If you are of a minority faith the Games Master may allow this to work outside your faith as the general status of 'holy and learned man' may transcend boundaries.
- **At 6<sup>th</sup> Level:** You may choose a Feat.
- **At 14th Level:** You gain the ability to cast Clerical Spells (Litanies) as though you were a first Level Cleric. If you have multiclassed you add these castings to your daily access.

## Seminary Secrets:

- **Level 10: Signs and Portents:** Expending a use of Bardic Inspiration you can consult your religious texts and commentaries seeking insight that can aid your current situation. You may ask the Games Master three yes/no questions about the challenges facing you. This ability can only be used once with reference to any individual person, object, place or situation.

- **Level 14: Clarity of Sight:** You see by faith, not by sight. Expending a use of Bardic Inspiration allows you to notice secret doors or compartments, tell illusion from reality, see through invisibility and even to see into the realm of ghosts and spirits. This effect lasts for an hour.
- **Level 18: Apocryphal Tale:** Your deep knowledge of the scripture gives you access to ever more appropriate and effective tales and stories from religious lore. You can buoy the spirits of those who share your faith with a grand tale that is new and engaging to them, restoring up to 700 Morale to those around you or granting five temporary Morale to those who have none.

## COURTLY COLLEGE:

Noble families hire tutors and teach their children themselves, so that they can be truly effective courtiers and - hopefully - marry up or across for political alliances.

**Bonus Proficiencies:** You are proficient in three extra Skills from the following - Deception, History, Insight, Intimidation, Persuasion.



- **At 3rd Level: You gain a bonus Feat,** with the clearance of your Games Master. The special tutors that trained you gave you access to some sort of 'trump card' that makes you more effective in an individual way.
- **At 6th Level:** You may choose a Feat.
- **At 14th Level, Noble Bearing:** You gain advantage on all social rolls against anyone of a lower social class than you.

## Court Secrets:

- **Level 10: Elite Tutor:** Choose a Skill or weapon you are proficient with. You may expend a use of Bardic Inspiration to gain advantage on a roll relating to that Skill or weapon.
- **Level 14: Leader of Men:** You may give an inspiring speech to your closest followers by spending a point of Bardic Inspiration, granting a number of people equal to your Level (including yourself) the ability to regenerate one point of Morale per turn for an hour (360 total).
- **Level 18: Majesty:** Spending a point of Bardic Inspiration allows you to draw about you the cloak of hundreds of years of breeding and etiquette. You can your allies within 30 feet gain advantage on saving throws and a +d6 bonus to Damage with their attacks. Enemies suffer disadvantage on their attack rolls.

## THEATRICAL COLLEGE:

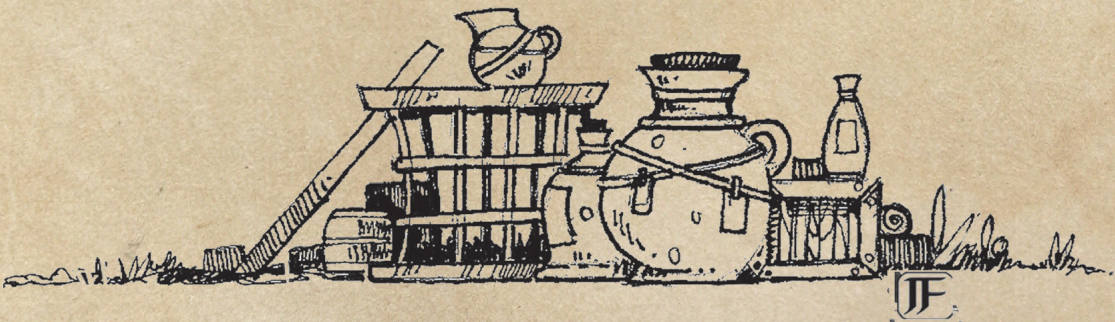
Playwrights, storytellers, travelling bands of troubadours, knowing how to read and write is important to them and acting and performing provides a half decent education in various aspects that are more broadly applicable. It just tends to get looked down on a bit, little better than gypsies.

**Bonus Proficiencies:** You are proficient in three additional Skills, at +0 from Acrobatics, Animal Handling, Deception, Performance, Sleight of Hand.

- **Level 3:** A bonus Feat, with the clearance of your Games Master. Your broad experience and travel throughout the land has enabled you to pick up some interesting capabilities.
- **Level 6:** At 6<sup>th</sup> Level you gain another Feat.
- **Level 14: Virtuoso:** You always have advantage on one of the Skills from the bonus Proficiencies listed above and may pick an additional one to be proficient in.

## Theatrical Secrets:

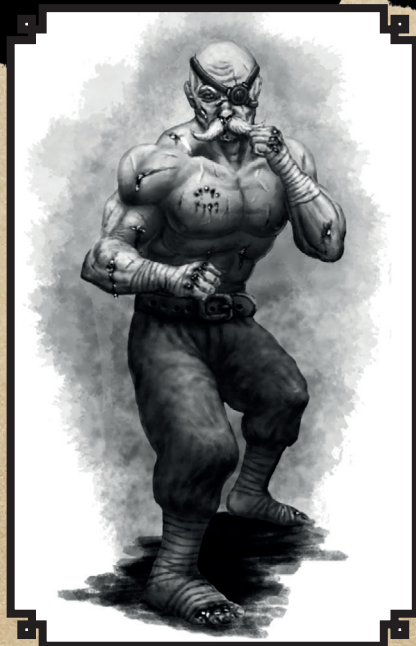
- **Level 10: Soliloquy:** By spending a point of Bardic Inspiration you can give a speech, perhaps from a play, or plead for your life or a delay to your end with such passion and wit that it can actually hold people at bay. Up to five intelligent monsters or people must make a Wisdom saving roll (with advantage) against your Deception, Persuasion or Performance roll or be delayed, holding their ground while they listen (effectively paralysed). You can spend multiple uses of Bardic Inspiration to continue your blather, each use lasts up to a minute (6 turns).
- **Level 14 & Level 18:** Wide travel and training means you develop more quickly than most. You may either take a feat or an ability increase at each of these Levels.





# THE BRAWLER

*In the hold of a ship, the space between caravans, the barns of the countryside or more esoteric spaces, there are those who hone their body into a bare-knuckled weapon.*



LVL	SKILL PTS/MAX	FEATURES	EFFORT	FISTICUFFS
1.	14 (+2)	Unarmoured Defence, Fisticuffs.	-	1d4
2.	16 (+2)	Effort, Physical Peak I	2	1d4
3.	17 (+2)	Ox Blow	3	1d4
4.	19 (+2)	Ability Score Improvement, Stick the Landing	4 (4)	1d4
5.	21 (+3)	Extra Attack, Stunning Blow	5 (5)	1d6
6.	23 (+3)	Effort Blows, Physical Peak II, Ox Body	6 (6)	1d6
7.	24 (+3)	Evasion, Shake it Off	7 (6)	1d6
8.	26 (+3)	Ability Score Improvement	8 (6)	1d6
9.	28 (+4)	Physical Prowess	9 (6)	1d6
10.	30 (+4)	Physical Peak III, Hale and Hearty	10 (6)	1d6
11.	31 (+4)	Placid Ox	11 (7)	1d8
12.	33 (+4)	Ability Score Improvement	12 (8)	1d8
13.	35 (+5)	Calloused	13 (8)	1d8
14.	37 (+5)	Physical Peak IV	14 (8)	1d8
15.	38 (+5)	Fast Healer	15 (8)	1d8
16.	40 (+5)	Ability Score Improvement	16 (8)	1d8
17.	42 (+6)	Death Blow	17 (9)	1d10
18.	44 (+6)	Physical Peak V	18 (10)	1d10
19.	45 (+6)	Ability Score Improvement	19 (10)	1d10
20.	47 (+6)	Boundless Effort	20 (10)	1d10

**Hit Points at Level One:** 8+Constitution Score+Strength Bonus.

**Hit Points at Higher Level:** +1 per Level.

**Stress at Level One:** 8+Wisdom Score+Intelligence Modifier.

**Stress at Higher Levels:** +1 per Level.

Morale at Level One: 8

**Morale at Higher Levels:** +1d8 per Level.

### Proficiencies:

- **Armour:** None.
- **Weapons:** Simple Melee Weapons, Martial Melee Weapons.
- **Tools:** Choose one.
- **Saving Throws:** Dexterity, Strength +0.
- **Skills:** Any two starting at +0 from Acrobatics, Athletics, History, Insight, Intimidation and Survival.

**Starting Pot:** 25 gp.

## Features

**Boundless Effort:** If you have no Effort when you roll Initiative, gain 2 Effort.

**Calloused:** You reduce all incoming Damage by 1, in addition to any other effects that do this.

**Death Blow:** Spend three Effort to enact this attack. You strike a tremendous blow to the heart, kidneys, throat or other vulnerable area. The target must make a Constitution Save with a DC of 10+Dexterity Modifier+Strength Modifier or take 5d10 Damage and begin Bleeding internally, starting at d10 bleeding.

**Effort Blows:** You can spend Effort in the following ways 1 point for +1 Damage, 1 point for +1 attack with your fists.

**Effort:** You have reserves of adrenaline and power you can call upon. These are gone until you take a Short or Long rest, 2 points for an extra unarmed attack, 1 point to gain the dodge action as a bonus action, 2 points to regain 1 hit point. You can only spend effort during combat, or on Strength/Constitution related rolls (1 for 1 for a bonus to the roll). The number in (parentheses) is the maximum amount you can spend in a turn.

**Fast Healer:** You heal an additional hit point when resting.

**Fisticuffs:** You can attack using your fists. You may substitute Strength with Dexterity, roll your Fisticuffs die for Damage with your fists, when you make an unarmed attack you may make an additional one as a bonus action.

**Hale and Hearty:** You have advantage on rolls to resist poison or disease.

**Ox Blow:** Spend two effort to make a knock-down blow. This hits as per any attack, but the target must make a Dexterity Save with a DC of 10+Dexterity Modifier+Strength Modifier or fall prone. They must then repeat this Save for Strength, or be shoved back 10 ft.

**Ox Body:** Add your Strength, Constitution and Dexterity modifiers as extra Hit Points. This is always at least +1. **Physical Peak:** Each time you gain this benefit you can choose one of the following: +1 Constitution, +1 Strength, +1 Dexterity, +5 ft movement.

**Physical Prowess:** You have a blanket +1 bonus to any rolls that involve Strength, Constitution or Dexterity.

**Placid Ox:** When you rest, perform the effects of the rest twice, or convert a Short Rest into a Long Rest - though you only rest for the Short period.

**Shake it Off:** Use your action to end one effect on yourself that makes you charmed or frightened.

**Stick the Landing:** Halve any Damage you take from falling or being thrown into things.

**Stunning Blow:** When landing a blow, spend a point of Effort to force the target to make a Constitution Save, or be stunned until your next turn.

**Unarmoured Defence:** When not wearing armour, your AC is  $10 + \text{Dexterity Modifier} + \text{Wisdom Modifier}$ .



# THE CLERIC

*A man of god, whether a lay preacher or an officiated priest. Whether a puritan or a damned papist. The Cleric is able to perform miracles, with the blessing of the almighty and trust in his great plan.*



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LVL	SKILL PTS/MAX	FEATURES	BLESSINGS	FAVOUR/MIRACLES
1.	16 (+2)	Miracles and Blessings I, Dominion	3	2
2.	18 (+2)	Channel Divinity	3	3
3.	20 (+2)	Miracles II, Dominion	3	6
4.	22 (+2)	Ability score improvement	4	7
5.	24 (+3)	Miracles III, Channel Divinity, Dominion	4	9
6.	26 (+3)	Channel Divinity	4	10
7.	28 (+3)	Miracles IV, Dominion	4	11
8.	30 (+3)	Channel Divinity, Dominion, Ability score improvement	4	12
9.	32 (+4)	Miracles V	4	14
10.	34 (+4)	Divine Intervention	5	15
11.	36 (+4)	Miracles VI	5	16
12.	38 (+4)	Ability score improvement	5	16
13.	40 (+5)	Miracles VII	5	17
14.	42 (+5)	-	5	17
15.	44 (+5)	Miracles VIII	5	18
16.	46 (+5)	Ability score improvement	5	18
17.	48 (+6)	Miracles IX, Channel Divinity	5	19
18.	50 (+6)	-	5	20
19.	52 (+6)	Ability score improvement	5	21
20.	54 (+6)	Divine Intervention	5	22

**Miracle Save DC:** 10+Wisdom  
Modifier+Charisma Modifier.

**Miracle Attack Modifier:** Wisdom  
Modifier+Charisma Modifier.

**Hit Points at Level One:** 4+Constitution  
Score+Strength Bonus.

**Hit Points at Higher Level:** +1 per Level.

**Stress at Level One:** 8+Wisdom  
Score+Intelligence Modifier.

**Stress at Higher Levels:** +1 per Level.

**Morale at Level One:** 8

**Morale at Higher Levels:** +1d8 per Level.

### Proficiencies:

- **Armour:** Light Armour, Medium Armour.
- **Weapons:** Simple Melee Weapons, Simple Ranged Weapons.
- **Tools:** None.
- **Saving Throws:** Wisdom, Charisma +0.
- **Skills:** Any two starting at +0 from History, Insight, Medicine, Persuasion and Religion.

**Starting Pot:** 150 gp

## FEATURES

**Dominion:** You gain the following bonuses for following the word of God.

- **Level 1:** Scriptural Scholarship: You gain Language: Latin, and another language from the following list: Arabic, Hebrew, Aramaic, Greek.

- **1st Level Miracles:** *Bane and Bless.*
- **3rd Level Miracles:** *Beacon of Hope, Remove Curse.*
- **5th Level Miracles:** *Commune, Hallow.*
- **7th Level Miracles:** *Conjure Celestial, Divine Word.*
- **9th Level Miracles:** *Mass Heal, True Resurrection.*

**Miracles & Blessings:** You are able to channel the power of your god through prayer and offerings. You have access to a number of Miracles equal to your basic Favour, unmodified.

Each time you use a Miracle, it costs points of Favour, equal to the Level. You may also only learn Miracles with Levels totalling your Favour, in addition to the ones that you already know from Dominion.

You automatically know the Miracles listed under Dominion when you hit those Levels, but may otherwise choose from the list below, within your Miracle Level, whenever your Favour goes up. Your Wisdom and Charisma bonuses are added to your Favour, once only, at Level 1, but do not grant you extra Miracles.

- **Blessings:** *Guidance, Resistance, Spare the Dying, Friends, True Strike, Blade Ward, Message, Vicious Mockery.* (Blessings are minor Miracles that do not cost Favour).
- **Miracles I:** *Animal Friendship, Bane, Bless, Command, Cure Wounds (Morale), Detect Evil, Healing Word (Morale), Heroism, Protection from Evil, Sanctuary.*

- **Miracles II:** *Aid, Augury, Blindness/Deafness, Calm Emotions, Enhance Ability, Gentle Repose, Hold Person, Lesser Restoration, Prayer of Healing (Morale), Protection from Poison, See Invisibility, Suggestion, Zone of Truth*
- **Miracles III:** *Bestow Curse, Dispel Magic, Mass Healing Word (Morale), Revivify, Spirit Guardians.*
- **Miracles IV:** *Aura of Life, Aura of Purity, Banishment (only planar non-natives), Blight, Death Ward, Divination, Freedom of Movement, Locate Creature, Guardian of Faith.*
- **Miracles V:** *Banishing Smite, Circle of Power, Commune, Contact other Plane, Dispel Evil, Geas, Greater Restoration, Hallow, Hold Monster, Insect Plague, Legend Lore, Mass Cure Wounds (Morale).*
- **Miracles VI:** *Find the Path, Forbiddance, Harm, Heal (Morale), Hero's Feast, True Seeing.*
- **Miracles VII:** *Conjure Celestial, Divine Word, Holy Sword, Regenerate, Resurrection.*
- **Miracles VIII:** *Antimagic Field, Control Weather, Feeblemind, Holy Aura, Mind Blank, Power Word Stun.*
- **Miracles IX:** *Foresight, Mass Heal, Power Word Kill, True Resurrection, Wish, Weird.*

**Example:**

*Father Max is Level one. He has a Wisdom Modifier of +1 and a Charisma Modifier of +2. He starts with three Blessings and five Favour/Miracles. For his Blessings he chooses Guidance, Resistance and True Strike. For his Miracles he chooses (in addition to his free Bane and Bless), Cure Wounds and Protection from Evil.*

**Channel Divinity:** You can channel divine power once between Short or Long rests at Level 1, twice at Level 6, three times at Level 18.

- **Channel Divinity 1st Level: Turn Undead** - Presenting your holy symbol you abjure and censure dead or demonic beings nearby. Each such creature within 30 ft must make a Wisdom Save or must flee from you, until or unless it takes Damage.
- **Channel Divinity 2nd Level: Sanctify** - You can designate a home church or place of prayer which gains the effect of *Hallow*, permanently. You can only do this to one place at a time and must hold regular worship there, weekly, to maintain the effect.
- **Channel Divinity 5<sup>th</sup> Level: Destroy Undead** - Your holy power doesn't only turn undead, it destroys them if they fail their Wisdom Save, provided they are of considerably lower Level than you.
  - **Level 5:** Destroy undead CR ½ or less.
  - **Level 8:** Destroy undead CR 1 or less.
  - **Level 11:** Destroy undead CR 2 or less.
  - **Level 14:** Destroy undead CR 3 or less.
  - **Level 17:** Destroy undead CR 4 or less.
- **Channel Divinity 6th Level: Exorcism** - Your Turn and Destroy Undead powers now also work on planar beings.
- **Channel Divinity 8th Level: Hexenhammer** - You may Channel Divinity to completely nullify the effect of any Spell.

- **Channel Divinity 17th Level: Absolution** - If someone has a genuine desire to repent you can grant them absolution, permanently changing their morality to act in a good (or at least Godly way) and curing them of any curses or supernatural afflictions.

**Divine Intervention:** At tenth Level, your god blesses you with a charmed existence. Once between Long Rests you can take the best possible result on any one roll you make, even enabling you to score an automatic Critical Hit in combat. At twentieth Level you gain this divine intervention twice.



# THE SOLDIER

*A soldier or professional sell-sword, whether in service to the military or other orders. Hard-bitten, tough and almost certainly damaged.*



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LEVEL	KILL POINTS/MAX	FEATURES
1.	24 (+2)	Fighting Style, Second Wind
2.	27 (+2)	Action Surge (one use)
3.	30 (+2)	Fighting Style
4.	33 (+2)	Ability Score Improvement
5.	36 (+3)	Extra Attack (+1)
6.	39 (+3)	Ability Score Improvement
7.	42 (+3)	Fighting Style
8.	45 (+3)	Ability Score Improvement
9.	48 (+4)	Indomitable (one use)
10.	51 (+4)	Fighting Style
11.	54 (+4)	Extra Attack (+2)
12.	57 (+4)	Ability Score Improvement
13.	60 (+5)	Indomitable (two uses)
14.	63 (+5)	Ability Score Improvement
15.	66 (+5)	Fighting Style
16.	69 (+5)	Ability Score Improvement
17.	72 (+6)	Action Surge (two uses), Indomitable (three uses)
18.	75 (+6)	Fighting Style
19.	78 (+6)	Ability Score Improvement
20.	81 (+6)	Extra Attack (+3)



**Hit Points at Level One:** 10+Constitution Score+Strength Bonus.

**Hit Points at Higher Level:** +1 per Level.

**Stress at Level One:** 6+Wisdom Score+Intelligence Modifier.

**Stress at Higher Levels:** +1 per Level.

**Morale at Level One:** 10

**Morale at Higher Levels:** +1d10 per Level.

### Proficiencies:

- **Armour:** Light Armour, Medium Armour, Heavy Armour.
- **Weapons:** Simple Melee Weapons, Simple Ranged Weapons, Martial Melee Weapons, Martial Ranged Weapons, Rifles.
- **Tools:** None.
- **Saving Throws:** Strength, Constitution +0.
- **Skills:** Any two starting at +0 from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival.
- **Starting Pot:** 215 gp

## FEATURES

**Fighting Style:** You may take one of these each time you are granted one. Some of these you make take twice, the second Level effect is indicated in the text, in brackets.

- **Absolution:** +2 to Religion rolls (+3).
- **Alert:** +2 to Perception rolls (+3).
- **Athlete:** +2 to Athletics rolls (+3).
- **Bully:** On a successful close combat hit in combat, you can shove a same or smaller size enemy five feet, and immediately move into the space they left.
- **Close Fighter:** +1 Attack and Damage if your enemy is using a reaching weapon.
- **Cold:** You gain +2 to your maximum Stress, you may take this multiple times.
- **Defence:** While in armour you gain +1 AC.
- **Double-Hard:** +2 on Constitution Saving Throws (+3)
- **Drowning Sorrows:** +2 on Charisma Saving Throws. (+3)
- **Duelling:** While using a one-handed melee weapon, and no other melee weapons, you gain +2 Damage (+3).
- **Fast Healer:** You heal an additional Hit Point from any source of healing.
- **Flanker:** Flanking or rear attacks do +1d6 Damage (1d8).
- **Great Weapon Fighting:** When wielding a two-handed weapon you can re-roll, once, if you roll a natural one or two (if using 2d10, a natural 2-4).
- **Improved Critical:** You do Critical Hits on a 19-20.
- **Marksman:** +2 to ranged attack rolls (+3).
- **Melee Master:** +2 to melee attack rolls (+3).
- **Once-Bitten:** +2 on Wisdom Saving Throws (+3).
- **Power Reserves:** +2 on Strength Saving throws (+3).
- **Protection:** When a creature attacks a target, other than you, within five feet you can use your reaction to force disadvantage on the attack.
- **Quick Draw:** Readyng a weapon is a free action.
- **Rapid Reaction:** +2 Initiative (+4).

- **Rapid Reload:** You can reload (or take a step towards reloading for firearms) as a free bonus action every turn, meaning crossbows are readied, and firearms only take one more action to reload.
- **Scary Bastard:** +2 on Intimidation rolls (+3).
- **Scout:** +2 to Stealth rolls (+3).
- **Slayer:** +1 (+2) Damage to one category of creature (*Aberrations, Beasts, Celestials, Constructs, Dragons, Elementals, Fey, Fiends, Giants, Humanoids, Monstrosities, Oozes, Undead*). You may only choose creatures you have fought during play. At character generation you may only take *Humanoid* or *Beast*.
- **Slippery:** +2 on Dexterity Saving throws (+3).
- **Stretcher Bearer:** +2 on Medicine rolls (+3).
- **Study Opponent:** Spend ten turns studying a target and the Games Master must tell you it's Challenge Rating, Strength, Dexterity, Constitution, Armour Class and Hit Points.
- **Survivor Bias:** +2 on Intelligence Saving Throws (+3)
- **Swashbuckler:** +2 on Acrobatics rolls (+3).
- **Tough as Nails:** +2 Hit Points (another +2 Hit Points).
- **Two-Weapon Fighting:** You can add your Ability Modifier to the Damage of the second attack.
- **Vicious:** All your attacks do +1 Damage.
- **Well-Traveled:** +2 to Survival rolls (+3).



# THE FORESTER

*Poachers, game-keepers, woodcutters, foresters and others who are more at home in the forests of the lands, than the cities.*



LEVEL	SKILL POINTS/MAX	FEATURES
1.	24 (+2)	Favoured Enemy, Natural Explorer.
2.	27 (+2)	Fighting Style, Woodsman +1.
3.	30 (+2)	Wild Skill, Awareness.
4.	33 (+2)	Ability Score Improvement.
5.	36 (+3)	Extra Attack.
6.	39 (+3)	Favoured Enemy, Natural Explorer, Woodsman +2.
7.	42 (+3)	Wild Skill.
8.	45 (+3)	Ability Score Improvement, Land's Stride.
9.	48 (+4)	Woodsman +3.
10.	51 (+4)	Natural Explorer, Hide in Plain Sight.
11.	54 (+4)	Wild Skill.
12.	57 (+4)	Ability Score Improvement.
13.	60 (+5)	Woodsman +4.
14.	63 (+5)	Favoured Enemy, Vanish.
15.	66 (+5)	Wild Skill.
16.	69 (+5)	Ability Score Improvement.
17.	72 (+6)	Woodsman +5.
18.	75 (+6)	Feral Senses.
19..	78 (+6)	Ability Score Improvement.
20	81 (+6)	Foe Slayer.

**Hit Points at Level One:** 10+Constitution Score+Strength Bonus.

**Hit Points at Higher Level:** +1 per Level.

**Stress at Level One:** 6+Wisdom Score+Intelligence Modifier.

**Stress at Higher Levels:** +1

**Morale at Level One:** 10

**Morale at Higher Levels:** +1D10 per Level.

### Proficiencies:

- **Armour:** Light Armour, Medium Armour.
- **Weapons:** Simple Weapons, Martial Weapons, Simple Ranged Weapons, Martial Ranged Weapons, Rifles.
- **Tools:** None.
- **Saving Throws:** Strength, Dexterity +0.
- **Skills:** Any three starting at +0 from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth and Survival.

**Starting Pot:** 135 gp

## FEATURES

**Favoured Enemy:** Choose a type of enemy that you have experience studying, tracking, hunting or even dealing with in a less violent manner. Choose from *Beasts* or *Humanoids* for your starting enemy.

You have advantage on Wisdom (Survival) checks to track your favoured enemies as well as on Intelligence checks to remember facts about them. If you choose humanoids (or a type with speech), you may choose an additional language, spoken by that species to learn.

At 6<sup>th</sup> and 14<sup>th</sup> Levels you gain all these benefits for a new - freely chosen, but encountered - enemy type.

**Natural Explorer:** You are at home in one particular environment or 'biome'. Choose one type from arctic, coastal, desert, forest, grassland, mountain, swamp, urban or caves. When you make an Intelligence or Wisdom check related to this favoured terrain-type, you double your Skill bonus.

In your favoured terrain you (and your party) are not slowed by difficult terrain, can't become lost (save by magic), remain alert even while foraging or hunting, can move with stealth at normal pace (if alone), find twice as much food as normal when foraging and hunting, learn the numbers and size of enemies you are tracking and how long ago they passed through.

You may choose an additional favoured terrain type at 10<sup>th</sup> Level.

**Fighting Style:** You may choose a Fighting Style from the Fighter list.



**Woodsman:** You add your Woodsman bonus to your Stealth, Nature, Animal Handling and Survival rolls.

**Wild Skill:** When you gain a Wild Skill you can choose one of the following.

- **Animal Companion:** You can train an animal to be your pet and guardian. After a period of training this creature (which must be CR ¼ or below) gains your Skill maximum as a bonus to AC, Attack, Damage, Saving rolls, Skills it is proficient with and Hit Points. Commanding the beast is a bonus action on your turn. You may take this multiple times, providing additional beasts or adding an additional +1 to a single beast's modified statistics.
- **Courage:** You have advantage on rolls to avoid being frightened.
- **Deflect:** When a creature's attack misses you, you can use your reaction to make it repeat the attack against another creature of your choice (that it can attack).
- **Dervish:** When you succeed in an attack against an enemy, you can immediately follow up with a second attack against another enemy within five feet of the first.
- **Evasion:** If you would take half-Damage on a successful Dexterity saving throw, you instead take none.
- **Favoured Enemy:** An additional favoured enemy type.
- **Fighting Style:** An additional Fighting Style.
- **Finisher:** You do an additional d6 Damage to enemies that are already wounded.

- **Move and Strike:** Opportunity attacks against you are at disadvantage.
- **Natural Explorer:** An additional favoured environment.
- **Steel Lightning:** When you are attacked with multiple attacks from the same creature, you have +4 AC against all attacks past the first.
- **Tumbler:** When a creature larger than you misses with an attack, you can attack using your reaction.
- **Uncanny Dodge:** When a creature hits you with an attack, you can use your reaction to halve the Damage.
- **Volley:** You may make a ranged attack against any number of creatures within a ten foot radius. You can only do this if you have enough arrows, enough ammunition in a pepperbox or similar means to attack multiple targets without having to stop to reload.
- **Whirlwind:** You may use your action to make a melee attack against every creature within 5 ft of you at once.

**Awareness:** Use your action and to concentrate on your surroundings, you can sense what animals or monsters frequent the area regularly.

**Land's Stride:** You can pass through difficult terrain without being slowed or taking Damage from natural, passive effects like thorns or spines.

You have advantage on saving throws against magical plants.

**Hide in Plain Sight:** You can spend a minute to camouflage yourself with local materials and, while you maintain the camouflage, gain a +10 bonus to Stealth checks in that terrain, while remaining still.

**Vanish:** You can use the Hide action as a bonus action in your turn. You can't be tracked by non-magical means.

**Feral Senses:** You do not take disadvantage when battling invisible creatures and are aware of invisible creatures within 30 ft, unless they hide or you are blinded or deafened.

**Foe Slayer:** Add your Wisdom modifier to an attack or Damage roll against your favoured enemies once per turn.



# THE CIVILIAN

*Ordinary people who may, or may not, be called upon to do heroic deeds by circumstance. Peasants, Guildsmen and Nobles alike.*



LEVEL	SKILL POINTS/MAX	FEATURES
1.	24 (+2)	Caste Feature, Caste Skill
2.	27 (+2)	Plucky
3.	30 (+2)	Caste Feature
4.	33 (+2)	Ability Score Improvement
5.	36 (+3)	Caste Feature, Caste Skill
6.	39 (+3)	People's Hero
7.	42 (+3)	Caste Feature
8.	45 (+3)	Ability Score Improvement
9.	48 (+4)	Caste Feature
10.	51 (+4)	Caste Skill
11.	54 (+4)	Caste Feature
12.	57 (+4)	Ability Score Improvement
13.	60 (+5)	Caste Feature
14.	63 (+5)	Local Hero
15.	66 (+5)	Caste Feature, Caste Skill
16.	69 (+5)	Ability Score Improvement
17.	72 (+6)	Caste Feature
18.	75 (+6)	Legendary Hero
19.	78 (+6)	Ability Score Improvement
20.	81 (+6)	Mythic Figure

**Hit Points at Level One:** 8+Constitution Score+Strength Bonus.

**Hit Points at Higher Level:** +1 per Level.

**Stress at Level One:** 8+Wisdom Score+Intelligence Modifier.

**Stress at Higher Levels:** +1

**Morale at Level One:** 8

**Morale at Higher Levels:** +1d8 per Level.

### PEASANT PROFICIENCIES:

- **Armour:** Light Armour.
- **Weapons:** Simple Weapons, Simple Ranged Weapons
- **Tools:** Any two from Brewer, Carpenter, Cobbler, Cook, Leatherworker, Potter, Smith, Tinker, Weaver, Woodcarver, Gaming, Herbalism, Instrument, Thief.
- **Saving Throws:** Strength, Constitution +0.
- **Skills:** Any five starting at +0 from Animal Handling, Athletics, Medicine, Nature, Perception, Performance, and Survival.

### GUILDSMAN'S PROFICIENCIES:

- **Armour:** Light Armour, Medium Armour.
- **Weapons:** Simple Weapons, Martial Weapons, Rifles, Pistols.
- **Tools:** Any one from Alchemist, Calligrapher, Cartographer, Glassblower, Jeweler, Mason, Painter, Smith, Gaming, Instrument, Navigator, Poisoner, Thief.
- **Saving Throws:** Intelligence, Dexterity +0.
- **Skills:** Any three starting at +0 from Animal Handling, Deception, History, Medicine, Perception, Performance, Persuasion.

### NOBLE'S PROFICIENCIES:

- **Armour:** Light Armour, Medium Armour.
- **Weapons:** Simple Weapons, Martial Weapons, Pistols, Rifles.
- **Tools:** Any one from Alchemist, Calligrapher, Gaming, Instrument.
- **Saving Throws:** Wisdom, Charisma +0.
- **Skills:** Any three starting at +0 from Animal Handling, Deception, History, Perception, Performance, Persuasion.

**Starting Pot:** 100 gp (peasant), 150 gp (Guildsman), 200 gp (Noble).

## FEATURES

**Caste Feature:** Each time you gain this feature, choose a bonus from the appropriate sub-section.

Unless otherwise noted, you may take each feature only once.

### Peasant:

- **Strong Back:** +1 Strength (normal maximums apply).
- **Hardy Folk:** +1 Constitution (normal maximums apply).
- **Folk Wisdom:** +1 Wisdom (normal maximums apply).
- **Weather Eye:** +4 bonus to Nature/Survival checks to predict the weather.



- **Of the Soil:** Spending fifteen minutes or so assessing an area, you can determine what crops would grow there, what beasts might be common in the area and gain/provide a +2 bonus to Nature/Survival rolls by you or your party for 24 hours.
- **Folklore:** You gain a +4 bonus on any Arcana rolls, or rolls to identify or gather lore about Monsters.
- **Rain or Shine:** Reduce Damage from sources of heat or cold Damage by 1, and gain a +1 bonus to Saves against extreme weather effects. You may take this up to three times.
- **Hard as Nails:** +1 Hit Point. You may take this as many times as you want.
- **Weathered:** You gain a +1 bonus to Strength and Constitution saving throws. You may take this up to three times.
- **Common Luck:** +3 Morale. You may take this as many times as you want.
- **Well-Read:** +1 Wisdom (normal maximums apply).
- **The Price of Everything:** Whenever you sell anything, increase the value you extract by 5%. You may take this up to two times. The increase takes place after any other haggling or effects.
- **The Worth of Nothing:** Whenever you buy anything, decrease the price you pay by 5%. You may take this up to two times. The discount takes place after any other haggling or effects.
- **The Market:** You gain a +1 Bonus to Intelligence and Charisma saving throws. You may take this up to three times.
- **Penny-Pincher:** You have a +4 bonus on Perception rolls to assay goods or to notice if someone attempts to rob you or pick your pocket.
- **Guild Contacts:** You can roll on an appropriate Proficiency (usually a Tool Proficiency) to get hospitality or assistance from your guild in the area. Village DC 25, Town DC 20, City DC 15. Taking this additional times gives you a +1 bonus to the roll each time.

### Guildsman

- **Well Educated:** +1 Intelligence (normal maximums apply).
- **Crafter's Fingers:** +1 Dexterity (normal maximums apply).



## Noble

- **Well Educated:** +1 Intelligence (normal maximums apply).
- **Noblesse Oblige:** +1 Wisdom (normal maximums apply).
- **Good Breeding:** +1 Charisma (normal maximums apply).
- **Great and Terrible:** You gain a +4 bonus to Intimidation rolls.
- **Grand Tour:** You gain a +4 bonus to Charisma-based checks in a diplomatic context, and an additional language. You may take this multiple times, but only to gain additional languages.
- **Divine Right:** +3 Morale. You may take this as many times as you want.
- **Stipend:** 1d6 multiplied by 10 gold pieces each in-game month. You may take this multiple times, each time increases the multiplier by 10.
- **Aristocratic Mien:** Outside of combat you have a +2 bonus in rolls in competition with anyone of lower social class. You may take this multiple times, but each time only increases the bonus by +1.

**Caste Skill:** Pick a single non-combat Proficiency from your starting selections. You get a bonus of +2 to your Skill rolls when rolling this Skill. Each time you gain Caste Skill you can either select another Skill it applies to, or increase the bonus by +1.

**Plucky:** The maximum Morale you can spend on a single roll is 4, not 2. Add four points to your Morale total.

**People's Hero:** The maximum Morale you can spend on a single roll is 6, not 3. Add six points to your Morale total.

**Local Hero:** The maximum Morale you can spend on a single roll is 8, not 4. Add eight points to your Morale total.

**Legendary Hero:** The maximum Morale you can spend on a single roll is 10, not 5. Add ten points to your Morale total.

**Mythic Figure:** The maximum Morale you can spend on a single roll is 12, not 6. Add twelve points to your Morale total.



# THE MAGUS

*You have defied Church, law and God to delve into the powers of magic and infernal through Ritual magick. In exchange you have gained power, but at what cost?*



LVL	SKILL PTS/MAX	FEATURES	DARK GIFT
1.	12 (+2)	Dark Gifts, Familiar	1/1
2.	13 (+2)	Demonic Pact I - President	1/2
3.	15 (+2)	Ritualist	2/4
4.	16 (+2)	Ability Score Improvement	2/6
5.	18 (+3)	Demonic Pact II - Knight	3/9
6.	19 (+3)	-	3/12
7.	21 (+3)	-	4/16
8.	22 (+3)	Ability Score Improvement, Demonic Pact III - Count	4/20
9.	24 (+4)	-	5/25
10.	25 (+4)	Ritualist	5/30
11.	27 (+4)	Demonic Pact IV - Marquis	6/36
12.	28 (+4)	Ability Score Improvement	6/42
13.	30 (+5)	-	7/49
14.	31 (+5)	Demonic Pact V - Prince	7/56
15.	33 (+5)	-	8/64
16.	34 (+5)	Ability Score Improvement	8/72
17.	36 (+6)	Ritualist, Demonic Pact VI - Duke	9/81
18.	37 (+6)	-	9/90
19.	39 (+6)	Ability Score Improvement	9/99
20.	40 (+6)	Demonic Pact VII - King	9/108

**Magick Save DC:** 10+Intelligence Modifier+Wisdom Modifier.

**Magick Attack Modifier:** Intelligence Modifier+Wisdom Modifier.

**Hit Points at Level One:** 6+Constitution Score+Strength Bonus.

**Hit Points at Higher Level:** +1 per Level.

**Stress at Level One:** 10+Wisdom Score+Intelligence Modifier.

**Stress at Higher Levels:** +1

**Morale at Level One:** 6

**Morale at Higher Levels:** +1d6 per Level.

### Proficiencies:

- **Armour:** None.
- **Weapons:** Simple Weapons, Simple Ranged Weapons.
- **Tools:** None.
- **Saving Throws:** Intelligence, Wisdom +0.
- **Skills:** Any two starting at +0 from Arcana, Deception, Insight, Intimidation, Persuasion and Religion.

**Starting Pot:** 120 gp

## FEATURES

**Dark Gifts:** Use your Dark Gift points to buy Rituals, Gifts and capabilities according to your Level. Once spent these are gone permanently, though you can enhance Gifts that you already possess.

**Familiar:** You gain a Challenge Rating zero familiar. The Familiar has an Intelligence of 10 and has the capabilities of the form it takes. If killed, it returns on the next full moon.

The familiar may take any form, but must be tiny. You can see and speak through the familiar (and it can speak for itself if it chooses). It can perform tasks for you and obeys your orders.

**Demonic Pact:** As you rise in rank you learn to command more powerful demons, and they grant you power and titles (in the form X-magus, eg. 'Rofomagus', where 'X' is the name of the demon, or part thereof). You maintain your pacts at each Level and the effects stack and surpass normal limits.

*Demonic Pact I - President:* Choose one of the following effects:

- A +1 bonus to any Proficiency.
- Increase all your familiar's Abilities by +1 with all the knock-on effects.
- Grant your familiar a Proficiency at +2.
- 1d6 silver pieces per day, in the form of a minor treasure.
- 2 Skill Points to spend as you wish.
- Free access to the Augury Ritual.
- Free access to the invisibility Ritual.
- Free access to the Disguise Self Ritual.
- The ability to understand (but not speak) the language of beasts.
- +1 to any Ability (this can break the normal limit).
- +1 Damage with all attacks.
- Turn a bucket of water into wine, or vice versa, once per day.
- Summon a CR 0 beast once per day.



### *Demonic Pact II - Knight*

- A +2 bonus to any Proficiency.
- Increase all your familiar's Abilities by +1 with all the knock-on effects.
- Grant your familiar a Proficiency at +3.
- 1d6 gold pieces per day, in the form of a minor treasure.
- 3 Skill Points to spend as you wish.
- Free access to the Bestow Curse Ritual.
- Free access to the Speak With Dead Ritual.
- Free access to the Animate Dead Ritual.
- An additional language
- +1 to any Ability (this can break the normal limit).
- +1 Damage with all attacks.
- Summon a CR 1/8 beast once per day.

### *Demonic Pact III - Count*

- A +3 bonus to any Proficiency.
- Increase all your familiar's Abilities by +1 with all the knock-on effects.
- Grant your familiar a Proficiency at +4.
- 2d6 gold pieces per day, in the form of a minor treasure.
- 4 Skill Points to spend as you wish.
- Free access to the Greater Invisibility Ritual.
- Free access to the Fabricate Ritual.
- Free access to the Arcane Eye Ritual.
- Create Dancing Lights at will (no more than one set at a time).
- An additional language
- +1 to any Ability (this can break the normal limit).
- +1 Damage with all attacks.
- Summon a CR 1/4 beast once per day.
- Restore a quiver of arrows, case of bolts or bag of powder and shot once per day.



#### *Demonic Pact IV - Marquis*

- A +4 bonus to any Proficiency.
- Increase all your familiar's Abilities by +1 with all the knock-on effects.
- Grant your familiar a Proficiency at +5.
- 4d6 gold pieces per day, in the form of a minor treasure.
- 5 Skill Points to spend as you wish.
- Free access to the Contagion Ritual
- Free access to the Blindness/Deafness Ritual.
- An additional language
- +1 to any Ability (this can break the normal limit).
- +1 Damage with all attacks.
- Summon a CR 1/2 beast once per day.
- Polymorph self, at will, into a bird of maximum CR 1.
- +1 to all Attack rolls.

#### *Demonic Pact V - Prince*

- A +5 bonus to any Proficiency.
- Increase all your familiar's Abilities by +1 with all the knock-on effects.
- Grant your familiar a Proficiency at +6.
- 5d6 gold pieces per day, in the form of a minor treasure.
- 6 Skill Points to spend as you wish.
- Free access to the Conjure Elemental Ritual.
- Free access to the Dimension Door Ritual.
- An additional language
- +1 to any Ability (this can break the normal limit).
- +1 Damage with all attacks.
- Summon a CR 1 beast once per day.
- +1 to all Attack rolls.

#### *Demonic Pact VI - Duke*

- A +6 bonus to any Proficiency.
- Increase all your familiar's Abilities by +1 with all the knock-on effects.
- Grant your familiar a Proficiency at +7.
- 6d6 gold pieces per day, in the form of a minor treasure.
- 8 Skill Points to spend as you wish.
- Free access to the Teleport Ritual.
- Free access to the Fire Storm Ritual.
- An additional language.
- +1 to any Ability (this can break the normal limit).
- +1 Damage with all attacks.
- Summon a CR 2 beast once per day.
- +1 to all Attack rolls.

#### *Demonic Pact VII - King*

- A +7 bonus to any Proficiency.
- Increase all your familiar's Abilities by +1 with all the knock-on effects.
- Grant your familiar a Proficiency at +8.
- 7d6 gold pieces per day, in the form of a minor treasure.
- 10 Skill Points to spend as you wish.
- Free access to the Control Weather Ritual.
- Free access to the Demiplane Ritual
- An additional language
- +1 to any Ability (this can break the normal limit).
- +1 Damage with all attacks.
- Summon a CR 3 beast once per day.
- +1 to all Attack rolls.

**Ritualist:** Each time you gain Ritualist, you can speed up the amount of time it takes to perform a Ritual by half, rounded up to the nearest minute.

# THE ROGUE

*If you can't make a living honestly, you can certainly make one dishonestly.*

*Thieves, brigands, highwaymen - and many of them heroes of the common folk, for stealing from the rich.*



LEVEL	SKILL POINTS/MAX	FEATURES
1.	24 (+2)	Expertise, Sneak Attack, Thieves' Cant
2.	27 (+2)	Cunning Action
3.	30 (+2)	Outlaw I
4.	33 (+2)	Ability Score Improvement
5.	36 (+3)	Uncanny Dodge
6.	39 (+3)	Expertise
7.	42 (+3)	Evasion
8.	45 (+3)	Ability Score Improvement
9.	48 (+4)	Outlaw II
10.	51 (+4)	Ability Score Improvement
11.	54 (+4)	Reliable Talent
12.	57 (+4)	Ability Score Improvement
13.	60 (+5)	Outlaw III
14.	63 (+5)	Blindsense
15.	66 (+5)	Slippery Mind
16.	69 (+5)	Ability Score Improvement
17.	72 (+6)	Outlaw IV
18.	75 (+6)	Elusive
19.	78 (+6)	Ability Score Improvement
20.	81 (+6)	Stroke of Luck

**Hit Points at Level One:** 8+Constitution Score+Strength Bonus.

**Hit Points at Higher Level:** +1 per Level.

**Stress at Level One:** 8+Wisdom Score+Intelligence Modifier.

**Stress at Higher Levels:** +1

**Morale at Level One:** 8

**Morale at Higher Levels:** +1d8 per Level.

### Proficiencies:

- **Armour:** Light Armour.
- **Weapons:** Simple Weapons, Simple Ranged Weapons, Martial Weapons, Pistols.
- **Tools:** Thieves' Tools, Forgery Kit, Disguise Kit, Gaming Kit or Poisoner's Kit.
- **Saving Throws:** Intelligence, Dexterity +0.
- **Skills:** Any four starting at +0 from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand and Stealth.

**Starting Pot:** 100 gp

## FEATURES

**Expertise:** Choose two Skills at first Level, you can add your Skill Maximum as a bonus when rolling these Skills. At Level 6 you can choose two more and gain the same bonus with those Skills.

**Sneak Attack:** Once per turn you can deal an additional 1d6 Damage to a creature you hit, so long as you have advantage on that roll.

This increases to 1d8 at Level 3, 1d10 at Level 5, 1d12 at Level 7, 2d6 at Level 9, 2d8 at Level 11, 2d10 at Level 13, 2d12 at Level 15, 3d8 at Level 17 and 3d10 at Level 19.

**Thieve's Cant:** You speak the Thieve's Cant language, for free. A mix of jargon, slang and many languages that is confusing for others.

**Cunning Action:** You gain a bonus action each turn that can be used to Dash, Disengage or Hide.

**Outlaw I:** Choose one of the following capabilities.

- *Conman:* You gain 4 Skill Points to spend between the Deception and Persuasion Skills.
- *Footpad:* You gain 4 Skill Points to spend between the Intimidation and Stealth Skills.
- *Foul Mouth:* You can unleash a string of insults against a single enemy as a bonus action, forcing them to make a Wisdom Save against a DC determined by your Intimidation roll. If they fail they have disadvantage on the next Skill or combat roll they make.
- *Full of Yourself:* You gain an Inspiration die after every Long Rest, but can still have no more than one.
- *I Know a Guy:* Spend 10 Morale to have a contact (not a friend) in the local thief community, or wandering through the area.
- *In the Green:* You gain 4 Skill Points to spend between the Nature and Survival Skills.
- *Lookout:* You gain 4 Skill Points to spend between the Perception and Investigation Skills.



- *Mummer*: You gain 4 Skill Points to spend between the Acrobatics and Athletics Skills.
- *Murder*: You have advantage against enemies who have not yet had an action this combat.
- *Nimble Fingers*: You can use your bonus action to use Sleight of Hand, Thieves' Tools, to disarm a trap, open a lock or use an object.
- *Poison Taster*: You have advantage on Saves against poisons and poison resistance.
- *Practice Makes Perfect*: You get four bonus Skill Points to spend on your starting Proficiencies.
- *Quick on the Uptake*: You gain a +4 bonus to your Initiative rolls.
- *Scramble*: Climbing no longer costs you extra movement and you can increase your running jump distance by your Dexterity modifier in feet.
- *Slippery*: Your unarmoured AC is  $10 + \text{Dex Modifier} + \text{Wisdom Modifier}$ .
- *Broad Brush*: If you already have Foul Mouth, you can now use this ability to affect every enemy within sixty feet, all at the same time.
- *Poisonous*: If you already have Poison Taster you are now immune to poison, and any creature that bites your flesh or tastes your blood takes  $1d4$  poison Damage and must make a Constitution Save against a DC of  $10 + \text{Poisoner's Kit}$  or gain the Poisoned condition.
- *Quick*: Your speed increases by 10 ft.
- *Cocksure*: You can have up to two Inspiration dice.
- *Sure Hands*: You have Advantage when picking locks or disarming traps.
- *Eye for Detail*: You have Advantage when using a Forger's Kit.
- *Silver Tongue*: You have Advantage on Deception and Persuasion rolls, outside of combat.

**Outlaw II:** Choose one of the following capabilities.

- *Super-Sneak*: You have advantage on Stealth checks if you don't move more than half your speed.
- *Wall-Run*: So long as you move next to a vertical edge, like a wall, you can ignore the effects of terrain you pass through, save at the beginning and end of your move.
- *Alias*: Seven days effort and 25 gp establishes a credible cover identity.



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**Outlaw III:** Choose one of the following capabilities.

- **Mimic:** You can impersonate someone via study (three hours) and access to a disguise kit. You have advantage on rolls to avoid detection while mimicing your subject.
- **Contortionist:** You have advantage on Acrobatics rolls and can fit into and through small spaces as though you were one size smaller than you are.
- **First:** You have advantage on Initiative rolls.
- **The Fear:** You have advantage on Intimidation rolls.
- **Venomous:** If you already have Poisonous, your poison now does  $d6$  Damage and you can add this poison to weapons, or even food and drink, by spitting in it or licking it.
- **Preternatural Awareness:** You have advantage on Perception rolls.

**Outlaw IV:** Choose one of the following capabilities.

- **Rapid Reflexes:** You may take two turns during the first round of combat. You cannot use this if you are surprised.
- **Killing Blow:** When you have surprise, and strike a creature, double the Damage you do on your first blow.
- **The Touch:** Raise your Dexterity by +2, this can take it over the normal maximum.
- **Criminal Mastermind:** Raise your Intelligence by +2, this can take it over the normal maximum.
- **Criminal Instinct:** Raise your Wisdom by +2, this can take it over the normal maximum.

- **Charming Devil:** Raise your Charisma by +2, this can take it over the normal maximum.
- **Infuriating Target:** Increase your AC by 1 every time an enemy attacks but misses you, in a combat. This resets once one manages to hit you.
- **Spang:** After you hit with a ranged weapon, you can choose to forego Damage in order to shoot their weapon out of their hand, their belt from their waist, their pack from their back or the noose from their neck.

**Uncanny Dodge:** You can use your reaction to halve the Damage from an attack you are aware of.

**Evasion:** When you would normally take half-Damage, even after making a Dexterity Save, you take none.

**Reliable Talent:** Whenever you make a Skill roll with any of your Tools, you can count a roll lower than 10 as a 10.

**Blindsense:** So long as you can hear, you are aware of the location of any hidden or invisible creature within 10 ft of you.  
**Slippery Mind:** You gain two Skill Points in Wisdom Saves.

**Elusive:** No attack roll has advantage against you, unless you're incapacitated.  
**Stroke of Luck:** Once between each rest, you can replace what you roll on a Skill or combat check with a 20, though this is not considered a Critical.

# CUNNING FOLK

*Witches some call them, but whether they draw their power from the old ways, or from frolicking with Satan himself, there's no denying their power.*



LEVEL	SKILL POINTS/MAX	FEATURES	GIFTS & RITUALS LVL/PTS
1.	18 (+2)	Gifts and Rituals, Witch Mark	1/1
2.	20 (+2)	Shapeshift I, Tradition I	1/2
3.	22 (+2)	Shapeshift II	2/4
4.	24 (+2)	Ability Score Improvement	2/6
5.	27 (+3)	Shapeshift III	3/9
6.	29 (+3)	Tradition II	3/12
7.	31 (+3)	Shapeshift IV	4/16
8.	33 (+3)	Ability Score Improvement	4/20
9.	36 (+4)	Shapeshift V	5/25
10.	38 (+4)	Tradition III	5/30
11.	40 (+4)	Transformation I	6/36
12.	42 (+4)	Ability Score Improvement	6/42
13.	45 (+5)	Transformation II	7/49
14.	47 (+5)	Tradition IV	7/56
15.	49 (+5)	Transformation III	8/64
16.	51 (+5)	Ability Score Improvement	8/72
17.	54 (+6)	Transformation IV	9/81
18.	56 (+6)	Special Gift	9/90
19.	58 (+6)	Ability Score Improvement	9/99
20.	60 (+6)	Archetype	9/108

**Magick Save DC:** 10+Intelligence Modifier+Wisdom Modifier.

**Magick Attack Modifier:** Intelligence Modifier+Wisdom Modifier.

**Hit Points at Level One:** 8+Constitution Score+Strength Bonus.

**Hit Points at Higher Level:** +1 per Level.

**Stress at Level One:** 8+Wisdom Score+Intelligence Modifier.

**Stress at Higher Levels:** +1

**Morale at Level One:** 8

**Morale at Higher Levels:** +1d8 per Level.

### Proficiencies:

- **Armour:** Light Armour, Medium Armour.
- **Weapons:** Simple Weapons, Simple Ranged Weapons.
- **Tools:** Any one from Herbalism Kit, Poisoner's Kit, Alchemist's Kit, Brewer's Kit, Weaver's Tools or Woodcarver's Tools.
- **Saving Throws:** Intelligence, Wisdom +0.
- **Skills:** Any two starting at +0 from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion and Survival.

**Starting Pot:** 126 gp

## FEATURES

**Gifts & Rituals:** These provide points and indicate the Level at which you may purchase access to Rituals and Gifts from your tradition.

**Witch Mark:** Somewhere on your body is an spot, wart or third nipple which you cannot feel. This is a tell-tale sign of your power. Those who follow the old ways may, instead, choose to have a tattoo of an occult marking, a birthmark or vitiligo. Other options may be available with Games Master approval.

### Tradition: The Old Ways

**Level I:** Pick one of the following Gifts.

- *Knowledge:* You may pick a single, additional, Level 1 Ritual for free.
- *Familiar:* You gain a CR 0 familiar, with an Intelligence of 10. It must be a beast. See Magus for further details.
- *Blessed Blade:* You are granted a +2 magical dagger.
- *Glamour:* Once, between rests, you can twist your appearance with magic, making yourself terrifying or beautiful. Each creature in a 10 ft radius must make a Will Save against a DC of 10+Intelligence Modifier+Wisdom Modifier or be charmed or frightened, your choice.
- *Whispers:* You can communicate telepathically with a willing creature within your line of sight.
- *Soothing Presence:* People who sleep under the same roof as you heal an additional Hit Point while resting.
- *Water Witch:* In addition to your normal Shapeshift forms, you may choose a complementary aquatic form. Even if you already chose a water form.
- *Air Witch:* In addition to your normal Shapeshift forms, you may choose a complementary aerial form. Even if you already chose a flying form.

- *Green Witch*: In addition to your normal Shapeshift forms, you may choose a complementary plant form.
- *Animal Speech*: You can understand, but not speak, the language of beasts.
- *Hecate's Fingers*: You can do 1d4 poison Damage with your touch. This also forces a DC 10+Wisdom Modifier+Intelligence Modifier Constitution Save by the target, or they gain the Poisoned condition.
- *Plant Whispers*: You have advantage on Herbalist Kit rolls.

**Level II:** Pick one of the following Gifts.

- *Nourishment*: You heal an additional Hit Point when resting.
- *Mists of Avalon*: You can raise an obscuring mist in a 60 foot radius once per day.
- *Turn the Blade*: Once per day, between rests, you may cause a single attack against you to roll with Disadvantage.
- *Sea Witch*: Your speed is doubled in water.
- *Wisdom of Ages*: You have advantage on Wisdom based Skill checks.
- *Iron Nails*: Your unarmed attacks do 1d6 slashing Damage and you reduce all incoming Damage by 1.

**Level III:** Pick one of the following Gifts.

- *Deeper Knowledge*: You may pick a single additional Ritual from any Level that you can use.
- *Strider*: You treat natural, difficult terrain as normal and have advantage to Save against plant-based effects.
- *Stone Mind*: You cannot be charmed or frightened.
- *Placid Mind*: Your thoughts cannot be read and you are resistant to Psychic Damage.

**Level IV:** Pick one of the following Gifts.

- *Inviolate*: You are immune to Poison and Disease.
- *Enthrall*: You can permanently charm an incapacitated, intelligent enemy with a CR equal to or less than your Level, with a kiss. This charm can only be lifted by death or a Remove Curse Ritual.
- *Strength of Roots*: +2 Strength, this can exceed normal maximums.
- *Toughness of Stone*: +2 Constitution, this can exceed normal maximums.
- *Wisdom of Ages*: +2 Wisdom, this can exceed normal maximums.



## Tradition: The Devil's Disciple

**Level I:** Pick one of the following Gifts.

- *Metamorph:* You can change shape as a bonus action, instead of an action.
- *Familiar:* You gain a CR 0 familiar. It can be any kind of being. See Magus for further details. Your familiar does not have boosted Intelligence.
- *Infernal Blade:* You gain a +1 magical sword, longsword, two-handed sword or shortsword.
- *Sacrifice:* Every time you land a killing blow you regain one Hit Point.
- *Hell's Tutors:* You have advantage on Alchemist's Kit rolls.
- *Ravaged:* You can permanently sacrifice 1d6 Hit Points for 1d4 additional points for Gifts.

**Level II:** Pick one of the following Gifts.

- *Black Beast:* You can shapeshift to more powerful forms with a CR up to your Level divided by three (rounding down). Reassign all your forms when you gain this ability.
- *The Devil's Own Luck:* Once, between rests, you can add the result of 1d10 to any roll.
- *Knowledge of Hell:* You have advantage on Intelligence based Skill checks.
- *Arrow of Hell:* You never run out of ammunition, though you must still fetch the ammunition from a case, quiver or pouch and load it. You cannot provide this to anyone else. It counts as a magical weapon.

**Level III:** Pick one of the following Gifts.

- *Infused:* Your natural attacks (fists, feet, shapeshifted claws and teeth) count as magical weapons.
- *Hellion:* You are resistant to fire Damage, you may choose to be vulnerable to radiant Damage, in which case you may choose a second type of Damage to be resilient to.

**Level IV:** Pick one of the following Gifts.

- *Form Infernal:* You can take the form of a fire elemental made of hell-fire.
- *Myriad Forms:* You can turn into any beast of a CR you are capable of becoming and are not bound to set forms.
- *Torment:* Whenever you land a blow in combat, it is intensely painful, causing an additional +1 Psychic Damage.
- *Demonic Servant:* In exchange for a human sacrifice, your master will grant you an infernal servant. This can be almost any creature (subject to the GM's approval) provided that it has a CR less than your Level. Death or banishment releases it from your service until the next full moon.
- *Grace of Lucifer:* +2 Dexterity, this can exceed normal maximums.
- *Cunning Artifice:* +2 Intelligence, this can exceed normal maximums.
- *Temptation:* +2 Charisma, this can exceed normal maximums.

## Shapeshift

- *Level I:* You can take the form of CR 0 beasts by spending an action. You may do this a number of times per day equal to your Skill maximum.
- *Level II:* You can take the form of CR 1/8 beasts by spending an action. You may do this a number of times per day equal to your Skill maximum.
- *Level III:* You can take the form of CR 1/4 beasts by spending an action. You may do this a number of times per day equal to your Skill maximum.
- *Level IV:* You can take the form of CR 1/2 beasts by spending an action. You may do this a number of times per day equal to your Skill maximum.
- *Level V:* You can take the form of CR 1 beasts by spending an action. You may do this a number of times per day equal to your Skill maximum.

## Transformation

Each time you gain a Transformation, choose one of these benefits.

- *Burning Blood:* Whenever you are wounded in close combat, your attacker takes 1 Damage. You may choose whether this is Acid, Cold, Fire, Necrotic or Poison when you take this invocation.
- *Beautiful Agony:* Add your Charisma modifier to any Damage you inflict using magic, including magical weapons you wield.
- *Words of Power:* Choose a Ritual you know and remove the need for material components.
- *Ritualist:* Halve the time it takes to perform Rituals, rounding up to a minimum of one minute.
- *Animal Speech:* You can both understand and converse with animals, without the need for a Ritual.



- *Beguiler*: You gain 4 Skill Points which must be spent on Deception or Persuasion.
- *Transfix*: You can meet the gaze of any creature in line of sight and force them to make a Wisdom Save against a DC of 10+Charisma modifier+Wisdom modifier, or be unable to act, until you break eye contact. You may move, but not attack - or be attacked - or do anything else, without breaking eye contact.
- *Cat's Eyes*: You can see normally in magical and non-magical darkness, out to a distance of 120 ft.
- *Sleeping Entreaty*: You may write a yes/no question into a book and, when you sleep, you will receive the answer in a dream.
- *Gift of Babel*: You can read all forms of writing.
- *Masquer*: You can change your appearance at will, to a limited extent (build, eyes, hair, beard, skin).
- *See the Hidden*: You can see invisible creatures or those whose planes intersect ours to the point where they can affect you.
- *Measure Once*: You can attack twice for a single action with a weapon that has been granted to you by your magick.
- *Witch Eye*: You can see the true form of any shapeshifted or polymorphed creature.

**Special Gift:** You may choose one of the following, granted to you by whatever powers you serve or control. None of these ever lose their power.

- A set of +3 Leather Armour of Resistance (choose one type of Damage).
- +3 Dagger of Venom.
- +3 Flame Tongue Longsword.
- +3 Frost Brand Longsword.
- +3 Luck Blade Shortsword.
- Sun Blade
- +3 Vicious Longsword.
- Staff of Withering
- Staff of Striking

### Archetypes

- *Maiden/Stripling/Youth*: Your Charisma and Dexterity increase by +2, even beyond your normal maximums. Your ageing arrests (or reverses) until you appear to be between your teens and mid-twenties and you no longer age naturally.
- *Mother/Father/Destroyer*: Your Constitution and Strength increase by +2, even beyond your normal maximums. Your ageing arrests (or reverses) until you appear to be in your thirties and forties, and you no longer age naturally.
- *Crone/Churl/Lord*: Your Wisdom and Intelligence increase by +2, even beyond your normal maximums. Your ageing arrests (or reverses) until you appear to be in your seventies or eighties, and you no longer age naturally.



# THE ZEALOT

Hard times can breed fanatics. They devote themselves to higher powers or ideologies, and scourge themselves of sin or duobt through pain, fasting and meditation as they desperately seek forgiveness.



LEVEL	SKILL POINTS/MAX	FEATURES
1.	18 (+2)	Witch-Smeller, Scourge
2.	20 (+2)	Fighting Style, Strong Faith I, Zealous Smite
3.	22 (+2)	Divine Health, Oath I
4.	24 (+2)	Ability Score Improvement
5.	27 (+3)	Extra Attack
6.	29 (+3)	Aura of Protection
7.	31 (+3)	Oath II
8.	33 (+3)	Ability Score Improvement
9.	36 (+4)	Strong Faith II
10.	38 (+4)	Aura of Courage
11.	40 (+4)	Improved Zealous Smite
12.	42 (+4)	Ability Score Improvement
13.	45 (+5)	Strong Faith III
14.	47 (+5)	Cleansing Touch
15.	49 (+5)	Oath III
16.	51 (+5)	Ability Score Improvement
17.	54 (+6)	Strong Faith IV
18.	56 (+6)	Aura Improvements
19.	58 (+6)	Ability Score Improvement
20.	60 (+6)	Oath IV

**Hit Points at Level One:** 10+Constitution Score+Strength Bonus.

**Hit Points at Higher Level:** +1 per Level.

**Stress at Level One:** 6+Wisdom Score+Intelligence Modifier.

**Stress at Higher Levels:** +1

**Morale at Level One:** 10

**Morale at Higher Levels:** +1d10 per Level.

### Proficiencies:

- **Armour:** Light Armour, Medium Armour.
- **Weapons:** Simple Weapons, Martial Weapon, Simple Ranged Weapons.
- **Tools:** None.
- **Saving Throws:** Charisma, Wisdom +0.
- **Skills:** Any two starting at +0 from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion.

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**Starting Pot:** 155 gp

## FEATURES

**Witch-Smeller:** As an action you can pause and sense the area around you, or focus upon an object or person, and get a sense if it is evil, infernal or sinful. This is only a vague sense, such as: "You sense the presence of infernal powers in the area."

**Scourge:** By pausing for prayer (or to chastise yourself) you can take a full round to restore some Hit Points and Morale. You have a pool of points you can restore from, equal to your Level.

**Fighting Style:** Choose one of the following.

- **Scarback:** Reduce all Damage you take, from any source, by 1.
- **Defensive:** Your AC is raised by one, armoured or unarmoured.
- **Great Weapon:** When you roll a 1-2 on a Damage die with a melee weapon, you can re-roll, but must keep the new roll.
- **Martyr:** When someone within five feet of you is hit and takes Damage, you may choose to take the Damage instead.

**Strong Faith I-IV:** Each time you gain Strong Faith you can take a +2 bonus to a type of Saving roll, or an additional Hit Point or Morale Point. At Level IV you also start after each Long Rest with a free Inspiration die.

**Zealous Smite:** You may spend a single point of Morale to add 1d4 Damage to an attack. Improved Zealous Smite raises this to 1d8.

**Divine Health:** You have Advantage on saving rolls against poison or disease.

**Oath I-IV: You have taken a devout, religious vow.**

- **Oath of Poverty:** Any treasure or coin you gain, beyond personal gear, must be given to others - preferably the poor. You must rely on charity for food etc.
  - **I:** +1 Hit Point.
  - **II:** +2 bonus to Constitution Saves.
  - **III:** Advantage on Constitution Saves.
  - **IV:** +4 Constitution, this can take you beyond your normal maximum.

- **Oath of Chastity:** You may not fall in love, have sex, or seek sexual relief.
  - **I:** +4 Morale.
  - **II:** +2 bonus to Wisdom Saves.
  - **III:** Advantage on Wisdom Saves.
  - **IV:** +4 Wisdom, this can take you beyond your normal maximum.
- **Oath of Silence:** You may not speak, nor make excessive noise of any kind.
  - **I:** Advantage on Perception rolls.
  - **II:** Advantage on Stealth rolls.
  - **III:** Advantage on Intelligence Saves.
  - **IV:** +4 Intelligence, this can take you beyond your normal maximum.
- **Oath of Peace:** You may not engage in violence, or harm any living (animal) thing or monster. Undead and constructs do not count.
  - **I:** +2 to AC.
  - **II:** +2 bonus to all Saves.
  - **III:** Advantage on Charisma Saves.
  - **IV:** +4 Charisma, this can take you beyond your normal maximum.
- **Oath of Truth:** You may never lie.
  - **I:** +1 Hit Point.
  - **II:** +2 bonus to Constitution Saves.
  - **III:** Advantage on Dexterity Saves.
  - **IV:** +4 Dexterity, this can take you beyond your normal maximum.

**Aura of Protection:** You grant a bonus to the Saving rolls of any allies within 10 ft, equal to your Charisma bonus (at least +1). At 18<sup>th</sup> Level that range increases to 30 ft.

**Aura of Courage:** You and allies within 10 ft of you cannot be Frightened while you are conscious. At 18<sup>th</sup> Level that range increases to 30 ft.

**Cleansing Touch:** You can use a whole-turn action to end the effect of a Spell on yourself or one willing creature. You can use this a number of times equal to your Charisma modifier (at least 1) each time you take a Long Rest. You can spend 10 heroism to remove the effects of a poison, and 20 to remove the effects of a disease.



## STEP THREE: PERSONA & BACKGROUND

A very welcome addition to D&D has been the inclusion of more rules that encourage players to role-play and, which reward thought about where your character came from and why they do what they do. These are chiefly served by very loosely defined ideals, bonds and flaws. Mechanically you get awarded inspiration for playing to your character traits - even when it inconveniences you.

Some bristle at these newfangled story mechanics, but for players who have a hard time putting themselves into another, fictional, person's shoes the encouragement is helpful. The chits system for playing up your flaws is a big part of what made Deadlands work so well, and took a lot of the weight of book-keeping away from the Games Master.

Backgrounds are a bit more mechanically involved in 5th Edition D&D, with features, suggested characteristics and random tables (if you choose to use them) for personalities, ideals, bonds and flaws as well as Skill Proficiencies, languages and gear to go with your class choices.

This is all great stuff and easily customisable, you can add plenty to it and in many ways it can act as a sub-class or specialisation.

Nothing really needs to change there for *Grimdark*, just added to. Barbers, vivisectionists, gong-carriers, chapbook publishers, heretics and other backgrounds are all appealing in their own light.

Rather than producing an exhaustive list, I am going to suggest some generic rules, which will allow you to create your backgrounds quickly and easily.

## BACKGROUND RULES

1. Write a short synopsis of where you came from.

For example: *"I was a bit of a rebel in my youth, constantly escaping from my father's work as a fisherman to explore the nearby woods".*

2. Choose three Proficiencies appropriate to your background, additional languages count as a Proficiency. You gain that Proficiency at +0, or add two Skills Point to it if you already have it. You cannot raise a Skill over your Skill Maximum.

For example: *"Fishermen from across the Channel would sometimes hang out in the local tavern, and I picked up some French along with Nature from walking in the woods and Sailing from when I didn't get away from my Father."*

- Choose two pieces of starting equipment that relate to your background.

For example: *“I have a hand-axe I spent my scraped together coin on for exploring, and a hook knife for gutting fish.”*

- Start with an additional d6 x d6 gold pieces.
- Choose or randomly roll on the following tables for your Personality, Ideals, Bonds, Flaws.

## PERSONALITY

The kind of person you are, with all artifice and deception stripped away.

Roll a D6 for each of these traits. Interpret them in other ways if you want, along similar sorts of lines. If you find them too contradictory, or too numerous, choose two of the four traits that you rolled and combine them into a single personality profile.

*Example: I roll 5, 1, 1, 6. This suggests a very extroverted, ruthlessly pragmatic, unemotional, revolutionary thinker.*

*I envision this as the same sort of ruthlessly pragmatic, Enlightenment thinker – though pre-dating Utilitarianism.*

*My Rogue (in this instance) is an early form of ‘resurrection man’, providing bodies to anatomists and surgeons.*

*He believes this is essential to progress and after all, the poor souls aren’t using their bodies any more, are they?*

TRAITS	ROLL 1.	2.	3.	4.	5.	6.
First	Misanthropic, closed off and shut down.	Self-Contained and self-sufficient.	Introverted	Extroverted	Has to be the centre of attention at all times	Loud, rude or annoying.
Second	Ruthless pragmatist or fatalist	Pragmatic and literally-minded	Focused	Fanciful	Easily distracted and vague	Away with the fairies, given to wild imaginings
Third	Unemotional, unsympathetic and disregards people’s feelings	Detached, distanced and thoughtful	Rational	Empathetic	Wears their Heart on their Sleeve	Ruled by their emotions
Fourth	Hidebound by tradition or ideals	By the book, black and white thinker	Principled	Perceptive	Hopeful, perhaps a little naive	Revolut! Burn it all down.

# IDEALS

The philosophy that guides you through life, the thing that gives your life meaning and purpose.

Roll or choose one or two.

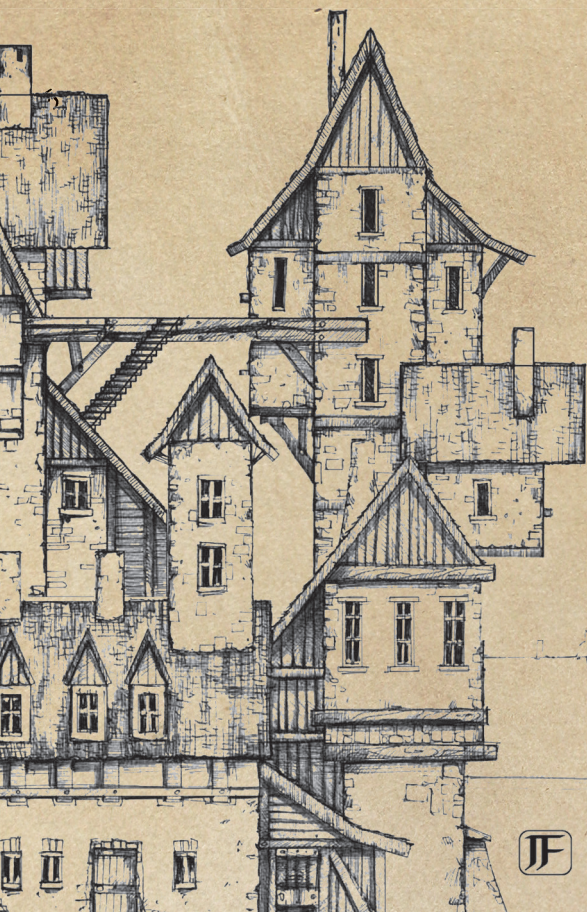
*Example: I roll three ideals and get Respect, Destiny and Logic.*

*Our grave-robbing friend values philosophy and logic but lacks a formal education.*

*He believes in a mechanistic, fated universe where everything falls as it will, regardless, and that free will is an illusion, but he still craves the respect of the 'great men' he stole corpses for.*

# Roll d100 for Ideals

01. I believe in Achievement.
02. I believe in Independence.
03. I believe in Change.
04. I believe in the value of Art.
05. I believe in Honour.
06. I believe in Freedom.
07. I believe I can be Redeemed.
08. I believe in Beauty.
09. I believe in Destiny.
10. I believe in Myself.
11. I believe in Logic.
12. I believe in Science.
13. I believe in Magic.
14. I believe in Free Thought.
15. I believe in Knowing Myself.
16. I believe in Nature.
17. I believe in Knowledge.
18. I don't believe in Limitations.
19. I believe in Self-Improvement.
- 20-23. I believe in Tradition.
- 24-26. I believe in Philanthropy.
- 27-29. I believe in Power.
- 30-33. I believe in my Church.
- 34-35. I believe in Glory.
- 36-39. I believe in Fairness.
- 40-43. I believe in the bonds of Friendship.
- 44-47. I believe in Gold.
- 48-50. I believe in Honesty.
- 51-54. I believe in Love.
- 55-57. I believe in Respect.
- 58-60. I believe in Strength.
- 61-63. I believe in the power of Community.
- 64-66. I believe in Generosity.
- 67-70. I believe in the Greater Good.
- 71-74. I believe that one should Live and Let Live.
- 75-77. I believe in Responsibility.
- 78-82. I believe in Family.
- 83-85. I believe in Duty.
- 86-88. I believe in Mastery of my Talents.
- 89-91. I believe in my Nation.
- 92-94. I believe in my God.
- 95-97. I believe in Justice.
- 98-100. I believe in Revenge.



## Roll d100 for Bonds

- 01. A book.
- 02-04. A broken heart.
- 05-06. A charity.
- 07-09. A debt of honour.
- 10. A defeat in the past.
- 11-13. A father figure.
- 14. A field of lore and understanding.
- 15-16. A heretical belief or cult.
- 17. A library or similar place.
- 18-19. A lost relic.
- 20-22. A mother figure.
- 23-25. A rival.
- 26. A ship or wagon.
- 27-29. A teacher.
- 30-32. A town or city.
- 33-34. A tragic loss.
- 35-36. An instrument or tool.
- 37. An unanswered question.
- 38-39. Enlightenment.
- 40-41. Fame!
- 42-43. Honour.
- 44. I am the last of something.
- 45-46. I owe my life to someone.
- 47. I want to have and raise children.
- 48-49. Lost heritage.
- 50-51. My child.
- 52-54. My childhood sweetheart.
- 55-57. My family.
- 58-60. My friends.
- 61-62. My hero.
- 63. My leader.
- 64-66. My old friends.
- 67-68. My ruler.
- 69-70. My subordinates.
- 71-73. My word.
- 74-76. Revenge.
- 77-78. Someone I wronged.
- 78-81. Someone who cheated me.
- 82-84. Something stolen from me.
- 85-87. The Church.
- 88-90. The common folk.
- 91-93. The land.
- 94-95. The place I learned my trade.
- 96. The wilderness.
- 97. Visions and revelations.
- 98-100. Wealth.

## BONDS

The things that tie you to the world  
and hold your interest.

Roll or choose one or two.



# FLAWS

Everyone has their flaws, things that hold them back or aggravate even their friends.

Roll or choose one or two.

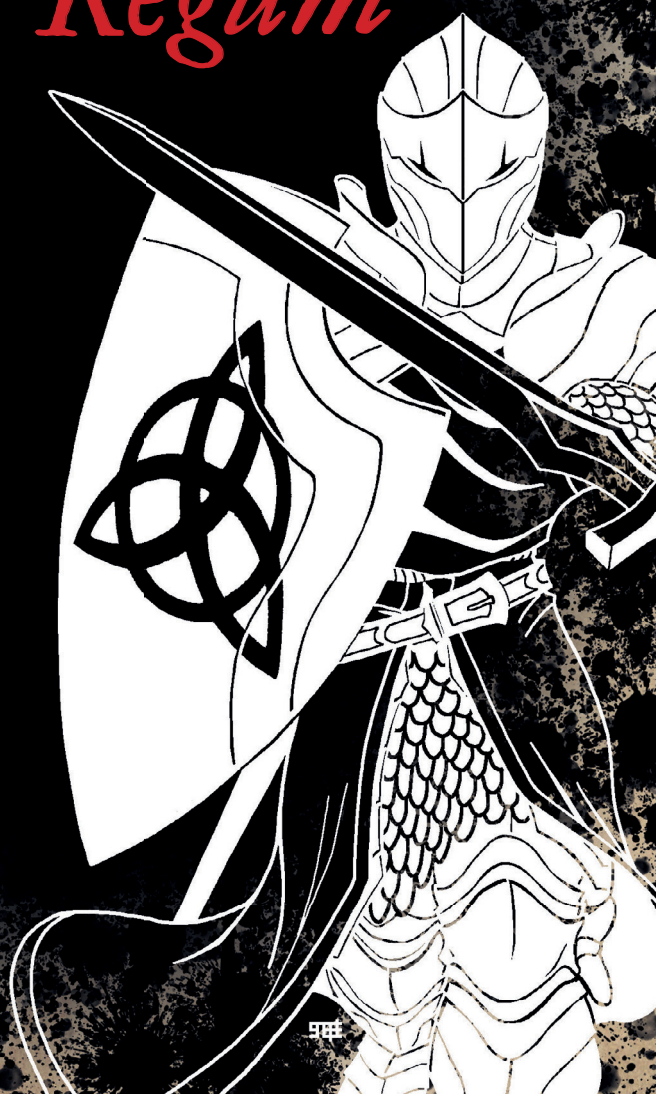
## Roll d100 for Flaws

- 01-02. A big head.
- 03. A bit bigoted.
- 04-05. A follower.
- 06-07. Always falling into debt.
- 08-09. Always late.
- 10-11. Anything for fame.
- 12-13. Anything for knowledge.
- 14-15. Arrogant.
- 16-17. Bad liar.
- 18. Cowardly.
- 19. Dark thoughts.
- 20. Dogmatic.
- 21-22. Don't call me chicken.
- 23-24. Evangelical zeal.
- 25-26. Greedy.
- 27-28. Hateful.
- 29-30. Heart on my sleeve.
- 31-32. Hedonist.
- 33-34. I always want more and better.
- 35-36. I can't go home.
- 37. I can't keep a secret.
- 38. I have a scandalous secret.
- 39. I have insatiable lust.
- 40. I hold a grudge forever.
- 41. I keep everything secret.
- 42-43. I must have the last word.
- 44-45. I want to be a noble.

- 46-47. Incautious.
- 48. Jealous.
- 49-50. Judgemental and harsh.
- 51. Kleptomania.
- 52-53. Light-fingered.
- 54-55. Likes a drink.
- 56-57. Likes to gamble.
- 58-59. Likes whoring.
- 60-61. Longs for power.
- 62-63. Mercenary.
- 64-65. Must save face.
- 66. My reach exceeds my grasp.
- 67-68. Never admit I'm wrong.
- 69-70. Never fight fair.
- 71-72. No filter.
- 73-74. No respect for 'civilians'.
- 75. Obsessive.
- 76-77. Overconfident.
- 78-79. Overly altruistic.
- 80. Pessimistic.
- 81-82. Phobia.
- 83. Prideful.
- 84. Prone to violence.
- 85-86. Self-Effacing.
- 87. Selfish.
- 88-89. Sharp tongue.
- 90. Slacker.
- 91-92. Sucker for a pretty face.
- 93-94. Suspicious.
- 95-96. Trusting.
- 97-98. Unbending.
- 99. Unreliable.
- 100. Wanted, dead or alive.



*Ultima  
Ratio  
Regum*



# EQUIPMENT

## FIREARMS

This is a transitional period in arms and armour. The English Civil War of the mid 1600s saw both matchlock and flintlock weapons in use, but the more effective flintlock rapidly replaced the clumsier, more dangerous matchlock.

Most weapons were smooth-bore, though rifling was well known. Even so, firearms were most effective when fired as a volley.

Many exotic weapons combined firing mechanisms with daggers, swords and even axes so that one could fire, and still fight without having to change weapons mid-engagement. Many pirates and soldiers wore a 'brace' of pistols (two) or even more, in many holsters, so they could be quickly accessed and fired in succession.

Firearms wrought havoc on armour, with mobility and speed - avoiding being shot in the first place - outweighing the usefulness of armour in short order. Metal breastplates and helmets remained in use despite this, in one form or another, up until the First World War.

Shields fell out of favour for similar reasons, being much less effective in these sorts of engagements.

The shortcomings of loading times led many multiple-barrel weapons to be developed, though these were much more expensive, and often as dangerous to the user as the man they were aimed at.

**Flintlock Pistol:** Cost 150gp, Damage 1d12 Piercing, Weight 3 lbs, Ammunition, Range 25/100, loading, light, 2 turns to reload, Botch 1-2, Crit 19-20.

**Flintlock Rifle:** Cost 300 gp, Damage 2d8 Piercing, Weight 10 lbs Ammunition, Range 200/300, loading, heavy, two-handed, 3 turns to reload, Botch 1-2, Crit 19-20.

**Blunderbuss:** Cost 200 gp, Damage 2d6 (2d4 if using improvised ammo), Weight 18lbs, Ammunition, Range 25 (cone), loading, heavy, 3 turns to reload.

**Bullets, Powder etc:** 2gp, 20 shots, 2 lbs. Grapeshot: 1gp, 1 shot, 2 lbs.

Multiple barrels double the cost of the weapon and add half-again to its weight (each time) and increase its Botch chance by 1. At the Games Master's discretion, multiple barrel weapons that fire volleys (like a duck-foot gun) can use the same cone rules as the blunderbuss. More than six barrels is generally impractical.

## GUNPOWDER

It's worth noting just how involved the process of making gunpowder used to be.

Potassium nitrate (or nitre) is the main component, making up 75% or so of the mix. Charcoal (soft wood) makes up 10%, and sulphur makes up the remaining part.

Charcoal burning is a process that most people know well enough (the slow charring of wood in an anaerobic atmosphere). Getting nitre is a bit more of an involved process.

- You need lots of shit.
- You need gallons of piss.
- You need plenty of straw.

You combine these to make a 'cheese' and leave it to 'digest' over around 10 months, then filter the resulting fluid through ash, and dry to obtain pure crystals of nitre.

Sulphur's a tricky one, despite being abundant in nature. You can make black powder without it, but it's less powerful and burns hotter on ignition - which isn't ideal.

Sulphur does occur naturally, around hot springs and other sources of volcanic activity. It can also be extracted, with relative ease, from pyrites, and as a side effect of extracting copper.

In short, making even the inferior form of black powder is a rather involved process, and in a pre or early modern society, one that is almost as unpleasant as tanning leather.

As for bad powder, it drops the Damage die a weapon uses by one type ( $d_{12}/d_{10}/d_8/d_6/d_4/d_3$ ) and increases the Botch chance by one.

***Example:** Chasten-Thee Cobbler has a double-barrelled pistol, loaded with sulphur-free powder. It Botches on a 1-4 and only does 1d10 Damage per barrel.*

## FIREARMS BOTCHES

### Roll $1d_{10}$

- 1-6. Misfire.
7. Ember.
- 8-9. Fouled Barrel.
10. Barrel Explosion.

**Misfire:** The charge 'fizzes' but doesn't fire. The barrel will have to be cleared before it can be used.

**Ember:** An ember remains in the barrel. When you load powder it goes off doing  $1d_6$  Damage to you.

**Fouled Barrel:** Either from soot and muck, or a lodged ball. It cannot be fired again until cleared.

**Barrel Explosion:** The weapon rolls its Damage against its user.

## ARMOUR

You may continue to use armour rules as they exist, should you prefer, but it is strongly suggested that you use these modified rules which split the difference between deflection and Damage Reduction.

Remember, to use armour well, one must wear it correctly. The ability to properly wear and use armour is represented by a character's Proficiencies in the wearing of armour (light, medium and heavy) and half their Skill total sets the maximum to their Armour Class bonus and their Damage Reduction.

Those who bothered to wear armour in this period, typically wore a metal helm, a metal breastplate, high leather boots and a gambeson, or similar protective coat. In game terms this would only provide the benefits of the breastplate.

Your base Armour Class is 10, plus your Dexterity Bonus.

### Light Armour

**Padded Armour (Gambeson):** Armour Class +1, Damage Reduction N/A.

**Leather Armour (Cuir Boulli):** Armour Class +1, Damage Reduction 1.

**Reinforced Leather (Brigandine):** Armour Class +2, Damage Reduction 1, Stealth Disadvantage.

### Medium Armour

**Hide & Leather (Layered):** Armour Class +1, Max Dex Modifier +2, Damage Reduction 1.

**Chain Mail Shirt (Close, tight chain):** Armour Class +2, Max Dex Modifier +2, Damage Reduction 1, Stealth Disadvantage.

**Scale Mail (Metal 'leaves' or bands):** Armour Class +2, Max Dex Modifier +2, Damage Reduction 2, Stealth Disadvantage.

**Breastplate (Solid metal chest covering):** Armour Class +2, Max Dex Modifier +2, Damage Reduction 2.

**Half Plate (Reinforced chain over gambeson):** Armour Class +2, Max Dex Modifier +3, Damage Reduction 3, Stealth Disadvantage.

### Heavy Armour

**Ring Mail (Loose, light rings):** Armour Class +2, Max Dex Modifier +1, Damage Reduction 2, Stealth Disadvantage, Minimum Strength 13.

**Chain Mail (Close chain with long sleeves and 'skirt'):** Armour Class +3, Max Dex Modifier +0, Damage Reduction 3, Stealth Disadvantage, Minimum Strength 13.

**Splint Mail (Heavy leather, covered in metal 'tokens'):** Armour Class +4, Max Dex Modifier +0, Damage Reduction 3, Stealth Disadvantage, Minimum Strength 15.

**Plate Armour (Metal plates over gambeson):** Armour Class +4, Max Dex Modifier +0, Damage Reduction 4, Stealth Disadvantage, Minimum Strength 15.

### Shields

**Buckler Shield (Small, round, metal shield):** Armour Class +1.

**Shield (Normal-sized, soldier's shield):** Armour Class +2



ARMOUR TYPE	SKILL BONUS	AC BONUS	DAMAGE REDUCTION
Padded	1 or more	1	-
Leather Armour	1	1	-
	2 or more	1	1
Reinforced Leather	1	1	-
	2	1	1
	3	2	1
Hide & Leather	1	1	-
	2	1	1
Chain Shirt	1	1	-
	2	1	1
	3	2	1
Scale Mail	1	1	-
	2	1	1
	3	2	1
	4	2	2
Breast Plate	1	1	-
	2	1	1
	3	2	1
	4	2	2
Half Plate	1	1	-
	2	1	1
	3	2	1
	4	2	2
	5	2	3
Ring Mail	1	1	-
	2	1	1
	3	2	1
	4	2	2
Chain Mail	1	1	-
	2	1	1
	3	2	1
	4	2	2
	5	3	2
	6	3	3
Splint Mail	1	1	-
	2	1	1
	3	2	1
	4	2	2
	5	3	2
	6	3	3
	7	4	3
Plate Mail	1	1	-
	2	1	1
	3	2	1
	4	2	2
	5	3	2
	6	3	3
	7	4	3
	8	4	4

# WEAPONS

Weapons largely remain unchanged, the only real difference being in the effect of Critical Hits. As already described, you multiply the Damage by a roll of the die-type of the weapon. A dagger, might roll a 3 for Damage, followed by a 2 for its multiplier for a total of 6. There is, however, an additional effect, according to the type of weapon being used.

**Bludgeoning:** The enemy struck is Stunned by the blow, recovering at the beginning of your next turn. If the target is already Stunned, or would be Stunned otherwise, by this attack, they are rendered Unconscious.

**Piercing:** A Critical piercing strike ignores the Damage Reduction from the target's armour, but not any innate or magical effects that reduce Damage.

**Slashing:** A Critical slashing strike causes the target to start bleeding. They lose an additional 1d4 Hit Points at the start of their next turn and one Hit Point each turn thereafter until and unless they make a (free) Constitution roll, DC 10 to clot the wound, or receive stabilising first aid (DC 10). Bleeding Damage can accumulate.

Magical, or mundane, attacks that do other types of Damage may also have additional effects from Critical blows.

**Acid:** A Critical Hit with an acid attack does an additional 1d4 acid Damage on following turns until and unless the victim makes a DC 15 Dexterity check, as an action, to scrape off or dilute the acid.

**Cold:** A Critical Hit with cold Damage causes the target to take a Level of Exhaustion from hypothermia. This stacks with other sources of exhaustion. This exhaustion is removed after combat, once they warm up.

**Fire:** A Critical Hit with fire Damage ignites the target, causing them to take an additional 1d4 fire Damage on following turns until and unless the victim (or an ally) makes a DC 10 Dexterity check, as an action, to beat out the flames.

**Force:** A Critical Hit with force Damage shoves the victim 5 feet directly away from the one who hit them.

**Lightning:** A Critical Hit with Lightning Damage works the same way as bludgeoning Damage.

## The Armour Class Bar

To aid with descriptions of combat you may choose to use an 'armour bar'. This let's you know what the result of any particular hit is. For example, a character with a Dex modifier of +2, in a breastplate and bearing a buckler would have an Armour Class bar as follows.

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
Dodge												Armour	Shield	Hit					

**Necrotic:** A Critical Hit with Necrotic Damage is infected with disease akin to Sewer Plague. After each Long Rest the must make a DC 10 Constitution check or gain a Level of Exhaustion.

**Poison:** The victim suffers the Poisoned effect until and unless the victim makes a DC 10 Constitution Save after a Long Rest.

**Psychic:** A Critical Hit with psychic Damage wracks the target with mental pain, causing them to be thrown prone in agony until the beginning of your next turn.

**Radiant:** A Critical Hit with Radiant Damage renders the target blind until your next turn.

**Thunder:** A Critical Hit with Thunder Damage renders the target deaf until your next turn.



# FEATS

Replacing the more usual increases in Abilities, Feats are potentially powerful specialisations that can heavily customise a character. They typically provide bonuses to Skills, lower increases in Abilities and some special exceptions or exemptions to normal rules.

Feats in *Grimdark* should concentrate on providing Ability and Skill increases, rather than more supernatural abilities. It's suggested that the player negotiate with the Games Master to find a useful balance that they feel is fitting for the game.

Here are a few, suggested, Feats as a rough guideline.

**Fortunate:** You start every session with Inspiration, and can hold an additional point of Inspiration. You gain an additional point of Heroism each time you Level, and this is applied retroactively.

**Ironside:** Increase your Strength and Constitution by +1 (to a maximum of 20). You have advantage on attacks made from horseback and have a +2 bonus to attacks made with sword or pistol, and Wisdom Saves.

**Main Gauche:** Wielding two weapons, even firearms, also counts as wielding a shield (+2 AC). You gain an additional attack with your off-hand weapon and a +1 bonus to Dexterity (to a maximum of 20).

**Marksman:** Long range doesn't disadvantage your ranged attacks. You can ignore the effects of half or three-quarters cover. You can impose a -5 penalty to your attack to target a held item or to ignore the Damage Reduction of armour.

**Musketeer:** Increase your Dexterity by +2 (to a maximum of 20). You have a +2 bonus to Pistol, Rifle and Martial Melee attacks. You can reload a Flintlock in one fewer turns.

**Olympian:** Increase your Strength, Dexterity and Constitution by +1 (to a maximum of 20). Increase your movement by 5 ft, and your leap distances by 5 ft.

**Situational Awareness:** +2 bonus to Perception rolls, +3 bonus to Initiative rolls, you cannot be Surprised while conscious and unseen attackers do not have Advantage when they attack you.

**Thespian:** Increase your Charisma by +2 (to a maximum of 20). You have advantage on Deception, Performance and Persuasion rolls.

**Unkillable:** You gain 2 Hit Points per Level instead of 1, and this is applied retroactively. Increase your Constitution score by +1 (to a maximum of 20).



# WOUNDS

When you are severely wounded (to the point of near death) you may suffer a permanent wound. After (if) you recover, roll straight away on the following table.

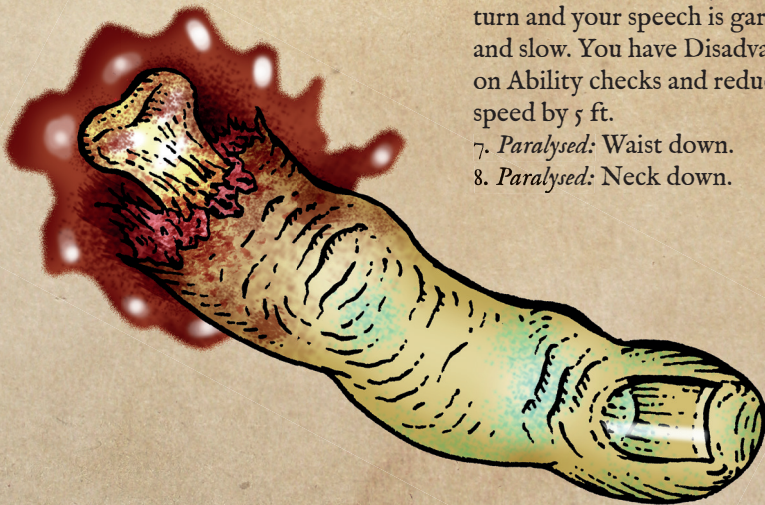
Roll 1d20 and add +0 if you were merely rendered unconscious, +5 if you failed one Death Save, +10 if you failed two Death Saves.

## Result

- 1-2. *Nothing*: No permanent effect.
- 3-4. *Superficial Scarring*: Visible, but no permanent effect.
- 5-6. *Hit Points*: Your maximum Hit Points are reduced by -1, permanently, due to scarring, organ damage and ongoing vulnerability.
- 7-8. *Busted Bones*: Constitution -1
- 9-10. *Damaged Joints*: Strength -1
- 11-12. *Nerve Damage*: Dexterity -1
- 13-14. *Ragged Facial Scarring*: Charisma -1
- 15-16. *Skull Fracture*: Wisdom -1
- 17-18. *Brain Damage*: Intelligence -1
- 19-20. *Severe Injury*: See sub-table.

## Severe Injury: Roll 1d8

- 1. *Lose a Foot/Leg*: Halve your movement, a peg-leg or similar will restore some movement (halve, then add 5 ft)
- 2. *Lose a Hand/Arm*: You may no longer use two-handed weapons, though you quickly adapt. A weapon can be attached to the stump and used without penalty. You have disadvantage on rolls requiring both hands, but a hook or other simple prosthetic can offset this, adding +2 to the lower roll.
- 3. *Lost the use of an Eye*: Half blinded, disadvantage on Ability rolls requiring sight. Ranged attacks have disadvantage. Losing both eyes permanently induces the Blinded condition.
- 4. *Lost the use of an Ear*: Disadvantage on any rolls requiring hearing. Losing use of both ears permanently induces the Deafened Condition.
- 5. *Severe Brain Damage*: You can only take one action, of any kind, per turn and your speech is garbled and slow. You have Disadvantage on Ability checks and reduce you speed by 5 ft.
- 6. *Paralysed*: Waist down.
- 7. *Paralysed*: Neck down.
- 8. *Paralysed*: Neck down.





Maleficos  
non  
patieris  
vivere

# MIRACLES AND BLESSINGS

## BLESSINGS

Divine Magick comes in service to God and through prayer, devotion, ritual and the faith (or even doubt) of the people around you. Some knowledge of healing might well be part of Monastic or Priestly training, but the chief benefit is, for the most part, to Morale and the very real effect that faith has on the unholy and the undead.

The Old Ways derive from past faiths, and rife superstition that remains throughout much of the populace, alongside lost knowledge of herbalism and other factors, remembered through rote and haphazard oral tradition.

True occult power comes through the invocation of otherworldly entities, such as demons and angels. Ritual magicians learn to invoke, bind and bludgeon such beings into their service and reap the rewards, at the risk of their immortal soul. Cruder folk magick, in the form of witches, who willingly serve demonic powers, taps into the same capability, but without the illusion of control.

All magick is ritualistic and requires various substances, words, gestures or the most precious commodity - time. As such it is something that will normally be used between conflicts, in down time, or in the form of limited use Gifts, granted by the other powers.

### BLADE WARD (BLESSING OF SAINT PETER MARTYR)

**Casting Time:** 1 Action

**Range:** Self, or one other, by touch.

**Components:**

**Verbal:** *"The Lord be with you/me, and protect you/me from harm."*

**Somatic:** Genuflection.

**Duration:** Five minutes, or until you are struck by an attack.

**Effect:** You have resistance to bludgeoning, piercing and slashing Damage caused by weapons.

### FRIENDS (BLESSING OF SAINT VALENTINE)

**Casting Time:** 1 Action

**Range:** Self.

**Components:**

**Verbal:** *"Lord, please, soften their hearts and let them know peace."*

**Somatic:** Genuflection.

**Duration:** Up to one minute.

**Effect:** You have Advantage on Charisma checks against creatures that are not hostile towards you.

## GUIDANCE

**Casting Time:** 1 Action

**Range:** Self or one other by touch.

**Components:**

**Verbal:** *"May the Lord guide your/my hand."*

**Somatic:** Genuflection.

**Duration:** Up to one minute.

**Effect:** Once, on any action, you can roll 1d4 and add the result to the roll. You can add this before or after making the roll.

## MESSAGE

**Casting Time:** 1 Action

**Range:** Unlimited.

**Components:**

**Verbal:** *"Lord, please, send me aid."*

**Somatic:** Hands clasped in prayer.

**Duration:** Instant.

**Effect:** You cannot pass on any specific message, however you can create a feeling or sense of urgency in another person and give them the sense that you're in trouble.

## RESISTANCE

**Casting Time:** 1 Action

**Range:** Self, or one other person by touch.

**Components:**

**Verbal:** *"Lord, protect your humble servant."*

**Somatic:** Genuflection.

**Duration:** Up to one minute.

**Effect:** You can add the result of a d4 to one Saving Throw, before or after you roll.

## SPARE THE DYING

**Casting Time:** 1 Action

**Range:** Touch.

**Components:**

**Verbal:** *"Lord, it is not their time."*

**Somatic:** Genuflection.

**Duration:** Instant.

**Effect:** A creature at zero Hit Points becomes stable and no longer makes Death Saves.

## TRUE STRIKE (BLESSING OF SAINT MICHAEL)

**Casting Time:** 1 Action

**Range:** 30 feet.

**Components:**

**Verbal:** *"May God guide your hand!"*

**Somatic:** Genuflection.

**Duration:** 1 round.

**Effect:** The blessed person has Advantage on their next attack roll.

## VICIOUS MOCKERY

**Casting Time:** 1 Action

**Range:** 60 feet.

**Components:**

**Verbal:** A string of fire and brimstone, Bible-bashing, cursing and invective, threatening hell.

**Duration:** 1 round.

**Effect:** The target of your hellfire preaching must make a Wisdom saving throw against a DC of 10+your Religion Skill or suffer Disadvantage on their rolls until your next turn.

# Miracles I

## ANIMAL FRIENDSHIP (BLESSING OF DANIEL)

**Casting Time:** 1 Whole Turn

**Range:** 30 feet.

**Components:**

**Verbal:** "Lord, soothe the nature of this beast and bring forth the brotherhood we once shared in Eden."

**Somatic:** A calm, peaceful approach to the creature in question.

**Duration:** 24 hours.

**Effect:** This Miracle convinces a beast that you mean it no harm. You must be able to see the beast, and it must be able to see you. This forces the beast to make a Wisdom Save against a DC determined by your Animal Handling roll or to become charmed by you. You can use additional Levels of favour to add additional beasts to the effect, and increase the DC of the Save by +1 for each extra point.



## BANE

**Casting Time:** 1 Action

**Range:** 30 feet.

**Components:**

**Verbal:** "May God's wrath fall upon you! May you eat ashes and drink tears! May your every effort fail!"

**Somatic:** You brandish your holy symbol and point accusingly at your enemy.

**Material:** A holy symbol.

**Duration:** 1 minute.

**Effect:** Up to three creatures within range must make a Charisma saving throw against a DC of 10+Charisma and Wisdom modifiers. For the duration any Attack, Save or Skill rolls they make are subjected to a -1d4 penalty to the total. You can use additional Favour, one-for-one, to affect additional targets and to increase the Save DC by +1 per point.

## BLESS

**Casting Time:** 1 Minute

**Range:** 5 feet.

**Components:**

**Verbal:** "I bless you/this in the name of the Father, the Son and the Holy Spirit."

**Material:** Holy water to sprinkle on the person or object.

**Somatic:** The sprinkling of water.

**Duration:** 1 minute.

**Effect:** You bless up to three creatures or items of your choice, within range. Whenever that creature or item is involved in an Attack, Save or Skill roll, they get a bonus of +1d4 to the roll. Additional points of Favour spent increase the number of people and objects affected. Weapons blessed in this way are considered holy so long as they exist, but the bonus only lasts one minute. You can sanctify a water bottle or similar container using this ability.

## COMMAND

**Casting Time:** 1 Whole Turn

**Range:** 60 feet.

**Components:**

**Verbal:** *"Blessed are those who hear the word of God and obey it! In the name of the Lord I pray thee..."*

**Duration:** 1 round.

**Effect:** The target of the Command must make a Wisdom Save against a DC set by your Intimidation roll, or obey a single, one-word command on their next turn. Additional points of Favour spent add additional targets and increase the DC by +1.

- *Approach:* Move directly towards you and stop within five feet of you.
- *Drop:* Drop whatever they are holding and end their turn.
- *Flee:* Move away from you by the fastest possible means.
- *Grovel:* They fall prone, prostrating themselves prone for a turn.
- *Halt:* They stand still or hover, remaining in place.

## CURE WOUNDS (MORALE)

**Casting Time:** 1 Whole Turn

**Range:** Touch.

**Components:**

**Verbal:** *"Heal me oh Lord, and I shall be healed. Save me oh Lord, and I shall be saved."*

**Somatic:** The laying on of hands.

**Duration:** Instantaneous.

**Effect:** A creature you touch heals a single Hit Point and regains 1d8 Morale. If dying, they are stabilised.

## DETECT EVIL

**Casting Time:** 1 Whole Turn.

**Range:** Self.

**Components:**

**Verbal:** *"Lord, grant me the sight to see thine enemies, for thy enemies are my enemies."*

**Somatic:** Hands clasped in prayer.

**Duration:** 10 minutes.

**Effect:** You can sense evil, or what your god defines as evil, within 30 feet of you, regardless of boundaries. This includes any form of magick (other than Miracles), undead, demons or acts of great wickedness - or their residue. This is only a vague sense, of the form 'this is evil' or 'something wicked happened here'.

## HEALING WORD (MORALE)

**Casting Time:** 1 Whole Turn.

**Range:** 60 feet.

**Components:**

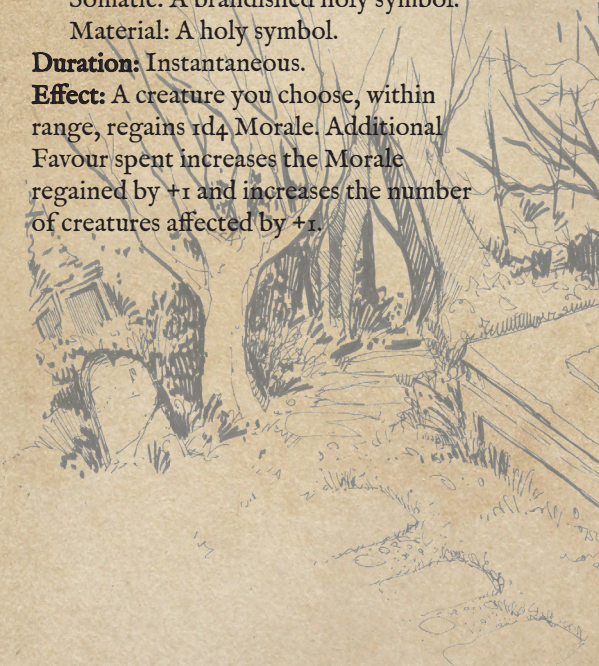
**Verbal:** *"He healeth the broken in heart, and bindeth up their wounds."*

**Somatic:** A brandished holy symbol.

**Material:** A holy symbol.

**Duration:** Instantaneous.

**Effect:** A creature you choose, within range, regains 1d4 Morale. Additional Favour spent increases the Morale regained by +1 and increases the number of creatures affected by +1.



## HEROISM

**Casting Time:** 1 Minute.

**Range:** Touch.

**Components:**

**Verbal:** *“Be strong and of a good courage, fear not, nor be afraid of them: for the Lord thy God, he it is that doth go with thee; he will not fail thee, nor forsake thee.”*

**Somatic:** A dab of holy water to the forehead.

**Material:** Holy water.

**Duration:** 10 minutes.

**Effect:** A willing creature is imbued with great bravery, gaining temporary Hit Points equal to your Wisdom Modifier plus your Charisma Modifier (minimum 1) and being rendered immune to being Frightened. Additional Favour can be spent to imbue this to additional creatures and to increase the amount of temporary Hit Points by one-for-one.

## PROTECTION FROM EVIL

**Casting Time:** 1 Minute.

**Range:** Touch.

**Components:**

**Verbal:** *“For the eyes of the Lord are upon them that love him, he is their mighty protection.”*

**Somatic:** Dabs of holy water to the chest at the points of the cross.

**Material:** Holy Water.

**Duration:** 10 minutes.

**Effect:** One willing creature receives protection against *aberrations, celestials, elementals, fey, fiends* and the *undead*.

Such creatures have disadvantage when attacking the protected person, and that person cannot be charmed, frightened or possessed by such a creature. If already under one of those effects, they have Advantage on Saving Rolls to overcome it. Additional Favour can be spent to give this protection to additional creatures.

## SANCTUARY

**Casting Time:** 1 Minute

**Range:** Touch.

**Components:**

**Verbal:** *“Thou shalt bring them in, and plant them in the mountain of thine inheritance, in the place, oh Lord, which thou hast made for thee to dwell in, in the Sanctuary, O Lord, which thy hands have established.”*

**Somatic:** A bloodied touch.

**Material:** A drop of blood.

**Duration:** 10 minutes

**Effect:** You ward a willing creature with blood and holy power. Any creature that targets a warded individual must first make a Wisdom Save against a DC of 10+your Charisma and Wisdom Modifier or shift their attack to a new target, or cancel it. Area magic and similar is not affected, but the creature cannot directly attack the warded person with it. Additional Favour



# MIRACLES II

## AID

**Casting Time:** 10 Minutes.

**Range:** 30 feet.

**Components:**

**Verbal:** A short sermon.

**Somatic:** Ritualised gestures.

**Material:** A sip of wine or a bite of bread.

**Duration:** 8 hours.

**Effect:** Three allies within range gain 5 temporary Hit Points. Additional Favour spent on this effect adds an additional creature and increases the amount of temporary Hit Points by +1.

## AUGURY

**Casting Time:** 1 Minute.

**Range:** Self.

**Components:**

**Material:** A Bible.

**Duration:** Instantaneous.

**Effect:** Opening and reading from your Bible, you open yourself to guidance and inspiration from God. Ask the Games Master what the likely result of a particular action might be, and he will tell you good, bad, both or neither.

## BLINDNESS/DEAFNESS

**Casting Time:** 1 Whole Turn.

**Range:** 30 feet.

**Components:**

**Verbal:** *"In the name of God I curse you, may your sight/hearing be taken from you and may you dwell in darkness/silence."*

**Duration:** 1 minute.

**Effect:** Choose one creature in range to be afflicted. They must make a Constitution Save or be struck blind or deaf. At the end of each turn they can make a fresh Save to end the effect. Additional Favour spent increases the DC of the Save and the number of targets affected.

## CALM EMOTIONS

**Casting Time:** 1 Whole Turn.

**Range:** 60 ft.

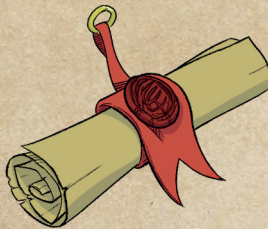
**Components:**

**Verbal:** *"He maketh the storm a calm, so that the waves thereof are still."*

**Somatic:** The touch of a hand to one amongst the group.

**Duration:** 1 minute.

**Effect:** Creatures within 60 ft must make a Charisma Save or have their emotions suppressed and 'flattened'. This is best used for role-playing effect, to suck the anger out of a mob or to calm restless and fearful people.





## ENHANCE ABILITY

**Casting Time:** 1 Minute.

**Range:** Self.

**Components:**

**Verbal:** A prayer to God asking for endurance, strength, grace, charm, cunning or wisdom.

- **Endurance:** *"If thou shalt do this thing, and God command thee so, then thou shalt be able to endure, and all this people shall also go to their place in peace."*
- **Strength:** *But his bow abode in strength, and the arms of his hands were made strong by the hands of the mighty God of Jacob.*
- **Grace:** *He winketh with his eyes, he speaketh with his feet, he teacheth with his fingers.*
- **Charm:** *But in all Israel there was none to be so much praised as Absalom for his beauty: from the sole of his foot even to the crown of his head there was no blemish in him.*
- **Cunning:** *And I have filled him with the spirit of God, in wisdom, and in understanding, and in knowledge, and in all manner of workmanship.*
- **Wisdom:** *And all Israel heard of the judgment which the king had judged; and they feared the king: for they saw that the wisdom of God was in him, to do judgment.*

**Somatic:** Knelt and genuflection.

**Duration:** 1 hour.

**Effect:** The effect depends on what was being prayed for. Multiple effects can be prayed for in the same Ritual.

- **Endurance:** Advantage on Constitution checks and 1d6 temporary Hit Points.
- **Strength:** Advantage on Strength checks and double encumbrance.
- **Grace:** Advantage on Dexterity checks and can drop 20 feet without taking harm.
- **Charm:** Advantage on Charisma checks and a +2 bonus to Charisma based Skills.
- **Cunning:** Advantage on Intelligence checks and a +2 bonus to Intelligence based Skills.
- **Wisdom:** Advantage on Wisdom checks and a +2 bonus to Wisdom based Skills.

## GENTLE REPOSE

**Casting Time:** 1 Hour.

**Range:** Touch.

**Components:**

**Verbal:** A short sermon and blessing, speaking on corruption, death and the afterlife.

**Somatic:** The application of oils and shroud to the body.

**Material:** Anointing oil.

**Duration:** 10 days.

**Effect:** A single corpse is protected from decay - or rising as undead - for the duration of the Spell. Time under this effect does not count towards the limitations of resurrection. Additional Favour may be spent to increase the amount of time this effect holds to a month, a year and a day, a decade, a century, a thousand years or eternally.

## HOLD PERSON

**Casting Time:** 1 Whole Turn.

**Range:** 60 ft.

**Components:**

**Verbal:** *"Be still before the presence of God!"*

**Somatic:** Presentation of a holy symbol.

**Material:** Holy symbol

**Duration:** 1 minutes.

**Effect:** One humanoid must make a Wisdom Save or be paralysed and held still for the duration of the Miracle, making another Save each turn to try and shake off the effect.

## LESSER RESTORATION

**Casting Time:** 1 Minute.

**Range:** Touch.

**Components:**

**Verbal:** *"He answered and said, Whether he be a sinner or no, I know not: one thing I know, that, whereas I was blind, now I see."*

**Somatic:** A laying on of hands.

**Material:** A splash of holy water.

**Duration:** Instantaneous.

**Effect:** At the end of the rite, you lay your hands upon an afflicted person and expunge a disease or a Condition from them. The Condition may not be one that is permanent. You can expunge a magical blindness, but not restore sight to someone whose eyes were gouged out. Additional Favour can be used to remove multiple afflictions.

## PRAYER OF HEALING (MORALE)

**Casting Time:** 10 Minutes.

**Range:** 30 ft.

**Components:**

**Verbal:** A biblical story about healing.

**Duration:** Instantaneous.

**Effect:** Up to six willing creatures regain 2d6 Morale and 2 Hit Points. Additional Favour can be spent to increase the Morale and Hit Points regained and to affect additional creatures.

## PROTECTION FROM POISON

**Casting Time:** 1 Whole Turn

**Range:** Touch.

**Components:**

**Verbal:** *"They shall take up serpents; and if they drink any deadly thing, it shall not hurt them; they shall lay hands on the sick, and they shall recover."*

**Somatic:** A touch.

**Duration:** 1 hour.

**Effect:** If the target is poisoned, the poison is neutralised, If more than one is affecting them, you can choose which one to neutralise. For the duration of the effect, the target has Advantage to Save against the effects of poison, and has Resistance to poison Damage.

## SEE INVISIBILITY

**Casting Time:** 1 Whole Turn.

**Range:** Self.

**Components:**

**Verbal:** *"Lord, grant me the sight to see my enemy."*

**Somatic:** Genuflection.

**Duration:** 1 hour.

**Effect:** For the duration you can see invisible creatures and objects as if they were visible. You can also see into the Ethereal Plane and see things that dwell there as translucent forms.

## SUGGESTION

**Casting Time:** 5 Minute.

**Range:** 30 ft.

**Components:**

**Verbal:** A short conversation or sermon.

**Duration:** 8 hours.

**Effect:** You can channel the power of faith to influence your audience to behave in certain ways. This only affects one target to start with, forcing them to make a Wisdom Save or follow your instruction. This cannot be directly self-harming and must seem at least somewhat reasonable (or the result of shame or guilt from preaching). The effect ends when the task is complete or the time runs out. Creatures immune to being charmed are immune to this effect.

## ZONE OF TRUTH

**Casting Time:** 1 Minute.

**Range:** 15 ft.

**Components:**

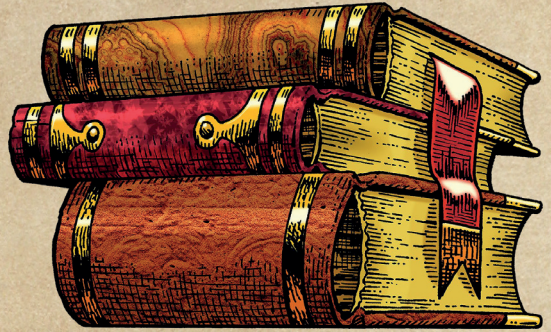
**Verbal:** Leading the people close-by in an oath to tell the truth.

**Somatic:** Hold up the Bible.

**Material:** Bible.

**Duration:** 10 minutes.

**Effect:** The area becomes sanctified and the fear of god and the gravity of the oath bends people's statements towards truth - or at least care. Until the Miracle ends, any creature in the area must make a Charisma Save to be able to lie. Evasion is permissible, and clever answers, just no lies.



## MIRACLES III

### BEACON OF HOPE

**Casting Time:** 1 Whole Turn

**Range:** 30 ft.

**Components:**

**Verbal:** A rousing speech and blessing to take heart and rally.

**Somatic:** Holding the holy symbol aloft.

**Material:** Holy symbol.

**Duration:** 1 minute.

**Effect:** Any number of creatures within range take heart and courage. For the duration of the effect each target has advantage on Wisdom and death Saves and regains the maximum possible Morale and Hit Points from any healing or Morale bolstering effects.

## BESTOW CURSE

**Casting Time:** 1 Whole Turn.

**Range:** 15 ft.

**Components:**

**Verbal:** A curse upon your enemy, invoking demons, angels and God.

**Somatic:** A pointing, thrusting, jabbing finger.

**Duration:** 1 Minute.

**Effect:** Choose the effect when you make the curse.

- *Disadvantage on rolls that use one Ability, including Saves.*
- *Disadvantage on Attack Rolls against you.*
- *Make a Wisdom Save before making any action that would require a roll. If the Save fails they do nothing instead.*
- *The target takes additional Damage from any of your attacks, 1d6 Necrotic Damage per strike.*

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A Remove Curse Spell or Miracle dissipates this effect, and the player can choose other effects if they want, though they cannot be any more powerful than those listed. Spending additional Favour increases the duration of the effect. +1 to raise the duration to an hour, +2 for 8 hours, +3 for 12 hours, +4 for a day, +6 makes it last until it is dispelled. Permanent curses can also be enacted by spending 1 point of Favour permanently.

## DISPEL MAGIC

**Casting Time:** 1 Whole Turn.

**Range:** 5 ft.

**Components:**

**Verbal:** A plea to god to turn aside and break the power of the magick.

**Material:** A splash of holy water.

**Somatic:** A hand flick to splash the water.

**Duration:** Instantaneous.

**Effect:** End an ongoing magickal effect early. This dissipates any Spell of Level three or below, additional Favour can be spent to dispel more powerful effects. This cannot dissipate permanent effects without the permanent expenditure of Favour.

## FEAR

**Casting Time:** 1 Whole Turn.

**Range:** 30 ft in front of you.

**Components:**

**Verbal:** *“The fear of the Lord is the beginning of knowledge: but fools despise wisdom and instruction. For that they hated knowledge, and did not choose the fear of the Lord!”*

**Somatic:** Brandish your holy symbol.

**Material:** Holy symbol.

**Duration:** 1 minute.

**Effect:** Each creature in 30 ft of your front arc, who you choose to be affected, must make a Wisdom Save or drop what they're holding and become Frightened for the duration. While frightened a creature must take the Dash action and move away from you by the safest available route on each of its turns. If they get out of sight of you, they may make a Wisdom Save to end the effect.

## MASS HEALING WORD

### (MORALE)

**Casting Time:** 1 Minute.

**Range:** 60 ft.

**Components:**

**Verbal:** A passage reading about healing in the Bible.

**Somatic:** Hold up your holy symbol.

**Material:** A holy symbol.

**Duration:** Instantaneous.

**Effect:** Up to six creatures of your choice, within range, regain 1d4 Morale and 1 Hit Point. Additional Favour increases the Morale regained by +1 and increases the number of creatures affected by +1.

## PLANT GROWTH

**Casting Time:** 30 minutes.

**Range:** ½ mile.

**Components:**

**Verbal:** A sermon and a petition to God to bless the fields or crops.

**Material:** A sanctified place of worship.

**Duration:** One harvest.

**Effect:** You bless up to half an acre of land within half a mile of where you make your sermon. In the next harvest that land produces twice as much food as normal, and the effect ends. A half-acre of land can be blessed in this way with a single casting, though spending additional Favour can increase this, doubling the amount of land affected for each additional point. For reference, it takes at least five acres of land to support one person for one year.

## REMOVE CURSE

**Casting Time:** 1 Minute.

**Range:** Touch.

**Components:**

**Verbal:** A plea to god to end the curse, a prayer asking for a boon.

**Material:** A sprinkle of holy water.

**Duration:** Instantaneous.

**Effect:** All curses affecting a creature or item are dispelled. A cursed item retains its cursed power, but the person it has affected is alleviated of its effect. Permanent Favour must be spent to cleanse permanent curses.

## REVIVIFY

**Casting Time:** 1 Whole Turn.

**Range:** Touch.

**Components:**

**Verbal:** "*Lazarus come forth!*"

**Somatic:** A strike upon the chest with your fist.

**Duration:** Instantaneous.

**Effect:** Lose three points of Favour permanently, and resurrect a creature that died within the last sixty seconds with one Hit Point.



## SPIRIT GUARDIANS

**Casting Time:** 1 Whole Turn.

**Range:** 15 ft radius.

**Components:**

**Verbal:** *“And all the firstborn in the land of Egypt shall die, from the firstborn of Pharaoh that sitteth upon his throne, even unto the firstborn of the maidservant that is behind the mill; and all the firstborn of beasts.”*

**Somatic:** Kneel in prayer holding your holy symbol.

**Material:** Holy symbol.

**Duration:** 10 minutes.

**Effect:** Shadow and light flickers and shifts in the area, with the appearance of ghosts or angels wielding swords. You can choose any creatures to be exempt to the effect, but all others have their movement halved as they are buffeted and pushed and must make a Wisdom Save each turn or take 1d8 radiant Damage, half-Damage if they succeed. Additional Favour can increase the Damage, first to 1d10, then to 1d12.



## MIRACLES IV

### AURA OF LIFE

**Casting Time:** 1 Whole Turn

**Range:** 30 ft radius.

**Components:**

**Verbal:** A prayer for your friends.

**Somatic:** Touch your holy symbol.

**Material:** A holy symbol.

**Duration:** 10 minutes.

**Effect:** The aura is centred on you, moving with you as you move. Every ally in the area, including you, has resistance to necrotic Damage and regains one point of Morale every turn, on their turn.

### AURA OF PURITY

**Casting Time:** 1 Minute.

**Range:** 60 ft.

**Components:**

**Verbal:** A passage reading about healing in the Bible.

**Somatic:** Hold up your holy symbol.

**Material:** A holy symbol.

**Duration:** 10 minutes.

**Effect:** The aura is centred on you, moving with you as you move. Every ally in the area cannot become diseased, has resistance to poison Damage and has advantage on Saves against being blinded, charmed, deafened, frightened, paralysed, poisoned or stunned.

## BANISHMENT/EXORCISM (ONLY PLANAR NON-NATIVES)

**Casting Time:** 1 minute (10 turns).

**Range:** 60 ft.

**Components:**

**Verbal:** *"I cast you out, unclean spirit, along with every Satanic power of the enemy, every spectre from hell, and all your fell companions; in the name of our Lord Jesus Christ. Begone and stay far from this creature of God. For it is He who commands you, He who flung you headlong from the heights of heaven into the depths of hell. It is He who commands you, He who once stilled the sea and the wind and the storm. Hearken, therefore, and tremble in fear, Satan, you enemy of the faith, you foe of the human race, you begetter of death, you robber of life, you corrupter of justice, you root of all evil and vice; seducer of men, betrayer of the nations, instigator of envy, font of avarice, fomentor of discord, author of pain and sorrow. Why, then, do you stand and resist, knowing as you must that Christ the Lord brings your plans to nothing? Fear Him, who in Isaac was offered in sacrifice, in Joseph sold into bondage, slain as the paschal lamb, crucified as man, yet triumphed over the powers of hell."*

**Somatic:** Hold up your holy symbol, splash holy water.

**Material:** A holy symbol, holy water.

**Duration:** At least 1 minute.

**Effect:** A single creature from another plane, whether possessing a creature or not, can be cast back to its home plane of existence. It must make a Charisma Save to remain, and otherwise is cast out and unable to return for one minute. Additional Favour allows you to affect multiple creatures, one for one, and to increase the amount of time they are banished from a minute to an hour/day/week/month/year.

## BLIGHT

**Casting Time:** 30 minutes.

**Range:** ½ mile.

**Components:**

**Verbal:** A sermon and a petition to God to curse the fields or crops.

**Material:** A sanctified place of worship.

**Duration:** One harvest.

**Effect:** You curse up to half an acre of land within half a mile of where you make your sermon. In the next harvest that land produces 10% as much food as normal, and the effect ends. What food is produced is bitter and rotten. A half-acre of land can be cursed in this way with a single casting, though spending additional Favour can increase this, doubling the amount of land affected for each additional point. For reference, it takes at least five acres of land to support one person for one year.

## DEATH WARD

**Casting Time:** 1 action.

**Range:** Touch.

**Components:**

**Verbal:** An imprecation to god to watch over and to protect the person you touch.

**Somatic:** A touch.

**Duration:** 8 hours.

**Effect:** Your touch grants the target a degree of protection from death. When reduced to zero Hit Points or below they are instead reduced to one hit point and the spell ends. An effect that would outright kill you, rather than doing Hit Points of Damage, that effect is negated and the spell ends. Additional Favour allows you to extend this blessing to additional targets.

## DIVINATION

**Casting Time:** 30 minutes.

**Range:** Self.

**Components:**

**Verbal:** Prayers to God for visions and foresight to be granted.

**Somatic:** Kneeling, hands clasped, head bowed.

**Duration:** Instantaneous.

**Effect:** You ask a single question about a forthcoming event at any point in the future. If the prayer is successful you gain a cryptic answer, based on the circumstances at the moment, if nothing else changes. The answer should be given in an obscure manner, such as a Bible quote, or vision that needs to be interpreted. You may only ask for such guidance once per week.

## FREEDOM OF MOVEMENT

**Casting Time:** 1 Whole Turn.

**Range:** Self.

**Components:**

**Verbal:** *“And Moses stretched out his hand over the sea; and the LORD caused the sea to go back by a strong east wind all that night, and made the sea dry land, and the waters were divided. And the children of Israel went into the midst of the sea upon the dry ground: and the waters were a wall unto them on their right hand, and on their left.”*

**Somatic:** A slow, steady pace.

**Duration:** One hour.

**Effect:** For the duration of the Miracle, so long as you go no faster than a walk you can pass through all terrain without being impeded. Difficult terrain is considered normal, magical and mundane effects that would slow you have no effect, and restraints only require an action to slip free from. While you cannot walk on, or between, water you can move unimpeded while under water and without penalties.

## GUARDIAN OF FAITH

**Casting Time:** 1 Whole Turn.

**Range:** 60 ft.

**Components:**

**Verbal:** A passage reading about healing in the Bible.

**Somatic:** Hold up your holy symbol.

**Material:** A holy symbol.

**Duration:** 8 Hours

**Effect:** An invisible, holy guardian manifests to protect you. Any hostile creature that moves within ten feet of you must succeed on a Dexterity Saving Throw or take 1d10 Radiant Damage. The guardian vanishes after it has dealt out 60 or more Damage.

## LOCATE CREATURE

**Casting Time:** 1 Minute.

**Range:** 60 ft.

**Components:**

**Verbal:** A short prayer for guidance.

**Somatic:** Hands clasped in prayer.

**Material:** Something belonging to the subject.

**Duration:** One hour.

**Effect:** For the duration you can sense the direction of the creature, so long as they are within 1,000 feet of you, as well as their speed and direction of movement. The Spell ends when you are within sight of the creature.





# MIRACLES V

## BANISHING SMITE

**Casting Time:** 1 Attack.

**Range:** Self

**Components:** None.

**Duration:** Instantaneous.

**Effect:** Your next attack does an additional 1d10 Radiant Damage and the target must make a Charisma Save or be banished to its native plane of existence for at least one minute, before it can try to return.

## CIRCLE OF POWER

**Casting Time:** 1 Whole Turn.

**Range:** Self, 30 ft radius.

**Components:**

**Verbal:** A prayer to God to protect and defend his people.

**Duration:** 10 minutes

**Effect:** An aura around you and moving with you protects you and those near to you from magic. You have Advantage on Saving Throws against magical effects. When you make a Save and would take half-Damage, you take no Damage.

## COMMUNE

**Casting Time:** 1 Whole Turn.

**Range:** 60 ft.

**Components:**

**Verbal:** Quiet prayer.

**Somatic:** Knelt, hands clasped.

**Material:** Incense and a sanctified place.

**Duration:** 1 minute.

**Effect:** In prayer you contact your deity or something within yourself that reflects them. You may ask them three yes/no questions which will be answered honestly. You may use this power once a week.

## CONTACT OTHER PLANE

**Casting Time:** A half hour of prayer.

**Range:** Self.

**Components:**

**Verbal:** Quiet prayer.

**Somatic:** Knelt, hands clasped.

**Material:** Incense and a sanctified place.

**Duration:** 1 minute.

**Effect:** You can contact a creature on another plane, not only your own deity or its servants, but beings of other faiths and creatures of hell or the lands of the dead. This is straining, and could well be blasphemous, and requires a DC 15 Intelligence Save or you take 3d6 Stress and the effect fails. On a success you can ask up to three yes or no questions of the being and get honest answers. You may use this effect only once per week.

## DISPEL EVIL

**Casting Time:** 1 Whole Turn.

**Range:** 5 ft.

**Components:**

**Verbal:** A plea to god to turn aside and break the power of the evil.

**Material:** A splash of holy water.

**Duration:** 1 minute

**Effect:** For the duration of the Spell any Attacks or effects from fey, undead, celestials, fiends, elementals or anything else from another plane of existence or empowered by evil suffers disadvantage against you. You can end the effect early to break an enchantment on one of your allies, caused by the same kinds of creatures listed above. You can, instead, end the effect after striking a blow to cast an unnatural creature from the list above, back into its plane (if it fails a Charisma Save).

## GEAS

**Casting Time:** 1 minute.

**Range:** 60 ft.

**Components:**

**Verbal:** A short sermon or lecture, calling on the authority and power of God to drive it home.

**Duration:** 30 days.

**Effect:** You lay a command upon a single creature to perform a deed or service (that's not suicidal or completely a violation of its nature), or command it to refrain from something. Each time it defies that command it takes 2d10 radiant Damage. Additional Favour increases the duration from 30 days to 3 months, 6 months or a year.

## GREATER RESTORATION

**Casting Time:** 1 Minute

**Range:** Touch

**Components:**

**Verbal:** A prayer to God to heal and restore the target creature.

**Somatic:** A touch.

**Material:** Holy water.

**Duration:** Instantaneous.

**Effect:** You remove the effect of one Level of Exhaustion, or the effect of a Charm, Petrification, Curse, Ability Score reduction or maximum Hit Points reduction. This can only remove magical or similar effects, not the effect of permanent injuries and similar.

## HALLOW

**Casting Time:** 24 hours.

**Range:** 60 ft.

**Components:**

**Verbal:** Sermons, chants, meditation and prayer over the course of a day.

**Somatic:** A laying on of hands and anointing around the area.

**Material:** Incense, anointing oil and holy water.

**Duration:** Permanent.

**Effect:** You render a site holy and sanctified, consecrating it to your faith. Non-planar creatures cannot enter this area, whether possessing someone or not. Charm, Fear and other effects caused by otherworldly creatures are ended by entering the area.

The area also takes on an aura of your choosing:

- *Courage:* Creatures cannot be frightened while in the area.
- *Rest:* Bodies buried within this area will not rise as the undead.
- *Healing:* On a day where you listen to a sermon or spend at least half an hour in prayer here, you can regain one additional Hit Point from resting.
- *Morale:* On a day where you listen to a sermon or spend at least half an hour in prayer here, you can regain 1d6 Morale on top of your normal recovery.

Special sites can have other, or more powerful effects, but only one Hallow effect can be in place at any one time.

## HOLD MONSTER

**Casting Time:** 1 Whole Turn.

**Range:** 60 ft.

**Components:**

**Verbal:** Be still before the presence of God!

**Somatic:** Presentation of a holy symbol.

**Material:** Holy symbol

**Duration:** 1 minute.

**Effect:** One non-humanoid creature must make a Wisdom Save or be paralysed and held still for the duration of the Miracle, making another Save each turn to try and shake off the effect.

## INSECT PLAGUE

**Casting Time:** 1 Whole Turn.

**Range:** 60 ft.

**Components:**

**Verbal:** *“And Moses stretched forth his rod over the land of Egypt, and the Lord brought an east wind upon the land all that day, and all that night; and when it was morning, the east wind brought the locusts. And the locusts went up over all the land of Egypt, and rested in all the coasts of Egypt.”*

**Somatic:** Raising your holy symbol and striking it against the ground.

**Material:** Your holy symbol.

**Duration:** 10 minutes.

**Effect:** You create a swarming mass of locusts (or similar, more local insects), which fill an area of a 20 ft sphere for the duration. The area is lightly obscured, and difficult terrain. Any creature in the area takes 2d4 piercing Damage per turn, ignoring armour Damage Reduction, and make a Constitution Save or be blinded for a turn. Plant matter or food in the area is destroyed or damaged, and the insects disperse and rapidly die after the effect is over.

## LEGEND LORE

**Casting Time:** 10 minutes.

**Range:** Self.

**Components:**

**Verbal:** Chants, meditation and readings from your holy book.

**Somatic:** Knelt in prayer and thought.

**Material:** Your holy book, and incense.

**Duration:** Instantaneous.

**Effect:** You ask your deity for knowledge and inspiration about a person, place or thing. So long as this thing is the subject of myth, legend or significant history you glean the kind of information that otherwise might be raised from rolls to learn lore, or reference tomes on the subject. A short summary of the thing, person or monster is granted, along with any stories and mythology about them.

## MASS CURE WOUNDS (MORALE)

**Casting Time:** 1 Whole Turn.

**Range:** 60 ft.

**Components:**

**Verbal:** And therefore hath he sent me to shew thee all these things, and to say unto thee, Be of good comfort and fear not!

**Somatic:** Hold up your holy symbol.

**Material:** A holy symbol.

**Duration:** Instantaneous.

**Effect:** A flood of healing, bolstering energy emanates from you into the area around you. Six allies and friends within a sixty foot radius heal 1 Hit Point and regain 1d8 Morale. Additional Favour spent increases the number of allies affected and increases the healing effect by 1 Hit Point and 1d8 Morale.

# MIRACLES VI

## FIND THE PATH

**Casting Time:** 1 whole turn.

**Range:** Self.

**Components:**

**Verbal:** A short, muttered prayer.

**Somatic:** Holding your holy symbol.

**Material:** Holy symbol.

**Duration:** 24 hours.

**Effect:** You pray for direction to a specific location, which cannot be mobile or on another plane. Your prayer reveals the straightest path from your current location to that location.

## FORBIDDANCE

**Casting Time:** 10 minutes.

**Range:** Touch.

**Components:**

**Verbal:** A prayer and bible reading.

**Somatic:** Sprinkling of holy water and a burning of incense.

**Material:** Holy water and burning of incense.

**Duration:** 1 day.

**Effect:** You create a magical ward against travel that prevents teleportation and planar travel within a thirty foot sphere. Any creatures of that kind within that area when it is cast take 1d10 Radiant Damage, and another 1d10 Radiant Damage each turn they remain within the area. Allies and friends are unaffected.

## HARM

**Casting Time:** 1 Whole Turn.

**Range:** 60 ft.

**Components:**

**Verbal:** A curse in the name of god.

**Somatic:** An accusatory pointing gesture.

**Duration:** Instantaneous.

**Effect:** You strike down a target, who must be evil, or a sinner, with the consequences of their sin, causing it to manifest and rend at their body as burns, boils and other manifestations. This causes 3d6 necrotic Damage but cannot drop the target's Hit Points below 1. It also reduces their maximum Hit Points by the same amount, for one day.

## HEAL (MORALE)

**Casting Time:** 1 Whole Turn.

**Range:** 60 ft.

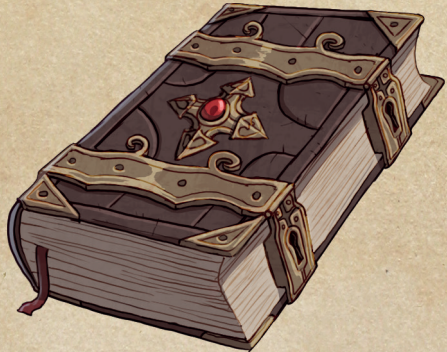
**Components:**

**Verbal:** A call to God to heal and save the target creature.

**Somatic:** A genuflection and a gesture of benediction.

**Duration:** Instantaneous.

**Effect:** Choose a creature you can see, within range. That creature heals 1 Hit Point and 7d10 Morale.



## HERO'S FEAST

**Casting Time:** 10 minutes.

**Range:** Touch.

**Components:**

**Verbal:** A prayer in thanks for the food.

**Somatic:** Break the bread or otherwise divide the meal.

**Material:** One ration, or similar food source.

**Duration:** Instantaneous.

**Effect:** You break up the rations into portions for up to twelve people. There is no large amount there, but what is eaten is as filling and hearty as a whole ration. It even tastes better, slightly.

## TRUE SEEING

**Casting Time:** 1 Whole Turn.

**Range:** Touch.

**Components:**

**Verbal:** A brief prayer for sight and the truth.

**Somatic:** A dab of holy water to the eyes.

**Material:** Holy water.

**Duration:** 1 Hour.

**Effect:** You, or a creature that you touch and bless in this way, has the ability to see the truth. For the duration of the effect the creature can see through invisibility or illusion, can spot secret doors automatically and peek into the ethereal plane out to 120 feet.

# MIRACLE VII

## CONJURE CELESTIAL

**Casting Time:** 1 Whole Turn.

**Range:** Touch.

**Components:**

**Verbal:** A brief prayer for sight and the truth.

**Somatic:** A dab of holy water to the eyes.

**Material:** Holy water.

**Duration:** 1 Hour.

**Effect:** You, or a creature that you touch and bless in this way, has the ability to see the truth. For the duration of the effect the creature can see through invisibility or illusion, can spot secret doors automatically and peek into the ethereal plane out to 120 feet.

## DIVINE WORD

**Casting Time:** 1 Whole Turn.

**Range:** Touch.

**Components:**

**Verbal:** A brief prayer for sight and the truth.

**Somatic:** A dab of holy water to the eyes.

**Material:** Holy water.

**Duration:** 1 Hour.

**Effect:** You, or a creature that you touch and bless in this way, has the ability to see the truth. For the duration of the effect the creature can see through invisibility or illusion, can spot secret doors automatically and peek into the ethereal plane out to 120 feet.

## HOLY SWORD

**Casting Time:** 1 Whole Turn.

**Range:** Touch.

**Components:**

**Verbal:** A brief prayer for sight and the truth.

**Somatic:** A dab of holy water to the eyes.

**Material:** Holy water.

**Duration:** 1 Hour.

**Effect:** You, or a creature that you touch and bless in this way, has the ability to see the truth. For the duration of the effect the creature can see through invisibility or illusion, can spot secret doors automatically and peek into the ethereal plane out to 120 feet.

## REGENERATE

**Casting Time:** 1 Whole Turn.

**Range:** Touch.

**Components:**

**Verbal:** A brief prayer for sight and the truth.

**Somatic:** A dab of holy water to the eyes.

**Material:** Holy water.

**Duration:** 1 Hour.

**Effect:** You, or a creature that you touch and bless in this way, has the ability to see the truth. For the duration of the effect the creature can see through invisibility or illusion, can spot secret doors automatically and peek into the ethereal plane out to 120 feet.



## ANTIMAGIC FIELD

**Casting Time:** 1 Whole Turn.

**Range:** Self (10 foot radius).

**Components:**

**Verbal:** A prayer to God to protect you from witchcraft and the unnatural.

**Somatic:** A genuflection.

**Duration:** 1 Hour.

**Effect:** For the duration you are surrounded by a ten foot radius sphere of antimagic. No magical effect can penetrate the globe, summoned creatures return from whence they came, magic items are temporarily rendered mundane. The sphere cannot even be dispelled.

## CONTROL WEATHER

**Casting Time:** 30 minutes.

**Range:** Self, five-mile radius.

**Components:**

**Verbal:** Bible readings and appeals to God to alter the weather.

**Somatic:** Gestures to the sky.

**Material:** Holy symbol.

**Duration:** 8 Hours.

**Effect:** Determine the current weather from the following tables. You can shift the state of the weather by one category from this Spell, in each part (precipitation, temperature, wind) and the direction of the wind. Additional Favour allows you to shift one part by an additional category.

### Precipitation

1. Clear
2. Light cloud
3. Overcast/Ground fog
4. Rain/Hail/Snow
5. Torrential Rain/Hail/Blizzard
- 6+ Freak Weather

## Temperature

- 0.- Deadly heat
- 1. Unbearable heat
- 2. Hot
- 3. Warm
- 4. Cool
- 5. Cold
- 6. Arctic
- 7+ Deadly cold

## Wind

- 1. Calm
- 2. Moderate wind
- 3. Strong wind
- 4. Gale
- 5. Storm
- 6. Hurricane/Tornado

## Feeblemind

**Casting Time:** 1 Whole Turn.

**Range:** 60 ft.

**Components:**

**Verbal:** *"The Lord shall smite thee with madness, and blindness, and astonishment of heart!"*

**Somatic:** An accusing finger, pointing.  
Duration: Instantaneous.

**Effect:** The target is struck with a wave of power that strips their wits. They take 2d6 Radiant Damage and must make an Intelligence Save. A failed Save reduces their Intelligence and Charisma to 1 each. The victim cannot cast Spells, activate magic items, understand languages or communicate in any meaningful way. They do, however, recognise their friends and can follow and protect them. At the end of 30 days they can repeat the Save to see if the effect ends. If they fail to Save three times in a row, the effect becomes permanent. The effect can also be ended by Greater Restoration, Heal or Wish.

## Holy Aura

**Casting Time:** 1 Whole Turn.

**Range:** Self.

**Components:**

**Verbal:** A brief entreaty to God to work through you.

**Somatic:** A clasping together of hands.

**Material:** A relic from a Saint or important religious figure.

**Duration:** 1 Minute.

**Effect:** You are surrounded by a very faint halo and light, that stretches out almost imperceptibly in a thirty foot radius around you. Creatures of your choice within that area have Advantage on Saves, other creatures suffer Disadvantage on attacks. If fiends or undead strike a protected creature, they must make a Constitution Save or be struck blind until the effect ends.

## Mind Blank

**Casting Time:** 1 Whole Turn.

**Range:** Touch.

**Components:**

**Verbal:** A prayer of protection and an imprecation for pure thoughts.

**Somatic:** A dab of holy water to the forehead.

**Material:** Holy water.

**Duration:** 24 Hours.

**Effect:** Until the effect ends the target is immune to all Psychic Damage and any mind or mood altering effects, no matter how powerful. Their thoughts cannot be read and they cannot be tracked or traced by magical or psychic means.

## POWER WORD STUN

**Casting Time:** 1 Whole Turn.

**Range:** Touch.

**Components:**

**Verbal:** A whispered utterance of something close to the true name of God.

**Duration:** 1 Hour.

**Effect:** Any creature that can hear you speak, within 60 ft, and with less than seventy-five Hit Points is stunned. A Constitution Save at the end of the creature's turn ends the effect.



## MIRACLE IX

### FORESIGHT

**Casting Time:** Fifteen Minutes.

**Range:** Touch.

**Components:**

**Verbal:** A prayer to God to provide the gift of sight and prophecy.

**Somatic:** A dab of anointing oil to the forehead.

**Material:** Anointing Oil.

**Duration:** 8 Hours.

**Effect:** The creature affected is granted the gift of prophecy in the short and immediate term, granting them the Ability to anticipate what may happen to them. For the duration of the effect the target cannot be surprised and has Advantage on attack rolls, Ability Checks and Saving Throws. Other creatures have Disadvantage on their Attack Rolls against the creature.

### MASS HEAL

**Casting Time:** 1 Whole Turn.

**Range:** 60 ft.

**Components:**

**Verbal:** *"But when Jesus knew it, he withdrew himself from thence: and great multitudes followed him, and he healed them all."*

**Somatic:** Hold up your holy symbol.

**Material:** A holy symbol.

**Duration:** Instantaneous.

**Effect:** A flood of healing, bolstering energy emanates from you. Six friends within a sixty foot radius heal 2 Hit Points and regain 1d12 Morale. Additional Favour spent increases the number of allies affected and increases the healing effect by 2 Hit Points and 1d12 Morale.



## POWER WORD KILL

**Casting Time:** 1 Whole Turn.

**Range:** Touch.

**Components:**

**Verbal:** A whispered utterance of something close to the true name of God.

**Duration:** Instantaneous.

**Effect:** Any creature that can hear you speak, within 60 ft, and with less than fifty Hit Points is killed. Other creatures can make a Constitution Save with a failure causing 2d12 Damage, and a success halving that Damage.

## TRUE RESURRECTION

**Casting Time:** 24 hours.

**Range:** Touch.

**Components:**

**Verbal:** Endless prayers and imprecations to God to return the lost soul to life.

**Somatic:** Knelt in prayer.

**Material:** Incense, anointing oil, holy water, sanctified ground.

**Duration:** Instantaneous.

**Effect:** You touch a creature that has not been dead longer than a year and a day and which is relatively intact, or at least has most of its parts in the same place. If the soul is free and willing to return, the body regenerates to its last living state, minus any poisons, diseases, curses, severed limbs or other issues. The Favour spent to perform this Miracle is permanently lost.

## WISH

**Casting Time:** 1 Whole Turn.

**Range:** Self.

**Components:**

**Verbal:** A shouted cry to God to provide aid.

**Somatic:** Head tilted back to the heavens, arms stretched out.

**Duration:** Instantaneous.

**Effect:** The Favour used in this wish are permanently lost, but just about anything within the power and theme of your God can be done with it, conjuring items, healing people, restoring lost limbs and other powerful effects.

## WEIRD

**Casting Time:** 1 Whole Turn.

**Range:** Touch.

**Components:**

**Verbal:** *“And shall cast them into a furnace of fire: there shall be wailing and gnashing of teeth!”*

**Somatic:** Brandishing holy symbol

**Material:** Holy water.

**Duration:** 1 Minute

**Effect:** Each hostile creature in a 30 ft radius is subjected to visions of the torments of hell. They must make a Wisdom Save or be Frightened for the duration of the effect. At the end of each turn that a creature is tormented, they take 2d10 Radiant Damage and can then re-roll their Save, with a success ending the effect.

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ine, Balam, Zagan, Belial, Amdus  
Agares, Valegar, Barbatos, Gusion,  
Zepar, Bathin, Saleos, Aim, Bune  
erith,  
rocell,  
Vapula  
itri, Ja  
amigin  
onove,  
abnock  
imaris, Decarabia, Jurjur, Malthe  
taum, Bifrons, Andromalius, Furca  
tarbas, Buer, Botis, Morax, Glasya  
oras, Malphas, Haagenti, Camio, (



# RITUALS AND DARK GIFTS

Spending the points either confers the Gift, or knowledge of the Ritual. Many Rituals allow you to create items that can be used, once, and then have to be re-crafted. It is not just the item or the concoction that creates the magick, but also the person, so it is typically bound to you and you can only create each temporary item once. You can take Gifts and Rituals more than once, if you want to be able to craft more.

Ritual Magick is a variable thing, so rather than specific incantations, gestures and materials, the spells are rated 'Lesser', 'Moderate' and 'Major'. These represent the complexity, rarity and expense involved.

**Lesser Verbal:** A single word or short phrase (DC 10 Arcana check under duress).

**Moderate Verbal:** (A short phrase in an arcane language (DC 15 Arcana check under duress).

**Major Verbal:** A complex incantation that must be said perfectly (DC 15 Arcana check under duress).

**Lesser Somatic:** A simple hand gesture (DC 10 Sleight of Hand check under duress).

**Moderate Somatic:** A complex hand gesture (DC 15 Sleight of Hand check under duress).

**Major Somatic:** A complicated set of postural and gestural formulae (DC 20 Sleight of Hand check under duress).

**Lesser Material:** A common or cheap material worth over 1 GP (coins, wine).

**Moderate Material:** An uncommon or expensive material worth over 100 GP (gemstones, oils, perfumes, incense).

**Major Material:** A rare or priceless ingredient worth over 10,000 GP (rocking-horse shit, leg of snake, a magic item).

## LEVEL I

### ALARM (RITUAL)

**Casting Time:** 5 minutes.

**Range:** Touch/1 Mile.

**Components:**

**Verbal:** Moderate

**Somatic:** Lesser

**Material:** Lesser

**Duration:** Until triggered or removed.

**Effect:** This Ritual is an exception to the typical limits. Alarm sigils can be placed as often as you wish to, though you cannot differentiate between different alarms going off. When you mark the sigil designate a door, window or 20 foot cube. So long as the sigil remains you will become aware when anything of Tiny size or larger enters the area or crosses the threshold. This will even awaken you if you are asleep.

## COMPREHEND LANGUAGES (GIFT OF TONGUES)

**Range:** Self.

**Effect:** You gain full, permanent fluency in an additional language. This can even be a dead or forgotten language, provided that Celestial or Fiendish powers might know it.

## DISSONANT WHISPERS (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch/60 feet whisper.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (seeds)

**Duration:** Instantaneous.

**Effect:** You blow the pinch of seeds into the air, empowering the effect. Unnatural, unearthly whispering fills the target's head and they must make a Wisdom Saving throw or take 2d6 Stress and move, using its reaction, to move away from you. A successful Save reduces the Damage by half and the target doesn't have to move. Deaf creatures are immune.



## ELDRITCH BLAST (RITUAL) (MULTIPLE FORMS)

**Casting Time:** 1 hour.

**Range:** Touch/120 feet blast.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (blade, staff or wand)

**Duration:** Until all charges are spent or the wand is recharged with a repeat Ritual.

**Effect:** Choose one Damage type when you gain this Ritual, though you may learn the different Rituals for the different Damage types. When complete the wand, staff or ritual blade is charged with three blasts of magic. You make a ranged attack and do 1d10 of the correct Damage type if you succeed. A single wand or staff can be charged with multiple effects.

## ENTANGLE (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch/90 ft throw/grow.

**Components:**

**Verbal:** Lesser

**Somatic:** Lesser

**Material:** Lesser (a seed or nut)

**Duration:** Until the seed is used/1 Minute.

**Effect:** When the seed is thrown to the ground it continues to grow towards the target area, before bursting into roots and shoots in a 20 ft area square. The ground is rendered difficult terrain and any creature in the area when it erupts must make a Strength Save or be restrained for the duration of the Spell. Each turn they may make a Save to try and pull free in a similar way. The plants dry up and shrivel after the effect. If used against a structure, the roots and growths do 3d6 piercing Damage.

## FOG CLOUD (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch/Self.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (a vessel)

**Duration:** Until used/1 hour.

**Effect:** You breathe in the vapour that filled the vessel during the Ritual, and then breathe out, surrounding yourself with a 20 ft radius sphere of thick fog. The area is now heavily obscured and remains foggy for an hour, or until wind of at least ten miles per hour blows through the area.

## GUIDANCE (RITUAL)

**Casting Time:** 5 minutes.

**Range:** Touch.

**Components:**

**Verbal:** Lesser

**Somatic:** Lesser

**Material:** Lesser

**Duration:** 24 hours.

**Effect:** You perform a 'reading' for the target, or yourself, providing them with insight into their immediate future. At some point in the next 24 hours they may roll a d4 and add the number rolled to any roll of their choice, before or after they actually make the roll. You can only benefit from one of these every twenty-four hours.



## HEX I (RITUAL)

**Casting Time:** 15 minutes.

**Range:** Unlimited.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate

**Duration:** One hour.

**Effect:** The target is cursed and gains disadvantage on rolls with one Ability that you choose. They also take an additional 1d4 necrotic Damage from any blows you land against them, as they instantly fester.

## IDENTIFY (RITUAL)

**Casting Time:** 1 hour.

**Range:** Touch.

**Components:**

**Verbal:** Lesser

**Somatic:** Major

**Material:** Moderate

**Duration:** A few minutes.

**Effect:** A spirit is summoned into the mystic circle and once there can be shown any unusual magical, saintly or even mundane items and can tell you of their history and their usage. It takes about a minute to recount the useful information on each item.

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## MAGE ARMOUR (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch.

**Components:**

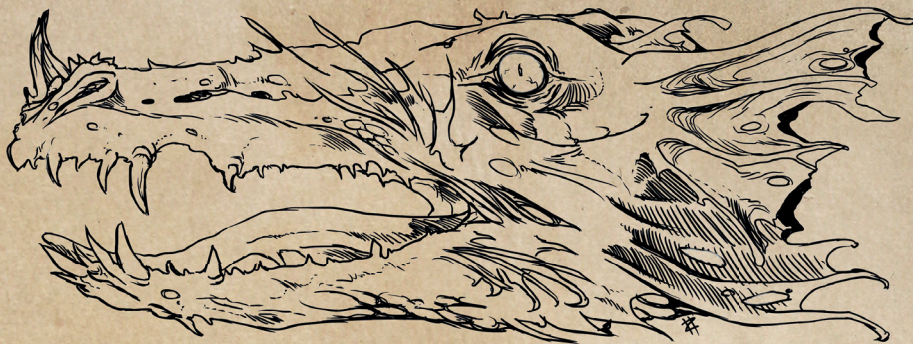
**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate

**Duration:** Eight hours.

**Effect:** You gain +1 AC and reduce all incoming Damage by 2 for the duration. This may be combined with other armour.



### SHIELD (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate

**Duration:** 8 hours.

**Effect:** You gain a +5 AC bonus against ranged attacks for the duration, including directed magical ranged attacks, converting the bonus to a Save bonus if necessary.

### SLEEP (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch/90 feet.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (powder)

**Duration:** 1 minute.

**Effect:** By casting the contents of the pot or jar into the air you can designate a 20 foot sphere within 90 feet. Each creature in the area must make a Wisdom Save or fall into a slumber. Taking Damage or being shoved or slapped will wake the creature up. The magickal sleep only lasts the minute, but without interruption those affected by the Spell will sleep (more shallowly) for their normal span. Typically eight hours.

### THUNDERWAVE (RITUAL)

**Casting Time:**

**Range:** Touch/Self.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Lesser (a stone or bullet)

**Duration:** Until used.

**Effect:** You toss a prepared stone at your feet. This creates a thunderous blast out in all directions in a 15 ft cube. Any creature in the area must make a Constitution Save or take 2d8 Damage and be pushed back 10 feet. A successful Save reduces the Damage and the shove by 5 ft. Unsecured objects are hurled 10 feet away and the thunder can be clearly heard up to 300 feet away. The stone is destroyed in the blast.

### WIND CUTTING BLADE (GIFT)

**Range:** 25 ft.

**Effect:** You are granted the Gift of a ritual knife. Besides being useful generally and counting as a magical weapon, this blade can be used to cut from a distance. You slice the blade through the air and make a normal attack roll, provided the target is within 25 ft. If you strike they take the normal Damage your blade does, as slashing Damage.

## LEVEL II

### BLADE WARD (GIFT)

**Effect:** You are granted a talisman in the shape of a silver, wooden or coral earring, finger ring or pendant. You may take this multiple times, once for each type of talisman. A wooden talisman gives you Resistance to Bludgeoning Damage, a silver talisman gives you Resistance to Piercing Damage and a coral talisman gives you Resistance to Slashing Damage.

### BLINDNESS/DEAFNESS (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch/30 feet.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (a blade, staff or wand)

**Duration:** Until used/1 minute.

**Effect:** Your staff, wand or blade is enchanted with three charges of blindness/deafness. You can point the wand, staff or blade at a target and use a charge to force a Constitution Save. If this fails the target is blinded or deafened for a minute, though they can make a Save to throw off the effect at the end of each of their turns.

### CHILL TOUCH (GIFT)

**Effect:** The touch or strike of your hand does 1d8 Chill Damage. You may choose different versions of this Gift, to grant different kinds of Damage. While you have the effect working, your hands are surrounded by an aura or a change in appearance suited to the Damage you will do.

### DARKNESS (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch/60 ft.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (a vessel)

**Duration:** Until used/10 minutes.

**Effect:** Unstopping the pot you release the smoke within, which turns into shadow and darkness. You designate a spot up to 60 ft away and a 15 ft radius sphere there is cloaked in shadow. Even Darkvision is no use against this supernatural darkness, and it swallows the light from lanterns and other sources of non-magical light.

### DETECT THOUGHTS (RITUAL)

**Casting Time:** 1 minute.

**Range:** Self.

**Components:**

**Verbal:** Lesser

**Somatic:** Lesser

**Material:** Lesser

**Duration:** 1 minute.

**Effect:** You can detect the surface thoughts of a single target you can see, provided that target has an Intelligence of 3 or more. You can force deeper, making the target roll a Wisdom Save. If they fail that Save you become aware of their reasoning, emotional state and something that preoccupies them. If you force the Wisdom Save they know their mind is being probed, Save or not. The gold piece evaporates into smoke over the course of the Ritual.

## FIND TRAPS (RITUAL)

**Casting Time:** 1 minute.

**Range:** 120 ft.

**Components:**

**Verbal:** Moderate

**Somatic:** Lesser

**Material:** Lesser

**Duration:** Instantaneous.

**Effect:** By dowsing with your pendulum you are able to detect the echoes of ill-intent left by those who created mundane or magical traps. This only lets you know that a trap is there, not what form it takes or where exactly it is.

## FRIENDS (GIFT)

**Effect:** You are granted permanent Advantage on Charisma Checks in non-hostile circumstances. You can choose whether to use this or not, but once you leave the people you have used the ability on will realise they have been charmed.

## GUST OF WIND (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch/60 ft line.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (a vessel)

**Duration:** 1 minute.

**Effect:** You create a line of wind 60 ft long and 10 ft wide. Each creature in that area must make a Strength Save, DC 15, or be pushed back 15 feet in the direction of the wind. Moving against the wind costs double movement. You can change the direction on each of your turns, as long as it lasts.

## INVISIBILITY (RITUAL)

**Casting Time:** 1 hour.

**Range:** Touch/Self.

**Components:**

**Verbal:** Major

**Somatic:** Moderate

**Material:** Moderate (an object to be used on activation)

**Duration:** 1 hour from activation.

**Effect:** With the prepared glass you cut yourself (1 hp of Damage) and the shard disappears, with you becoming invisible immediately following this.

## LESSER RESTORATION (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Lesser

**Duration:** Instantaneous.

**Effect:** End one disease or condition afflicting the subject, whether natural or magical. Disease, poison, blindness, deafness or paralysis. You cannot restore sight if someone's eyes have been torn out. This must be something that could, naturally, heal.

## MAGE HAND (GIFT)

**Effect:** You can reach out, up to 30 ft, with your mind and move things around, as though with a single hand, at that distance. You cannot attack with this power, activate magical items or carry more than 10 lbs.





## MENDING (GIFT)

**Effect:** By spending a minute with a broken or torn item, manipulating it with your hands, touching and running your fingers over it, you can restore it. This will seal tears, restore broken links, bind two halves of a broken key or map together - and so on. The break cannot be any larger than one foot in any dimension. You do not need to know anything about what you are mending in order to fix it.

## MESSAGE (GIFT)

**Effect:** You can send messages to others that you can see within 120 ft, up to a single whispered sentence, which they can reply to with a similar whisper. This is real sound, like a thrown voice, not telepathy.

## RESISTANCE (GIFT)

**Effect:** You are granted a +2 bonus to a Saving Throw type of your choice. You may take this Gift multiple times.

## SHATTER (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch/60 ft.

**Components:**

**Verbal:** Moderate

**Somatic:** Lesser

**Material:** Moderate (a vessel)

**Duration:** Until used, and then instant.

**Effect:** You cast the vessel to the ground, smashing it. Choose a spot within 60 ft and at that point, in a 10 ft radius, there is a thunderous, resonant explosion of sound. Each creature in the area must make a Constitution Save or suffer 2d8 thunder Damage, halving the Damage if they succeed. Creatures made of crystal, glass, metal, stone or similar material take double Damage.

## SILENCE (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch/120 ft.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (an object to be used when activated)

**Duration:** Until activated/10 minutes.

**Effect:** When you activate, choose a point within 120 ft and in a 20 ft sphere around that point, no sound can be created or pass through that area.

## ZONE OF TRUTH (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch.

**Components:**

**Verbal:** Major

**Somatic:** Moderate

**Material:** Moderate

**Duration:** 10 minutes.

**Effect:** The sigils temporarily enchant a fifteen foot radius area with the power of truth. Any creature entering this zone or in the zone when it is erected must make a Charisma Save or be forced to tell the truth, literally being unable to lie.



# LEVEL III

## ANIMAL FRIENDSHIP (GIFT)

**Effect:** As an action you can designate an animal with Intelligence 3 or lower, within 30 feet, and force it to make a Wisdom Save or be charmed by you for 24 hours.

## BESTOW CURSE I (RITUAL)

**Casting Time:** 1 Whole Turn

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Lesser

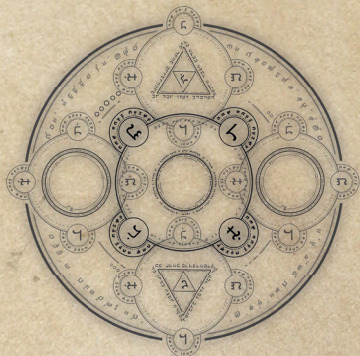
**Material:** Moderate

**Duration:** 1 minute.

**Effect:** You can choose the effect when you lay the curse. The target can gain Disadvantage on any rolls involving a particular Ability or combat rolls. You can choose to curse them with confusion, requiring them to make a Wisdom Save every turn to act, or you can curse them to take an additional 1d8 Necrotic Damage from any Damage you inflict upon them.

## CHARM PERSON (GIFT)

**Effect:** You can choose an intelligent humanoid within 30 feet and force them to make a Wisdom Save or be charmed by you for 24 hours. You can only make one attempt every 24 hours.



## CLAIRVOYANCE (RITUAL)

**Casting Time:** 10 minutes.

**Range:** 1 Mile.

**Components:**

**Verbal:** Lesser

**Somatic:** Lesser

**Material:** Moderate (a scrying mirror, pool or similar object)

**Duration:** 10 minutes.

**Effect:** For the duration you can project your hearing or your sight out to a designated point up to a mile away. To anyone who can see invisible things they will see a light, glowing orb the size of a fist. You can see or hear everything that you otherwise would if you were stood in that area.

## COUNTERSPELL (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (a talisman)

**Duration:** Until activated.

**Effect:** When you are targeted by a Spell, Miracle or magical effect the talisman (which carries three charges) is activated and makes a Spellcasting check against a DC of 10 plus the Level of the Spell to dissipate the effect. After the last charge is used the talisman dissolves.

## DETECT MAGIC (GIFT)

**Effect:** You can sense the presence of magick and Miracles out to a distance of 30 feet simply by concentrating and extending your senses. You can even sense magick through thin surfaces, but nothing thicker than a inch.



## DISGUISE SELF (GIFT)

**Effect:** You can alter your appearance, including your clothing, armour, weapons and other - apparent - belongings. This takes a whole turn and can be discarded over the same period. If rendered unwillingly unconscious, reality reasserts itself. The changes are illusory, a glamour rather than a physical change, and will not stand up to physical scrutiny. You can also only create an appearance that broadly fits your real appearance (EG: A humanoid of the same size). Detecting the illusion requires suspicion, followed by an Investigation check against your Spell Save DC.

## DISPEL MAGIC (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Lesser (a wand, staff or blade)

**Duration:** Instantaneous.

**Effect:** Make an Ability check using your Spellcasting Ability against a DC of 10 + Spell Level, or equivalent. Success ends the magical effect on the person or object.

## FIREBALL (RITUAL)

**Casting Time:** 1 hour.

**Range:** Touch/150 ft.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (a wand, staff or blade)

**Duration:** Until activated/instantaneous.

**Effect:** You place an enchantment upon a staff, wand or sacred blade that allows you to summon hellfire at a later date. When you do so a streak of flame flies from the enchanted object and explodes in a 20 ft radius. Anything within that area must make a Dexterity Save or take 6d6 fire Damage. A successful Save halves this Damage. Flammable objects are ignited by this magical fire.

## FLY (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (end result is an oil or grease)

**Duration:** 10 minutes.

**Effect:** After you have smeared the ointment on your skin (or the skin of another) they can fly at a speed of 60 ft per turn. When the ointment loses its effect, you fall. A jar of ointment contains enough for three doses.

## LIGHTNING BOLT (RITUAL)

**Casting Time:** 1 hour.

**Range:** Touch/100 ft line, 5 ft wide.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (staff, wand or blade)

**Duration:** Until activated/instantaneous.

**Effect:** You place an enchantment upon a staff, wand or sacred blade that allows you to summon lightning at a later date. When you do so a bolt of lightning streaks forward from the enchanted object and does 6d8 lightning Damage to any creature in the line of fire that fails a Dexterity Save, half Damage on a successful Save. Flammable objects in the line catch fire.

## MAGIC CIRCLE (RITUAL)

**Casting Time:** 1 minute.

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Lesser

**Duration:** 1 hour.

**Effect:** For the duration of the effect no celestials, elementals, fey, fiends or undead may enter or leave the circle and has disadvantage on all rolls if contained within it. The caster may lift this restriction for any individual or type as they wish.

## NONDETECTION (RITUAL)

**Casting Time:** 1 hour.

**Range:** Touch.

**Components:**

**Verbal:** Lesser

**Somatic:** Moderate

**Material:** Major

**Duration:** Until recast on a new area or dispelled.

**Effect:** The area of the Spell is rendered impenetrable to scrying or other magical means of spying.

## PLANT GROWTH (RITUAL)

**Casting Time:** 30 minutes.

**Range:** ½ mile.

**Components:**

**Verbal:** Moderate

**Somatic:** Lesser

**Material:** Lesser

**Duration:** One harvest.

**Effect:** You bless up to half an acre of land within half a mile of where you make your doll. In the next harvest that land produces twice as much food as normal, and the effect ends. A half-acre of land can be blessed in this way with a single casting. For reference, it takes at least five acres of land to support one person for one year.

## REMOVE CURSE (RITUAL)

**Casting Time:** 15 minutes.

**Range:** Touch.

**Components:**

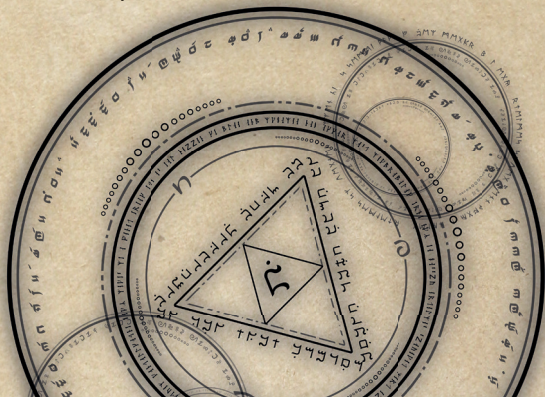
**Verbal:** Moderate

**Somatic:** Lesser

**Material:** Lesser

**Duration:** Instantaneous.

**Effect:** All curses affecting the creature or objects are broken.



## SPEAK WITH ANIMALS (GIFT)

**Effect:** You can comprehend the 'language' of animals, though it is likely to be crude and simplistic. You can also speak their language to them, though they may not follow your commands as they have their own will.

## STINKING CLOUD (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch/90 ft.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate

**Duration:** Upon activation, one minute.

**Effect:** You take the pinch of sulphur between your fingers and activate it. It burns away in a blue flame, and a 20 ft radius sphere of stinking smoke appears where you direct, within 90 ft. The area is heavily obscured and creatures in the area must make a Constitution Save each turn or spend that turn retching and reeling from the stink of hell. A moderate wind of 10 mph will dissipate the cloud.

## UNSEEN SERVANT (GIFT)

**Effect:** You are granted the Gift of an invisible servant to do your bidding. It is a mindless, shapeless force that can only follow your simple commands such as fetching and carrying (light) things, cleaning, folding clothes, lighting fires, serving food and pouring wine, but nothing so complex as building something, making something or cooking a meal from scratch.

## ALTER SELF (GIFT)

**Effect:** You gain the ability to physically transform yourself over the course of a whole turn. You can take this Gift multiple times to gain one of the following benefits, or other negotiated with the Games Master.

- *Aquatic Adaptation:* You grow gills and webs between your digits. You are able to breathe underwater and gain a swim speed equal to your walking speed.
- *Change Appearance:* Over the course of a turn you can change your height, weight, facial features, the sound of your voice, the length and colour of your hair, your eyes and other distinguishing features. If you attempt to imitate someone else a Deception roll it necessary to get it 'just right', though you get a +4 bonus to your roll.
- *Natural Weapons:* You can sprout claws, fangs, spines, horns or other weapons (choose one each time) allowing you to do 1d6 bludgeoning, piercing or slashing Damage. You are considered proficient with these natural weapons and gain a +1 bonus to Attack and Damage.

## ANIMAL MESSENGER (GIFT)

**Effect:** You can whisper a message to a Tiny animal that you can see, such as a bat, squirrel, rat or bird. This message, of up to twenty-five words is conveyed by the animal to your described target by the animal, which is then released from the effect. The animal will attempt to convey the message for 24 hours before the effect fades, allowing it to travel 25 miles (on land or sea) and 50 miles by air.

## BANISHMENT (RITUAL)

**Casting Time:** 1 Whole Turn.

**Range:** 60 ft.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Duration:** Instantaneous and up to a minute.

**Effect:** You target a being not native to the plane you are on and force them to make a Charisma Save. If they fail they are cast back to their native plane and cannot return for at least a minute.

## BEAST SENSE (GIFT)

**Effect:** You can touch a non-hostile beast and then, for the following hour, you are able to see, hear, smell, taste and otherwise sense through the beast. If the beast has senses that a human being does not, or beyond what a human being does, you can sense through those senses as well.

## BESTOW CURSE II (RITUAL)

**Casting Time:** 1 Whole Turn

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Lesser

**Material:** Moderate

**Duration:** 10 minutes.

**Effect:** You can choose the effect when you lay the curse. The target can gain Disadvantage on any rolls involving a particular Ability or combat rolls. You can choose to curse them with confusion, requiring them to make a Wisdom Save every turn to act, or you can curse them to take an additional 1d8 Necrotic Damage from any Damage you inflict upon them.

## BLIGHT (RITUAL)

**Casting Time:** 30 minutes.

**Range:** ½ mile.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Lesser

**Duration:** One harvest.

**Effect:** You curse up to half an acre of land within half a mile of where you make your sermon. In the next harvest that land produces 10% as much food as normal, and the effect ends. What food is produced is bitter and rotten. A half-acre of land can be cursed in this way with a single casting.





## CONJURE WOODLAND BEINGS (RITUAL)

**Casting Time:** 30 Minutes.

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Lesser

**Duration:** 1 Hour.

**Effect:** You call into your circle an animal or being from the fey realm. The combined total CR of these animals and fey beings cannot be more than 2. When summoned they are positively inclined towards you, enough to be tame or for a deal to be struck in the case of more dangerous creatures. They disappear and return to the fae realm upon reaching 0 hit point.

## DARKVISION (GIFT)

**Effect:** You gain the ability to see in the dark out to a distance of 60 ft, or to see 30 feet further in darkness if you already have that ability.

## ENHANCE ABILITY (GIFT)

**Effect:** Each time you take this Gift you can gain a different enhanced Ability.

- *Bear's Endurance:* You have Advantage on Constitution checks and permanently increase your Hit Points by 7.
- *Bull's Strength:* You have Advantage on Strength checks and can carry double the weight you could before.
- *Cat's Grace:* You have Advantage on Dexterity checks. You can also fall 20 feet without taking Damage, provided you are awake and able to move.
- *Eagle's Splendour:* You have Advantage on Charisma checks.
- *Fox's Cunning:* You have Advantage on Intelligence checks.
- *Owl's Wisdom:* You have Advantage on Wisdom checks.

## ENTHRALL (GIFT)

**Effect:** You spin a beguiling soliloquy, forcing a single target within 60 ft to focus entirely on you, provided they fail a Wisdom Save (they have Advantage if they are engaged in combat). If they fail they are enraptured by you and pay no attention to anyone or anything else. If they are engaged in combat, they can still fight you, despite being enthralled, but only you. If they are not in combat they will not start it, so long as they are fixated upon you.

## **FIRE SHIELD (RITUAL)**

**Casting Time:** 20 Minutes.

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (an object to be activated)

**Duration:** Until activated, then 10 minutes.

**Effect:** You shed bright light in a 10 ft radius and dim light for a further 10 ft. You are protected against heat or cold with Resistance to either or both. Whenever a creature within five feet strikes you in melee combat, flames or cold strike back for 1d8 fire or cold Damage.

## **FLAME BLADE (GIFT)**

**Effect:** You are gifted a burning blade, in any form you wish, by otherworldly patrons. This appears normal, save for a reddish sheen to the metal. When used in anger it bursts into flame, and its strikes do an additional 1d6 fire Damage with every blow. It can also be activated to cast light, bright for 10 feet, dim for a further 10 ft.

## **GREATER INVISIBILITY (RITUAL)**

**Casting Time:** 30 Minutes.

**Range:** Touch/Self.

**Components:**

**Verbal:** Major

**Somatic:** Moderate

**Material:** Moderate (an object to be activated)

**Duration:** Until activated/five minutes.

**Effect:** Once activated, you and anything you are carrying is rendered invisible for five minutes.

## **HEX II (RITUAL)**

**Casting Time:** 30 minutes.

**Range:** Unlimited.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate

**Duration:** Eight hours.

**Effect:** The target is cursed and gains disadvantage on rolls with one Ability that you choose. They also take an additional 1d6 necrotic Damage from any blows you land against them, as they instantly fester.

## **KNOCK (GIFT)**

**Effect:** Rapping your knuckles on a locked or blocked door either opens it, or lifts any magical locking enchantment that rests upon them.

## **MAGIC WEAPON +1 (GIFT)**

**Effect:** You are granted a +1 magic weapon, of your choice, by your supernatural sponsor.

## **PASS WITHOUT TRACE (GIFT)**

**Effect:** You cannot be tracked and leave no footprints nor any other trace on the paths you tread. You gain a +10 bonus to Stealth rolls.

## **PROTECTION FROM POISON (GIFT)**

**Effect:** By concentrating for a whole turn you can purge a poison from your system. You also have Advantage on Saving Rolls against poison.



## SEE INVISIBILITY (GIFT)

**Effect:** You are granted the ability to see otherwise invisible creatures and objects, as if they were visible. You can also see ghosts and other creatures from the ethereal and other nearby planes, even when they are not manifesting.

## STONE SKIN (RITUAL)

**Casting Time:** 20 minutes.

**Range:** Touch/Self.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Lesser

**Duration:** When activated, one hour.

**Effect:** You swallow the pebble, at which time your skin becomes as hard as rock, granting you Resistance to all non-magical bludgeoning, piercing and slashing Damage.

## SUGGESTION (GIFT)

**Effect:** You can weave a suggestion for a 'reasonable' course of action into conversation with an intelligent being, forcing them to make a Wisdom Save or follow that course of action for up to the next eight hours. You can also set a trigger for this course of action. You could suggest, for example, to a member of the guard that they run and find you when someone returns to town.

## AWAKEN (RITUAL)

**Casting Time:** 30 minutes.

**Range:** Touch.

**Components:**

**Verbal:** Lesser

**Somatic:** Lesser

**Material:** Major

**Duration:** Instantaneous.

**Effect:** At the culmination of the Ritual, the creature (or plant) of Huge Size or below gains an Intelligence of 10, the ability to speak a single language that you know and - if otherwise immobile - the ability to move at a standard human pace, as well as gaining human-like senses, if it lacks them. The Games Master assigns statistics to the creature or plant at their discretion. When awakened the creature or plant remains Charmed by you for 30 days, at which point it can choose what it does, and even whether to remain awakened.

## BESTOW CURSE III (RITUAL)

**Casting Time:** 1 Whole Turn

**Range:** 120 feet.

**Components:**

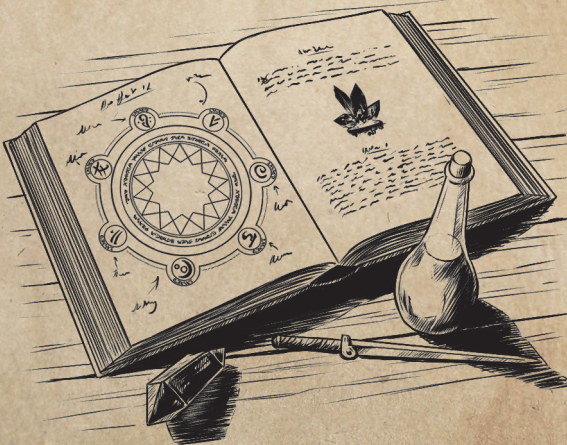
**Verbal:** Moderate

**Somatic:** Lesser

**Material:** Moderate

**Duration:** 8 hours.

**Effect:** You can choose the effect when you lay the curse. The target can gain Disadvantage on any rolls involving a particular Ability or combat rolls. You can choose to curse them with confusion, requiring them to make a Wisdom Save every turn to act, or you can curse them to take an additional 1d8 Necrotic Damage from any Damage you inflict upon them.



## CLLOUDKILL (RITUAL)

**Casting Time:** 1 Hour.

**Range:** Touch/120 feet.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Lesser (a vessel)

**Duration:** Until activated, then 10 minutes.

**Effect:** You fill a pot with the vapours of hell, and when the pot is cast down and shattered it creates a 20 ft radius ball of poisonous fog within 120 feet. It lasts for the duration, or until a strong wind blows it away. The area it covers is heavily obscured. A creature within the area of the burning, stinking fog must make a Constitution Save or take 3d8 poison Damage, half as much on a successful Save. Creatures are affected, even if they hold their breath. The fog moves 10 ft forward in the direction it was cast each turn, on the caster's turn.

## COMMUNE (RITUAL)

**Casting Time:** 1 hour.

**Range:** Touch.

**Components:**

**Somatic:** Lesser

**Material:** Moderate

**Duration:** 1 minute.

**Effect:** You spend an hour trying to reach your deity, demon, nature itself, spirit or ancient god. Your offering should be appropriate, such as meat, sulphur, gold, silver, flowers or an item associated with the deity or power. At the conclusion of the Ritual you may ask the spirit or force three yes or no questions, to which you will get accurate answers, or an 'unclear' or 'unknown' answer. The Games Master may offer a short answer, more than a yes or no, if they deem it right or proper.

## CONE OF COLD (RITUAL)

**Casting Time:** 1 Hour.

**Range:** Touch/60 ft cone.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate (staff, wand or blade)

**Duration:** Until activated/Instantaneous.

**Effect:** The Ritual imbues the object with a single charge of the effect, which is to create a 60 ft cone of freezing air in a 60 ft cone. A creature in that area must make a Constitution Save or take 4d8 Cold Damage, half on a successful Save. A creature killed by this becomes a frozen statue until it thaws. Undead creatures may spring back to life at that point (at 1 Hit Point).

## CONJURE ELEMENTALS (RITUAL)

**Casting Time:** 30 Minutes.

**Range:** 5 ft.

**Components:**

**Verbal:** Major

**Somatic:** Moderate

**Material:** Moderate

**Duration:** 1 Hour.

**Effect:** You call forth an elemental from the material you place in the circle. This elemental being is of Challenge Rating 5 or lower. It obeys your commands for the duration, before returning to its place of origin.

## CONTACT OTHER PLANE

### (RITUAL)

**Casting Time:** 1 Hour.

**Range:** Self.

**Components:**

**Somatic:** Lesser

**Material:** Moderate

**Duration:** 1 minute.

**Effect:** You set a part of your spirit free to contact another plane of existence and a god or other entity living there. Make a DC 15 Intelligence Save or suffer 3d6 Stress and go insane until you finish a Long Rest. While insane you are in a gibbering, foetal ball. If, on the other hand, you are successful, you can ask the being five questions. The Games Master can answer, as they wish, but as simply as possible with 'yes', 'no', 'unclear' or a short phrase.

## CONTAGION (RITUAL)

**Casting Time:** 1 Hour.

**Range:** 1 mile.

**Components:**

**Verbal:** Lesser

**Somatic:** Moderate

**Material:** Moderate

**Duration:** 7 days.

**Effect:** The target must make a Constitution Save or become afflicted with a disease of your choosing and is considered Poisoned. The disease is magickal and not contagious, when the seven days are up it cures itself and leaves no trace - even pox scars. The disease can only be removed by magick, and otherwise retains its normal effect, including demands for other saving rolls.



## DREAM (RITUAL)

**Casting Time:** 1 Hour.

**Range:** Unlimited.

**Components:**

**Verbal:** Lesser

**Somatic:** Lesser

**Material:** Moderate

**Duration:** 8 hours.

**Effect:** You enter the veil of sleep and can shape the dreams of someone else who is sleeping. While there you can convey messages, talk to them, introduce elements to their dreams but you cannot harm them - past scaring them enough to wake them up. They must make an Intelligence Save DC 15, to recognise that their dreams are unnatural and to remember what you may have said to them. Disrupted sleep causes a single Level of Exhaustion.

## FEAR (GIFT)

**Effect:** You can twist your own features into something monstrous and terrifying. Any creature within immediate sight of you (30 ft radius) must make a Wisdom Save or become frightened. They can attempt to Save on each following turn and if they Save they are immune for 24 hours.

## GEAS (RITUAL)

**Casting Time:** 30 minutes.

**Range:** 60 ft.

**Components:**

**Verbal:** Lesser

**Somatic:** Lesser

**Material:** Moderate.

**Duration:** 30 days.

**Effect:** The target becomes enchained by your demands and commands and charged with the mission that you entrust to them. Each attempt to resist or to countermand that mission results in 2d10 Stress. The command can be anything, provided it not be suicidal.

## GREATER RESTORATION (RITUAL)

**Casting Time:** 1 Hour.

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Moderate

**Duration:** Instantaneous.

**Effect:** You can remove a Level of Exhaustion from the target, remove the effect of a Charm or Petrification, the reduction of any Ability Score or an effect reducing their permanent Hit Points.

## INSECT PLAGUE (RITUAL)

**Casting Time:** 30 Minutes.

**Range:** Touch/300 ft.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Lesser (an object to be activated)

**Duration:** 10 minutes.

**Effect:** You create a swarming mass of biting flies (or similar, more local insects), which fill an area of a 20 ft sphere for the duration. The area is lightly obscured, and difficult terrain. Any creature in the area takes 2d4 piercing Damage per turn, ignoring armour Damage Reduction, and must make a Constitution Save or be blinded for a turn. Plant matter or food in the area is destroyed or damaged, and the insects disperse and rapidly die after the effect is over.

## LEGEND LORE (RITUAL)

**Casting Time:** 1 Hour

**Range:** Touch.

**Components:**

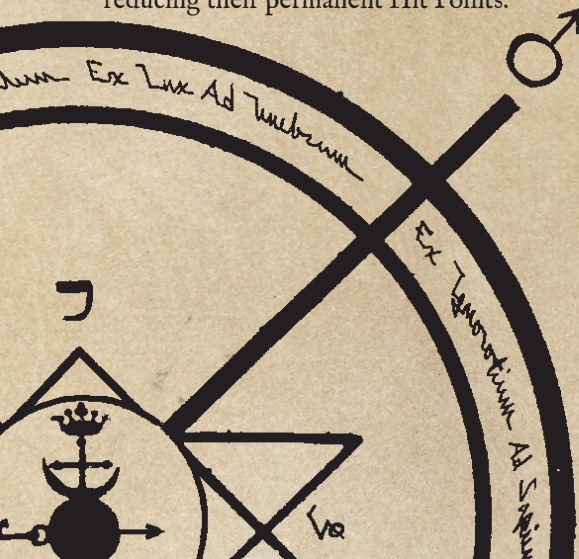
**Verbal:** Moderate

**Somatic:** Lesser

**Material:** Lesser

**Duration:** Instantaneous

**Effect:** You ask a spirit for knowledge and inspiration about a person, place or thing. So long as this thing is the subject of myth, legend or significant history you glean the kind of information that otherwise might be raised from rolls to learn lore, or reference tomes on the subject. A short summary of the thing, person or monster is granted, along with any stories and mythology about them.



## MODIFY MEMORY (RITUAL)

**Casting Time:** 30 minutes

**Range:** 30 ft

**Components:**

**Verbal:** Lesser

**Somatic:** Lesser

**Material:** Moderate

**Duration:** Ever-after, or until dispelled or otherwise cured.

**Effect:** Engaging in conversation with the target and using subtle incantations and gestures, you twist their mind altering or removing a single memory. Repeated applications can severely change someone's personality and even drive them mad.

## PROTECTION FROM ENERGY (GIFT)

**Effect:** You gain resistance to a single form of energy: Acid, Cold, Fire, Lightning or Thunder.

## SCRYING (RITUAL)

**Casting Time:** 30 Minutes.

**Range:** Self (unlimited range)

**Components:**

**Verbal:** Lesser

**Somatic:** Lesser

**Material:** Moderate (an object such as a mirror for scrying).

**Duration:** 10 Minutes.

**Effect:** Choose a target creature and you can see and hear where they are and what they are doing. That target must make a Wisdom Save to feel a sense of being watched. In that circumstance the Spell can be ended, or not, by the target at any point they want.

## SEEMING (RITUAL)

**Casting Time:** 30 Minutes.

**Range:** 30 ft.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Duration:** 8 Hours.

**Effect:** You wind a glamour around yourself and/or any number of willing creatures within range. Unwilling creatures can make a Charisma Save to avoid the effect. Those affected take on a general appearance that you decide in terms of clothing, armour, hair, build, weapons and equipment.

## SENDING (GIFT)

**Effect:** You can send a verbal message of up to 25 words to any creature with whom you are familiar. They recognise you as the sender, and hear your words. The message can travel any distance, but not across planes of existence.

## SPEAK WITH DEAD (GIFT)

**Effect:** You can whisper with a corpse that has died within ten days, conversing with it and asking up to five questions of it before the stress causes the soul to move on. The corpse tends to give brief, cryptic or repetitive answers, need not answer truthfully, and only knows things from when it was alive - or since it died.

## SPEAK WITH PLANTS (GIFT)

**Effect:** You can whisper to plants in your immediate area and gain simple knowledge about weather, creatures and other circumstances that a plant might 'know'. You can also try to persuade the plants to do something within their power, such as churning up the soil, breaking up a wall with tendrils, flowering early, fruiting early (but not at greater speed) and so on.

## SPIDER CLIMB (GIFT)

**Effect:** You can move at walking speed along walls and ceiling.

## VAMPIRIC TOUCH (GIFT)

**Effect:** You gain the ability to drain someone's life with a touch. You can make a melee attack to touch or strike someone with your bare hand and, if you do, they take  $1d4$  Necrotic Damage and you regain 1 Hit Point.

## WATER BREATHING (GIFT)

**Effect:** You can breathe underwater and can even remain underwater for 24 hours without having return to land.

## CONFUSION (GIFT)

**Effect:** You can level your gaze at a single target within 30 ft and drive them temporarily insane. The target must make a Wisdom Save each turn that your gaze is upon them, and if they fail they cannot make Reactions and must roll a  $d10$  to see the effect of the madness.

### D10

1. Charge in a random direction and end with a random facing.
- 2-6. No movement and no actions.
8. Make a melee attack against a random target within range.
- 9-10. Act normally.

## CONTROL WATER (GIFT)

**Effect:** You can affect water, so long as you concentrate. You can control an amount up to 100 cubic feet. You can cause it to rise or fall by 20 ft, create waves, part water, change the direction of flow or even create whirlpools.



## CREATE UNDEAD (RITUAL)

**Casting Time:** 1 Hour.

**Range:** 10 ft.

**Components:**

**Verbal:** Major

**Somatic:** Moderate

**Material:** Major

**Duration:** Instantaneous, until destroyed.

**Effect:** You raise three Challenge Rating of undead servants from nearby corpses and can mentally commend them as a bonus action each turn. They are bound to your service. Lost undead servants create free 'slots' to raise more.

**EG:**

- *One ghastr and one ghoul.*
- *Three ghouls.*
- *One mummy.*
- *Six shadows.*
- *Twelve skeletons.*
- *Three spectres.*
- *One wight.*
- *One will-o'-wisp and one ghoul.*
- *Twelve zombies.*



## DISINTEGRATE (RITUAL)

**Casting Time:** Two hours.

**Range:** Touch/60 ft.

**Components:**

**Verbal:** Major

**Somatic:** Major

**Material:** Major (a staff, wand or ritual blade)

**Duration:** Instantaneous, when activated.

**Effect:** You create a 'charge' of disintegrating magic within the tool which can later be unleashed. This is a word of creation, spoken backwards to 'uncreate' something. The target must make a Dexterity Save or suffer  $5d6+20$  Thunder Damage. They are disintegrated if this reduces them to zero Hit Points, along with anything non-magical that they are carrying. Magic items are unaffected, non-magical, unliving targets are automatically disintegrated if they are size 'Huge' or smaller.

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## DOMINATE BEAST (GIFT)

**Effect:** You speak to a animal within 30 ft and force it to make a Wisdom Saving throw or fall under your charm. While charmed the beast will follow your commands to the best of its ability (it telepathically understands you) but will do nothing to harm itself. Each time it takes Damage, or each minute that passes, it can make a new Save to throw off the effect. You cannot mentally assault the same creature twice in 24 hours.

## FIND THE PATH (RITUAL)

**Casting Time:** 30 Minutes.

**Range:** Self.

**Components:**

**Verbal:** Lesser

**Somatic:** Lesser

**Material:** Lesser (a method of divination)

**Duration:** 24 hours.

**Effect:** You discern the fastest, most direct path to your target, which cannot be mobile or on another plane. Your prayer reveals the straightest path from your current location to that location.

## GUARDS AND WARDS (RITUAL)

**Casting Time:** 2 hours

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Lesser

**Material:** Major

**Duration:** Until dispelled or spent.

**Effect:** You ward an area of up to 2,500 square feet, up to 20 ft tall and shaped as you wish. When someone you do not wish to be there enters the area, the effect is triggered (spent).

- *Corridors fill with fog and a creature has a 50% chance of taking the opposite path to the one they choose when they take a path.*
- *Doors become magically locked or covered by illusions that mask them as part of the wall (50/50).*
- *Stair become filled with webs that constantly regrow over the course of ten minutes, or with magical darkness that can similarly re-manifest.*

You can also apply one of the following effects:

- *Four trapped doors, windows or floors trapped with an Eldritch Blast (one each).*
- *Two traps with the Shatter, Fireball or Lightning effect.*
- *Other Level one or Level two Spells that you, personally, know.*

## MAGIC WEAPON +2 (GIFT)

**Effect:** You are granted a +2 magic weapon, of your choice, by your supernatural sponsor.





## SUNBEAM (RITUAL)

**Casting Time:** 1 Hour.

**Range:** Touch/150 feet.

**Components:**

**Verbal:** Major

**Somatic:** Moderate

**Material:** Moderate (a staff, wand or blade)

**Duration:** Instantaneous when activated

**Effect:** You enchant a weapon or tool with a single charge of this Spell. When activated you create a blast of intense sunlight in a 60 foot radius within range. Each creature in that area must make a Constitution Save or suffer 6d6 Radiant Damage and be blinded for 1 minute. A successful Save prevents blindness and halves the Damage. Undead and oozes have disadvantage on their Save. The blindness lifts if the creature blinded makes a Save on a following turn, until the effect lifts naturally. Darkness is dispelled by this effect, and it often turns into a rainbow spectrum at the fringes.

## BESTOW CURSE IV (RITUAL)

**Casting Time:** 1 Whole Turn

**Range:** 5 miles.

**Components:**

**Verbal:** Moderate

**Somatic:** Lesser

**Material:** Moderate

**Duration:** 24 hours.

**Effect:** You can choose the effect when you lay the curse. The target can gain Disadvantage on any rolls involving a particular Ability or combat rolls. You can choose to curse them with confusion, requiring them to make a Wisdom Save every turn to act, or you can curse them to take an additional 1d8 Necrotic Damage from any Damage you inflict upon them.

## DOMINATE PERSON (GIFT)

**Effect:** You speak to a person within 30 ft and force it to make a Wisdom Saving throw or fall under your charm. While charmed the person will follow your commands to the best of their ability (they telepathically understand you) but will do nothing to harm themselves. Each time they take Damage, or each minute that passes, they can make a new Save to throw off the effect. You cannot mentally assault the same person twice in 24 hours.



## ETHEREALESS (RITUAL)

**Casting Time:** Two Hours

**Range:** Self.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Major

**Duration:** 8 hours.

**Effect:** You become ethereal, occupying the same dimensional space as ghosts, able to float through objects and even through the air in the same way they do (at your normal pace). Vision is restricted to 60 ft. When the Spell ends, or is stopped, you return to the place you entered.

## FINGER OF DEATH (RITUAL)

**Casting Time:** 1 Hour.

**Range:** Touch/60 ft.

**Components:**

**Verbal:** Major.

**Somatic:** Moderate.

**Material:** Moderate (wand, staff or blade).

**Duration:** Until activated, then instantaneous.

**Effect:** You charge your weapon or object with the power of death. When activated you can cause pain to burn through a target in range, wracking them with the power of death itself. This does  $3d8+15$  Necrotic Damage, unless they make a Constitution Save, in which case the Damage is halved. Humanoids killed by this Spell rise as zombies under your permanent command on the following turn.

## HEX III (RITUAL)

**Casting Time:** 45 minutes.

**Range:** Unlimited.

**Components:**

**Verbal:** Moderate

**Somatic:** Major

**Material:** A wand or staff, nails, hair, blood or similar material from the target.

**Duration:** One day.

**Effect:** The target is cursed and gains disadvantage on rolls with one Ability that you choose. They also take an additional  $1d8$  necrotic Damage from any blows you land against them, as they instantly fester.



## SYMBOL (RITUAL)

**Casting Time:** 1 Hour.

**Range:** Touch/60 ft radius (or less).

**Components:**

**Verbal:** Lesser

**Somatic:** Moderate

**Material:** Major

**Duration:** Until dispelled or triggered.

**Effect:** You place a virtually imperceptible sigil on a surface or object, and decide the circumstance by which it triggers.

When triggered the symbol has one of the following effects.

- **Death:** 5d10 Necrotic Damage. Constitution Save halves the Damage.
- **Fear:** Wisdom Save or drop what they are holding and flee 30 foot away from the radius of the effect.
- **Hopelessness:** Charisma Save or be overwhelmed with deespair for one minute, unable to attack or use magic.
- **Insanity:** Intelligence Save or go insane for 1 minute, unable to do anything but curl up and gibber, lost in insanity.
- **Pain:** Constitution Save or be incapacitated with unbearable pain for one minute.
- **Sleep:** Wisdom Save or fall asleep for at least ten minutes, unless Damaged or deliberately awakened.
- **Stun:** Wisdom Save or be Stunned for one minute.



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## TELEKINESIS (GIFT)

**Effect:** You can move objects with your mind, out to a distance of 60 ft. This counts as your action on your turn if you use it. You can move creatures by making a Spellcasting ability check against their Strength - moving them up to thirty feet and restraining them. You can move objects up to 1,000 lbs in weight by 30 ft per turn. You can exert simple control, using simple tools, opening doors and containers, pouring fluids or retrieving objects.

# LEVEL VIII

## ANIMAL SHAPES (RITUAL)

**Casting Time:** 1 Hour.

**Range:** 30 ft.

**Components:**

**Verbal:** Moderate

**Somatic:** Major

**Material:** Moderate

**Duration:** 24 hours.

**Effect:** Over the course of the Ritual you transform the subject, or yourself, into the form of an animal. Those subjected to the effect retain their Charisma, Intelligence and Wisdom scores but take on the physical ability scores of the animal they are transformed into, as well as the Hit Points of the beast, reverting to human form at 0 hp, with their full human Hit Points, with Damage bleeding over. Carried gear becomes part of the new form and re-emerges when they transform back. Unwilling subjects can be transformed only if they fail a Wisdom Save.

## CONTROL WEATHER (RITUAL)

**Casting Time:** 1 Hour.

**Range:** Touch.

**Components:**

**Verbal:** Major

**Somatic:** Major

**Material:** Moderate

**Duration:** 24 hours.

**Effect:** Determine the current weather from the following tables. You can shift the state of the weather by one category from in each part (precipitation, temperature, wind) and the direction of the wind.

## Precipitation

1. Clear
2. Light cloud
3. Overcast/Ground fog
4. Rain/Hail/Snow
5. Torrential Rain/Hail/Blizzard
- 6+ Freak Weather (rain of frogs, fish, etc).

## Temperature

- 0- Deadly heat
1. Unbearable heat
  2. Hot
  3. Warm
  4. Cool
  5. Cold
  6. Arctic
  - 7+ Deadly cold

## Wind

1. Calm
2. Moderate wind
3. Strong wind
4. Gale
5. Storm
6. Hurricane/Tornado

## DEMIPLANE (GIFT)

**Casting Time:** 1 Hour.

**Range:** 30 ft.

**Components:**

**Verbal:** Moderate

**Somatic:** Major

**Material:** Moderate

**Duration:** 1 Hour.

**Effect:** You pass through a shadowy gateway (with as many allies present as you wish) into a dimensional chamber or island in a spirit realm, or even the outskirts of hell. Here you can store things or work without fear of discovery before having to return to the material world.



### **FEEBLEMIND (RITUAL)**

**Casting Time:** 1 Hour.

**Range:** Unlimited.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Major

**Duration:** 30 days (then Save, or suffer for another 30 days).

**Effect:** The target's mind is cursed, blasting them into mute stupidity. They take 2d6 Stress and must make an Intelligence Save. If they fail, their Intelligence and Charisma drop to 1 and they can no longer use tools, speak or understand language or cast Spells. They do still recognise friends.

### **MAGIC WEAPON +3 (GIFT)**

**Effect:** You are granted a +3 magic weapon, of your choice, by your supernatural sponsor.

### **MASS SUGGESTION (GIFT)**

**Effect:** You can slip subtle, convincing energy into your words. If you suggest a seemingly reasonable course of action to a group, you can force them to make a Wisdom Save or try to fulfil that course of action over the next 24 hours. The effect dissipates if they can't do it, if it's self-harming or if they fulfil it.

### **MIND BLANK (RITUAL)**

**Casting Time:** 1 Hour.

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Major

**Duration:** 24 hours.

**Effect:** You shield a mind against harm and influence. The subject is now immune to Psychic Damage and can't have their thoughts or emotions read or invaded. Divination and other similar effects also do not work upon them for the duration.

### **SUNBURST (RITUAL)**

**Casting Time:** 1 Hour

**Range:** Touch/150 ft

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Major (wand, staff or blade)

**Duration:** Until activated, then instantaneous.

**Effect:** You enchant a wand, staff or blade with a single charge of this magic. When activated this creates a blast of sunlight in a 60 ft radius, doing 6d6 radiant Damage to everything in that area and blinding creatures for one minute. A successful Constitution Save results in half-Damage and no blindness. Undead and oozes have disadvantage on this roll. The magic dispels any darkness in its area.

### **TRUE SEEING (GIFT)**

**Effect:** You can see things as they actually are, spotting secret doors immediately, seeing through illusions, through invisibility and even into the ethereal plane to see creatures lurking there.

# LEVEL IX

## ASTRAL PROJECTION (RITUAL)

**Casting Time:** 2 Hours

**Range:** Touch.

**Components:**

**Verbal:** Lesser

**Somatic:** Moderate

**Material:** Moderate

**Duration:** Only ends when stopped.

**Effect:** You, and up to eight companions, can enter the astral plane, leaving your body behind in a state of suspended animation. You trail a silver cord, which can be severed to return you to your body, but the astral plane contains a great deal of lost lore and connects to other planes.

## BESTOW CURSE V (RITUAL)

**Casting Time:** 1 Whole Turn

**Range:** 5 miles.

**Components:**

**Verbal:** Moderate

**Somatic:** Lesser

**Material:** Moderate

**Duration:** Until dispelled.

**Effect:** You can choose the effect when you lay the curse. The target can gain Disadvantage on any rolls involving a particular Ability or combat rolls. You can choose to curse them with confusion, requiring them to make a Wisdom Save every turn to act, or you can curse them to take an additional 1d8 Necrotic Damage from any Damage you inflict upon them.

## FORESIGHT (RITUAL)

**Casting Time:** 2 Hours.

**Range:** Touch.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Major

**Duration:** 8 Hours.

**Effect:** The subject of the Ritual gains a limited form of foresight, able to see into the very near future, near constantly. As a result they can seem to have superhuman reflexes and luck. For the duration the subject of the Ritual cannot be surprised and has Advantage on Attack, Ability and Saving Rolls. When they are attacked their enemies have Disadvantage on the roll.

## REGENERATE (GIFT)

**Effect:** You regain 1 Hit Point at the start of each turn. Severed body parts regenerate after two minutes. Severed parts can be held to the stump as an action to instantly fuse them back together.

## WEIRD (RITUAL)

**Casting Time:** 2 Hours.

**Range:** Touch/120 feet.

**Components:**

**Verbal:** Moderate

**Somatic:** Moderate

**Material:** Major

**Duration:** 1 Minute.

**Effect:** You unleash the terrors of the underworld upon the minds of those within a 30 ft radius. Each target in the area must make a Wisdom Save or become frightened for the duration of the Spell. At the end of each turn, those affected must make another Wisdom Save or take 2d10 Stress. Successful Saves end the effect.

## WISH (RITUAL)

**Casting Time:** 3 Hours.

**Range:** Variable.

**Components:**

**Verbal:** Major

**Somatic:** Major

**Material:** Major

**Duration:** Variable.

**Effect:** A Wish is incredibly powerful and you can only use it once. Any limitations are entirely up to the Games Master.





WOW!  
LOL!  
SABOACHYMAN!



# MADNESS, FEAR & STRESS

When you create your character you should choose two 'break points'. These give you some say over what happens when your character goes insane, or is overcome with fear. The problem with most rules around fear and madness is that they remove player agency and take the Character's actions out of the Player's hands.

- **Fear:** Describe how your character will react when they lose control to fear. Do they scramble for cover? Wet themselves? Scream and run away? Attack the source of their fear in a mindless frenzy? Choose a Fear condition to trigger when you are frightened, appropriate to your character.
- **Madness:** How does your character's psyche fracture under duress? Do they sink into a depression? Manifest and uncontrollable phobia? Drown their sorrows in self-harming debauchery? This may well depend on what pushes you over the edge, but based on your character's background you can note a suggestion or two.

Your Stress is determined by your class in much the same way as Hit Dice, modified either by Intelligence or Wisdom. You gain Stress from suffering conditions, from horrifying creatures and from any other source the Games Master determines.

## STRESS SOURCES

- Blinded/Deafened: 3
- Taking Damage: 1
- Taking Damage from a Critical Hit: 3
- Death Saves (Each): 3
- Permanent Injury: 5
- Charmed/Mind Controlled: 3 when the Charm wears off.
- Frightened: 4
- Incapacitated: 3
- Paralysed: 4
- Petrified: 5
- Poisoned: 4
- Diseased: 4
- Stunned: 1
- Each day without Sleep: 2/4/8 etc.
- Each day without Food: 2/4/8 etc.

These are suggestions, and the Games Master is encouraged to dole them out arbitrarily.

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When you run out of Stress you 'snap' and your mind fractures in a way determined by the Games Master or the Player. This is an indefinite madness that can be cured through magic, role-playing or time. Immediately after snapping you regain 2d6 Stress, but are still in a fragile state.

Stress regenerates at 2 points per 8 hours of rest naturally, but can be regained faster by carousing, indulging in luxury, throwing oneself into the pleasures of the flesh or cloistering oneself in religious meditation (regaining an additional 1d4 per day/night of these activities). Of course, many of these coping mechanisms present their own problems.

You can also regain Stress from mutual encouragement, prayer, playing games and eating food. The Games Master should determine how much s regained in these instances, but it should be no more than 4 points, and should depend on role-playing.

Your Morale also regenerates at the same rate and under the same influences.



## OPTIONAL RANDOM MADNESS

### ROLL 1D20

1. *Fearful*: Afraid of everything, anticipates the worst.
2. *Paranoiac*: Suspicious of everyone, trusts nobody.
3. *Narcissist*: Only cares about themselves, to the exclusion of anyone else.
4. *Masochist*: Seeks their own pain to express their inner pain.
5. *Abuser*: Constantly belittling others to deflect their own pain.
6. *Existential Dread*: Life has no meaning, nothing matters.
7. *Gibbering*: You have become untethered from reality.
8. *Zealous*: You become enraptured with your faith and subsumed by it.
9. *Stoic*: Grit your teeth and bare any pain, giving up your place for others.
10. *Daredevil*: You deliberately put yourself in harm's way to feel something.
11. *Monomaniacal*: You only focus on one thing at a time, and nothing else.
12. *Nervous Energy*: Always on the move, unable to be still.
13. *Hatred/Fear of Animals*: You are disgusted by beasts of all kinds.
14. *Night Owl*: You hate being awake in the day, and prefer the night.
15. *Early Bird*: You hate the night and prefer the day.
16. *Misanthrope*: You hate your fellow man and prefer the company of the 'other'.
17. *Addict*: Drink, drugs, sex, gambling. Name your vice, you can't do without it.
18. *Fight On*: You never know when to give up, and will not, even against overwhelming odds.
19. *Nervous Tic*: Twitching and jerking constantly.
20. *Roll Twice*: Combine the two.



# HERE BE MONSTERS

## MONSTERS

Monsters need to be handled a little differently in the game. They need to mirror what we've done to player characters, in that they need to be more fragile in terms of Hit Points but still need to have the capacity to do greater harm. They also need to have the capacity to be minor - and even major - villains, rather than simple 'mooks'. They need to do this without just becoming massive Hit Point sinks.

Monster statistics remain broadly the same, though they will have broader, less focussed Skills than Players, this isn't really a problem. The main point of concern is Hit Points.

135 A Monster's Hit Points are converted in the following way:

*Hit-Die Type Max Result divided by 2, + Constitution, + Strength Bonus, +1 HP for each Hit Die.*



### SIZE:

Size has bearing on the other statistics of the monsters, it should be kept in mind when converting the other statistics, but will only directly have an effect on their Hit Points and Damage Reduction.

- *Tiny*: -10 Hit Points, Minimum 2, +4 AC.
- *Small*: -5 Hit Points, Minimum 1, +1 AC.
- *Medium*: No change.
- *Large*: +1 Damage Reduction, +5 Hit Points.
- *Huge*: +2 Damage Reduction, +10 Hit Points.
- *Gargantuan*: +3 Damage Reduction, +20 Hit Points.

Challenge Rating provides Morale: CR of each monster, totalled, provides the adversary Morale pool. The maximum Morale any monster may spend on an action is equal to the highest monster's Proficiency Bonus. This models some of the extra value of leadership. This is a minimum of 1 Morale, and Max Spend 2. You can ignore Morale in non-critical encounters.

Armour Class is divided in the following way:

*Half of the existing AC - after Dexterity Bonus - remains as an AC bonus, half becomes Damage Reduction.*

By way of example, take the standard hobgoblins from the 5<sup>th</sup> Edition SRD.

- Their stats remain unchanged other than their Hit Points, which are now 18 (Max Hit-Die d8, + Constitution 12, + Strength Bonus +1, +Additional Hit Dice +1).
- They only have ½ CR, so only contribute 1 Morale for every two Hobgoblins as well as only being able to spend a maximum of two Morale on a roll.

Their leader - a hobgoblin Captain - has 25 Hit Points and a CR of 3, contributing 3 Morale, but not raising the spendig cap past two. Place him in charge of a unit of 10 hobgoblins and you have a pool of 8 Morale, and any creature in the encounter can spend up to 2.

Monsters can spend their Morale the same way that player characters can, boosting their to-hit, the difficulty to hit them, boosting or reducing Damage, saving throws and so on.

Killing a Monster demoralises the enemy, removing their Morale contribution, spent or not.

Heroic baddies can be given additional Morale pools to recognise their position as a minor or major villain. Multiply the Morale contribution by five for minor villains and ten for major villains.

Particularly powerful attacks, such as a dragon's breath, should be roughly halved in their number of dice, to scale them to the lower effectiveness of player magic, though they can still be intimidatingly deadly.

***Example:** The hobgoblin captain above, might be targeted by a ranger, knowing that taking him out will break the will of the unit.*

*She nocks an arrow and fires, rolling a total attack of 16, which beats his AC of 15. The captain spends two points from the hobgoblin Morale pool to raise his AC to 19, causing the shot to deflect from his half-plate.*



# EXOTIC BEASTS

## APE

**Armour Class:** 12

**Hit Points:** 24

**Speed:** 30 ft., climb 30 ft.

STR 16 (+3) DEX 14 (+2) CON 14 (+2)

INT 6 (-2) WIS 12 (+1) CHA 7 (-2)

**Skills:** Athletics +5, Perception +3

**Senses:** passive Perception 13

**Languages:** None. May be able to comprehend sign language, if taught.

**Challenge:** 1/2 (100 XP), **Morale:** 1,

**Max Spend:** 2

### Actions

**Multiattack:** The ape makes two fist attacks.

**Fist:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6+3 bludgeoning Damage.

**Rock:** Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target. Hit: 1d6+3 bludgeoning Damage.

**Poop:** Ranged Weapon Attack: +5 to hit, range 10/20 ft., one target. Hit: Dexterity Save vs DC 12 or blinded until an action is spent to clear the eyes.

*"Baldrick, the ape creatures of the Indus have mastered this. Now try again..."*

*-Blackadder II*

The earliest records of Europeans encountering ape-like creatures come from the late 16<sup>th</sup> Century, and from the start there was considerable interest. Apes seems to be primitive men, and comparisons with people of African descent were immediate.

## GIANT APE

**Armour Class:** 12

**Damage Reduction:** 2

**Hit Points:** 55

**Speed:** 40 ft., climb 40 ft.

STR 23 (+6) DEX 14 (+2) CON 18 (+4)

INT 7 (-2) WIS 12 (+1) CHA 7 (-2)

**Skills:** Athletics +9, Perception +4

**Senses:** passive Perception 14

**Languages:** None.

**Challenge:** 7 (2,900 XP), **Morale:** 7,

**Max Spend:** 3

### Actions

**Multiattack:** The ape makes two fist attacks.

**Fist:** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 3d10+6 bludgeoning Damage.

**Rock:** Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 7d6+6 bludgeoning Damage.

The existence of these 'ape-men' also lent credence to wild stories from sailors about headless men and all manner of other, strange creatures.

Even well into The Enlightenment, apes were not especially well understood in the west. In creating his taxonomy, Linnaeus relied on second and third-hand accounts of many types of ape.

The obvious closeness of apes to humanity has led to many strange expectations, taboos and concerns, many of them becoming mythologised.

In one Jewish version of the Tower of Babel, some of the men were turned into monkeys (or apes) as part of their punishment from God. In one Muslim myth, Jews were turned into apes for fishing on the Sabbath.

In Greek myth, Hermolycos' daughter is said to have mated with an ape, and birthed half-ape children. Even native tribes rarely depicted apes in their art and ritual, also finding them uncomfortably close to human.

While evolution, in Darwin's form, is unknown in this age, the half-man status of the great apes, starting with the chimpanzee and the orangutang in the mid 1600s, has always made men of the cloth uncomfortable.

Apes are most likely to be found in menageries of the obscenely wealthy, or in the trained 'employ' of naturalists, magicians and so forth. Perhaps even granted, by some demon prince, as a familiar.

Scholars of mythology may well associate these half-apes with the Vanara of the Hindoo, various gods and spirits of Egypt, the Cercopes of Greece or the many fanciful tribes invented by dishonest explorers.

Of special note are, perhaps, the satyrus and the shug monkey.

The satyrus appeared in many medieval bestiaries and was also mentioned in early taxonomies of creatures.

This was a man-like ape, that could play an instrument (a horn or pipe), had a tail, and which always gave birth to twins. One twin it loved, the other it hated, with predictable results.

The shug monkey is a supernatural beast, thought to haunt parts of Cambridgeshire and perhaps derived from Norse myth.

This creature has the face and head of an ape or monkey, and the body of a curly-haired sheepdog. It was said to stalk the land at night, doing ungodly bidding.

Any encounter with an ape is going to be rare, and most people will not be familiar with the concept at all. There are instances where apes were mistaken, genuinely, for people and treated as such. They were dressed in clothes, presented to nobility and their 'people' were sought, so that they could be returned. Their less clean habits and lack of social graces being seen as primitive, tribal eccentricity, rather than indications of an animal.

You might use an ape as:

- *A benchman to a villain.*
- *An exotic familiar.*
- *The dark, ancestral secret of a peculiar family.*
- *A trapping of the rich and ennobled.*
- *An unboly mockery of man.*



## CONSTRUCTOR SNAKE

**Armour Class:** 12

**Damage Reduction:** 1

**Hit Points:** 26

**Speed:** 30 ft., swim 30 ft.

STR 15 (+2) DEX 14 (+2) CON 12 (+1)

INT 1 (-5) WIS 10 (+0) CHA 3 (-4)

**Senses:** blindsight 10 ft.,  
passive Perception 10

**Languages:** None.

**Challenge:** 1/4 (50 XP), **Morale:** 1,

**Max Spend:** 2

### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d6+2 piercing Damage.

**Constrict:** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d8+2 bludgeoning Damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

## GIANT CONSTRUCTOR SNAKE

**Armour Class:** 12

**Damage Reduction:** 2

**Hit Points:** 40

**Speed:** 30 ft., swim 30 ft.

STR 19 (+4) DEX 14 (+2) CON 12 (+1)

INT 1 (-5) WIS 10 (+0) CHA 3 (-4)

**Skills:** Perception +2

**Senses:** blindsight 10 ft.,  
passive Perception 12

**Languages:** None.

**Challenge:** 2 (450 XP), **Morale:** 2,

**Max Spend:** 2

### Actions

**Bite:** Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing Damage.

**Constrict:** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning Damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

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Constrictor snakes are rare across Eurasia, and as such are considered exotic creatures, especially within the British Isles where the only widely known snakes are the grass snake, adder and slow-worm (which technically isn't a snake at all, but rather a lizard).

Constrictor snakes have all the same mythology and omen around them as any other snake, but their method of killing and their large size may make them more disquieting and concerning than the most poisonous viper, at least to amazed Europeans.

It was widely thought that constrictor snakes killed their prey by suffocation or the breaking of bones and bursting of organs. Modern understanding suggests that they kill their prey more by limiting and preventing the flow of blood to and through organs, including the brain. Much like a sleeper hold, this can render their prey weak, unconscious and then kill them through oxygen starvation or haemorrhage.

Constrictor snakes are unlikely to be encountered, outside of exotic adventures. If they are, it will be in the form of familiars or the inhabitants of exotic menageries.





Demons may well provide snakes as familiars, given their biblical associations. Magicians may also alter and transform existing snakes from their humble beginnings into giant snakes, which can turn them into constrictors. Even a normal constrictor will seem gigantic, beyond the ken of mortal men, to your average European.

Many of the creatures that are remembered as dragons in British mythology are called 'worms' or 'wurms'. Many of them sound much closer to gigantic snakes than to dragons and could better be represented by a giant constrictor snake, with a few additions such as poisonous breath or regeneration (increase the CR by +1 if you give it one of these capabilities).

Some of these are so huge as to shape the landscape, lending their names to hills, rivers, wells, burial mounds and other local geography. While most seem to have been slain by knights in the times of the crusades, others may well still lurk in caverns and tombs beneath the earth, ready to emerge with the right inducement.

Boas were said to be enormous snakes, found in Italy. They slew cattle, not by swallowing them whole but rather by sucking the milk from a cow's udder, sometimes taking so much milk - and blood - that the poor creature died. Milk was, as such, considered to be their diet, though they were also noted to be able of swallowing children whole.

Despite the Christian symbolism, snakes are as much regarded by men of learning as symbols of healing and wisdom, by pagans as symbols of fertility, and by still others as familiars of the goddess - umbilical cords.

Giant snakes may mean very different things to different people. Their ability to remove and renew their skin even made them a symbol of immortality.

You might use a constrictor snake as:

- *A hidden threat in a menagerie.*
- *A religious icon for a Satanic cult.*
- *A plague upon a herd of cattle.*
- *A slayer of children, hiding in the caves or woods.*
- *The murder weapon of a secret brotherhood.*
- *A symbol of exoticism and sensuality in a scene.*
- *A symbolic flag for lies, strangulation or choking.*
- *The heraldic symbol for a noble who embodies snake-like qualities.*

You might use a giant constrictor snake as:

- *The worshipped demigod of a cult.*
- *An incarnation of a demon.*
- *The servant of a pagan god.*
- *A mythic worm that threatens a village.*
- *A blight, sent by the devil.*

## CROCODILE/ALLIGATOR

**Armour Class:** 10

**Damage Reduction:** 3

**Hit Points:** 28

**Speed:** 20 ft., swim 30 ft.

STR 15 (+2) DEX 10 (+0) CON 13 (+1)

INT 2 (-4) WIS 10 (+0) CHA 5 (-3)

**Skills:** Stealth +2

**Senses:** passive Perception 10

**Languages:** None.

**Challenge:** 1/2 (100 XP), **Morale:** 1,

**Max Spend:** 2

**Hold Breath:** The crocodile can hold its breath for 15 minutes.

### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing Damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

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*"For my lunch today," he said, "I would like a nice juicy little child."*

*- The Enormous Crocodile*

Crocodiles were rarely seen by Europeans, but known of via Egypt and its mythology.

They were known to have tough, armoured skin, impervious to sticks or stones, and to have powerful reeth and claws (add a claw attack 1d8/3d8 base damage, slashing).

## GIANT CROCODILE

**Armour Class:** 11

**Damage Reduction:** 5

**Hit Points:** 47

**Speed:** 30 ft., swim 50 ft.

STR 21 (+5) DEX 9 (-1) CON 17 (+3)

INT 2 (-4) WIS 10 (+0) CHA 7 (-2)

**Skills:** Stealth +5

**Senses:** passive Perception 10

**Languages:** None.

**Challenge:** 5 (1,800 XP), **Morale:** 5,

**Max Spend:** 3

**Hold Breath:** The crocodile can hold its breath for 30 minutes.

### Actions

**Multiattack:** The crocodile makes two attacks: one with its bite and one with its tail.

**Bite:** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing Damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Tail:** Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning Damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Supposedly only the belly was vulnerable, so much so that dolphins could cut it open with their fins. The only other predator of the crocodile was supposedly the water-serpent, which would swim down its throat and eat it from the inside.

They were thought to all be born within the Nile and to spend their days on land, and nights in the water.

A perilous misapprehension of the habits of the beast. It was noted that certain birds could peck the beast's mouth with impunity, but rather than clearing fragments of meat it was thought that they were pecking leeches from the crocodile's mouth, much as other birds might peck pests from the backs of land animals.

It was also thought that they expressed regret (falsely or otherwise) after they killed a man, and would cry. From this we get the phrase 'crocodile tears'.

Its dung was supposed to be an extremely useful ingredient in potions that would increase one's beauty or charisma, and its skin, teeth and bones were similarly valued for other reasons.

It was thought that, almost like hibernating animals, they did not eat at all during the winter, gorging themselves in the rest of the year.

Crocodiles can grow to enormous size, and it was thought in times past that they would keep growing until they died, making giant crocodiles more common than one might think (fossil bones may, again, have cemented this idea). Some considered them immortal, if they didn't meet a violent death, and as such that they would continue to grow in perpetuity.

In Egyptian mythology the crocodile was not considered evil, as one might have thought, but rather as a holy symbol of virility and power. In esoteric magick and mythology the crocodile was more likely to turn up as the mount of a demon, exotic and terrifying.

Fascinatingly, ancient medieval illustrations of crocodilians, much more closely resemble the reconstructions of fossil Mesoeucrocodylia, which at one time were found as far north as Southern England (but no later than the Cretaceous). These creatures stood much taller from the ground than an alligator, and were likely much more adapted to life and predation on land than their more familiar cousins.

You could use a crocodile as:

- *A dangerous beast, mistaken for a dragon.*
- *A lurking, albino horror in ancient Roman sewers.*
- *The mount of a demon.*
- *A demonically possessed creature.*
- *A dangerous inhabitant of a menagerie.*
- *A beast, lurking in a moat. Surprise!*
- *A living folk-god.*
- *An incarnation of a demon.*
- *A living fossil.*
- *An exotic encounter in a distant land.*
- *A necessary ingredient for a potion.*
- *A wonderful leather for a unique suit of armour.*
- *An exotic pet for delivery to a wealthy merchant.*
- *A 'security guard' for a hidden vault.*
- *Teeth for more accurate sooth-saying.*
- *A surprise while collecting water.*

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## GIANT CRAB

**Armour Class:** 13

**Damage Reduction:** 2

**Hit Points:** 19

**Speed:** 30 ft., swim 30 ft.

STR 13 (+1) DEX 15 (+2) CON 11 (+0)

INT 1 (-5) WIS 9 (-1) CHA 3 (-4)

**Skills:** Stealth +4

**Senses:** blindsight 30 ft.,

passive Perception 9

**Languages:** None.

**Challenge:** 1/8 (25 XP), **Morale:** 1,

**Max Spend:** 2

**Amphibious:** The crab can breathe air and water.

### Actions

**Claw:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning Damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

## SCORPION

**Armour Class:** 15

**Hit Points:** 1

**Speed:** 10 ft.

STR 2 (-4) DEX 11 (+0) CON 8 (-1)

INT 1 (-5) WIS 8 (-1) CHA 2 (-4)

**Senses:** blindsight 10 ft., passive Perception 9

**Languages:** None.

**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

### Actions

**Sting:** Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 1 piercing Damage, and the target must make a DC 9 Constitution saving throw, taking 1d8 poison Damage on a failed Save, or half as much Damage on a successful one.

## GIANT SCORPION

**Armour Class:** 13

**Damage Reduction:** 3

**Hit Points:** 29

**Speed:** 40 ft.

STR 15 (+2) DEX 13 (+1) CON 15 (+2)

INT 1 (-5) WIS 9 (-1) CHA 3 (-4)

**Senses:** blindsight 60 ft., passive Perception 9

**Languages:** None.

**Challenge:** 3 (700 XP), **Morale:** 3,

**Max Spend:** 2

### Actions

**Multiattack:** The scorpion makes three attacks: two with its claws and one with its sting.

**Claw:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+2 bludgeoning Damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

**Sting:** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d10+2 piercing Damage, and the target must make a DC 12 Constitution saving throw, taking 4d10 poison Damage on a failed Save, or half as much Damage on a successful one.

Scorpions were considered worms, for a reason known only to medieval scholars. Not only that, defining them as worms was considered a correction to a misapprehension that they were snakes. Snakes would at least make sense, given their venomous nature.

Victims of scorpion stings supposedly became afraid of water (Wisdom save against their poison in addition to the normal save, not to become hydrophobic).

Continuing the tradition of bad advice in bestiaries, it was also said that scorpions would not strike at the palm of someone's hand.

If you buried the body of a crab, minus its claws, it was thought that a scorpion would emerge, formed from those remains, threatening those around it with its sting.

Pliny seemed to be somewhat arachnophobic, and spared the scorpion none of his own rhetorical sting. He claimed they were a plague and a curse, visited upon the world from Africa. He said that their sting was always fatal to girls (instant death!) often to women (increase the poison DC by 4) but only potentially fatal to men in the morning (when the poison was strongest). He claimed that a drink made from the ashes of a burnt scorpion, mixed with wine, would cure the sting (end the poison effect) and that, even worse, scorpions could fly if there were a wind from the south. They used their claws like wings or oars, to swim in the air.

One sure-fire way to draw out the scorpions in an area was to tie ten crabs together with basil, and then all the scorpions in that area (100 metre radius) would gather at the crab-grave so made.

Crabs, scorpions and other arthropods are common enough metaphors for armoured knights and in classical mythology a crab came to the side of the gods against Herakles. Armour, steadfastness and duty might be more associated with the crab than the scorpion, but the armoured and somewhat dangerous nature of both provides both with some respect.

You could use a crab or scorpion as:

- *An allegory for a knight or armoured soldier.*
- *An exotic source of poison or potion ingredients.*
- *Evidence (via crab shell transformation) of the oddity of older beliefs.*
- *Symbols of rot, pestilence or poison.*
- *A source of visions.*
- *A symbol of survival or reincarnation.*
- *An exotic food.*
- *Something called up by a sea witch.*
- *Something called up by a desert witch.*
- *The mount of a demon prince.*
- *A great beast that preys upon ships.*
- *The familiar or guardian of a sea witch.*
- *An occult icon of a cult of wreckers.*
- *Unnatural hunting animals.*
- *Defenders of mermaids.*
- *A source of rare armour materials.*
- *The source of a special curative.*



## GIANT SHARK

**Armour Class:** 12

**Damage Reduction:** 3

**Hit Points:** 54

**Speed:** 0 ft., swim 50 ft.

STR 23 (+6) DEX 11 (+0) CON 21 (+5)

INT 1 (-5) WIS 10 (+0) CHA 5 (-3)

**Skills:** Perception +3

**Senses:** blindsight 60 ft.,

passive Perception 13

**Languages:** None.

**Challenge:** 5 (1,800 XP), Morale: 5,

**Max Spend:** 3

**Blood Frenzy:** The shark has advantage on melee attack rolls against any creature that doesn't have all its Hit Points.

**Water Breathing:** The shark can breathe only underwater.

### Actions

**Bite:** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing Damage.

Sharks are barely known in British waters, outside of the placid basking shark or the diminutive dogfish. Larger sharks are present, such as the blue and thresher sharks, just rarely encountered.

Shark stories, promulgated by sailors, are more likely to come from further afield and to blend with other exotic legends and stories of the deep. To those sailors, sharks are a lurking terror of the deep, that could tear at them if they fall into the water, and which 'guard' the shallows around islands.

In Greece the shark is associated with Lamia, who was cursed by Hera to take the form of a demonic shark, and to attack and devour children forever.

## HUNTER SHARK

**Armour Class:** 11

**Damage Reduction:** 2

**Hit Points:** 36

**Speed:** 0 ft., swim 40 ft.

STR 18 (+4) DEX 13 (+1) CON 15 (+2)

INT 1 (-5) WIS 10 (+0) CHA 4 (-3)

**Skills:** Perception +2

**Senses:** blindsight 30 ft.,

passive Perception 12

**Languages:** None.

**Challenge:** 2 (450 XP), Morale: 2, Max Spend: 2

**Blood Frenzy:** The shark has advantage on melee attack rolls against any creature that doesn't have all its Hit Points.

**Water Breathing:** The shark can breathe only underwater.

### Actions

**Bite:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing Damage.

Sharks are peculiar and mysterious creatures even today, and this is even more true in the past. Shark eggs (purses) were curiosities and the shark's rough skin, shed teeth and their lack of obvious relation to other fish only made them seem all the stranger.

Giant sharks make good stand ins for Jaws-like sharks, or even prehistoric living fossils. The sea-dwelling equivalent to a dire wolf or a cave bear. These giant sharks are, perhaps, best used as the demonic or incarnate versions of sharks, as they can better represent the power and horror of such creatures.

## REEF SHARK

**Armour Class:** 11

**Damage Reduction:** 1

**Hit Points:** 23

**Speed:** 0 ft., swim 40 ft.

STR 14 (+2) DEX 13 (+1) CON 13 (+1)

INT 1 (-5) WIS 10 (+0) CHA 4 (-3)

**Skills:** Perception +2

**Senses:** blindsight 30 ft.,  
passive Perception 12

**Languages:** None.

**Challenge:** 1/2 (100 XP), **Morale:** 1,

**Max Spend:** 2

**Pack Tactics:** The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Water Breathing:** The shark can breathe only underwater.

### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8+2 piercing Damage.

Sharks fulfil much the same role as wolves in the mythology of island cultures. Most of these are far away and exotic compared to Early Modern Europe, but Greek myth had cases like weresharks (Akheilos) that take that comparison further.

Jaws didn't create the legend of the man-eating shark. The Romans knew sharks as vicious, relentless maneaters, literally millenia before the advent of cinema. Similarly unfairly.

You could use a shark as:

- *An embodiment of a demon.*
- *An incarnation of an ancient god.*
- *The guardian of a mermaid.*
- *An environmental danger around an island.*
- *An added source of peril in a sea battle.*
- *The guardians of a wreck or sunken treasure.*
- *A source of potion ingredients.*
- *A source of traditional medicine.*
- *A special element to a great feast.*
- *A demon mount.*
- *A living fossil.*
- *The totemic god of an island culture.*
- *An unexpected horror in an underground lake or sea.*
- *A source of special leather for outlandish armour.*
- *A reincarnation of a pirate or sea captain.*
- *An added risk to a lifeboat or launch.*
- *The familiar of a sea witch.*
- *A transformed sea witch.*
- *Agents of a pagan god.*

## KILLER WHALE

**Armour Class:** 11

**Damage Reduction:** 3

**Hit Points:** 45

**Speed:** 0 ft., swim 60 ft.

STR 19 (+4) DEX 10 (+0) CON 13 (+1)

INT 3 (-4) WIS 12 (+1) CHA 7 (-2)

**Skills:** Perception +3

**Senses:** blindsight 120 ft.,

passive Perception 13

**Languages:** None.

**Challenge:** 3 (700 XP), **Morale:** 3,

**Max Spend:** 2

**Echolocation:** The whale can't use its blindsight while deafened.

**Hold Breath:** The whale can hold its breath for 30 minutes.

**Keen Hearing:** The whale has advantage on Wisdom (Perception) checks that rely on hearing.

### Actions

**Bite:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 21 (5d6 + 4) piercing Damage.

Whales themselves often feature in bestiaries, but the killer whale specifically can be hard to pick out - perhaps confused with sharks or dolphins in those times.

The story of Jonah, swallowed by a whale, seems most pertinent, though an orca would simply have eaten him, rather than carrying him across the world according to God's will. As such, whales can be a symbol of the inevitability of God's will, and the need to subsume your own ego to his greater will.

In ancient Egypt, whales were revered as sources of wisdom and intelligence, and the Pharaoh was often represented by or spoken of as a whale.

There are a great number of fossilised whale bones to be found in the deserts beyond the Nile, perhaps part of what gave rise to these myths.

Whales, and particularly orcas, feature prominently in the mythology of island peoples and the native populations of the Americas, so don't feature that prominently in an Early Modern, European setting.

You could use orcas as:

- *A more intelligent and cunning alternative to sharks.*
- *A risk to ships, especially small ones.*
- *Rescuers at sea, though less common as such than dolphins.*
- *Loveable sea pandas.*
- *Guardians of mermaids.*
- *Mounts of sea witches.*
- *A bit of colour to enliven a sea journey.*
- *A beached curiosity, that could be saved in order to elicit favour.*
- *A transformed witch or wizard.*
- *An incarnation of a pagan god.*
- *The spirit of an underwater grotto or cave.*
- *A dogged predator, following the group the entire time they are at sea.*





## Lion

**Armour Class:** 12

**Damage Reduction:** 1

**Hit Points:** 30

**Speed:** 50 ft.

**STR** 17 (+3) **DEX** 15 (+2) **CON** 13 (+1)

**INT** 3 (-4) **WIS** 12 (+1) **CHA** 8 (-1)

**Skills:** Perception +3, Stealth +6

**Senses:** passive Perception 13

**Languages:** None.

**Challenge:** 1 (200 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Smell:** The lion has advantage on Wisdom (Perception) checks that rely on smell. Pack Tactics. The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Pounce:** If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

**Running Leap:** With a 10-foot running start, the lion can long jump up to 25 feet.

### Actions

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing Damage.

**Claw:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing Damage.

The king of the beasts and an eternal symbol of virility, power, martial strength and the dynastic power of royalty.

When hunted in the mountains it would wipe its tracks with its tail (+4 to DC to track the lion). It would sleep with its eyes open and would birth its cubs dead, before they sprang to life on the third day when their mother or father breathed or roared over them.

Lions were said to only kill out of great hunger, to not attack a man who laid on the ground, that it was temperate in mood and that it would allow captive men to leave. The lioness was supposed to have five, then four, then three, then two, then one cub year on year, until she would no longer have any. Another version said that lions mated face-to-face, like humans, and that the mother only ever birthed one cub, her womb being torn up by her cub's claws. A newborn cub was thought to begin as small as a weasel and to be unformed, soft as clay. The mother lion would then 'finish' the cub by, literally, licking it into shape.

In Christian mythology the lion was supposed to represent the concealment of Christ's divinity, his eternal life in the form of spirit, and his resurrection. It's through this association that the lion became associated with royalty, which claimed divine right to rule over men from God, the same way the lion did over the beasts.

The other supposed qualities of the lion were examples to live by. One should be slow to anger, quick to forgive and ready to be merciful.

## VULTURE

**Armour Class:** 10

**Hit Points:** 16

**Speed:** 10 ft., fly 50 ft.

STR 7 (-2) DEX 10 (+0) CON 13 (+1)

INT 2 (-4) WIS 12 (+1) CHA 4 (-3)

**Skills:** Perception +3

**Senses:** passive Perception 13

**Languages:** None.

**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Sight and Smell:** The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Pack Tactics:** The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Beak:** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 piercing Damage.

Vultures followed armies, eager to feed on the corpses they would provide. They were said to be able to predict how many people would die in a battle, useful knowledge for diviners - if they could speak the language of birds. So keen was their sense of death, they could scent carrion a full three days of flight away (at a speed of up to 60mph).

Vultures were supposed to first eat out the eyes, then to devour the brain through the holes in the skull. It was thought that female vultures could produce young without having to mate, and that the vulture was very long-lived, perhaps because of their wrinkled, old appearance. A hundred years was considered a typical lifespan.

Black vultures were considered the strongest, and they were thought to hide their nests at the highest, hardest places to find.

This supposed virgin birth, that took place amongst vultures, was supposed to be a living proof that such a feat was possible, and to remove doubts that may have been held about the myth. There was even a story, a blasphemy, that vultures sprang forth from a man condemned and cursed, by God, for refusing to aid pilgrims.

You could use vultures as:

- An especially nasty familiar.
- A curiosity in a menagerie.
- A bird whose knowledge of battles is consulted by a magician.
- A danger to exhausted or capture adventurers.
- A sign of a nearby battlefield.
- A signal to help find a body.
- An omen of doom.
- A harbinger of death.
- A demon taking fleshly form.
- An object of veneration for a death cult.
- A symbol of peace - as the vulture does not kill its own prey.
- A source for magical ingredients such as their vomit, claws or beaks.



# MUNDANE BEASTS

## BADGER

**Armour Class:** 14

**Hit Points:** 2

**Speed:** 20 ft., burrow 5 ft.

STR 4 (-3) DEX 11 (+0) CON 12 (+1)

INT 2 (-4) WIS 12 (+1) CHA 5 (-3)

**Senses:** darkvision 30 ft.,

passive Perception 11

**Languages:** None

**Challenge:** 1/8 (25 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Smell:** The badger has advantage on Wisdom (Perception) checks that rely on smell.

**Frenzy:** On the second turn of combat, the badger enters a frenzy. While frenzied (1 minute or until unconsciousness or killed) the badger has advantage on Strength Checks and Strength Saving Throws, +2 to Damage, and Resistance to bludgeoning, piercing, and slashing Damage.

### Actions

**Bite:** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing Damage.

## GIANT BADGER

**Armour Class:** 10

**Hit Points:** 22

**Speed:** 30 ft., burrow 10 ft.

STR 13 (+1) DEX 10 (+0) CON 15 (+2)

INT 2 (-4) WIS 12 (+1) CHA 5 (-3)

**Senses:** darkvision 30 ft.,

passive Perception 11

**Languages:** None.

**Challenge:** 1/4 (50 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Smell:** The badger has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

**Multiattack:** The badger makes two attacks: one with its bite and one with its claws.

**Bite:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing Damage.

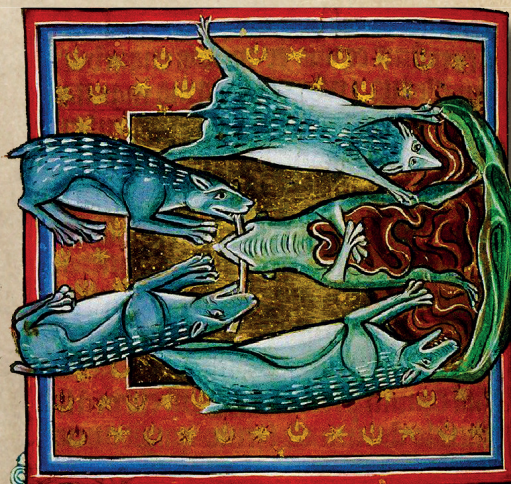
**Claws:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing Damage.

Despite the fact that badgers were a fairly common animal, people had some strange ideas about them.

Some thought they could inflate their skins to protect themselves in fights (some can turn around in their skin).

They were thought to work together to dig their burrows. One badger would lay on its back while others piled dirt on its belly, and it would then be dragged away by two other badgers, while it gripped a stick in its jaws.

Where these ideas came from is unknown, but Pliny seemed to believe them.



## BAT

**Armour Class:** 16

**Hit Points:** 1

**Speed:** 5 ft., fly 30 ft.

STR 2 (-4) DEX 15 (+2) CON 8 (-1)

INT 2 (-4) WIS 12 (+1) CHA 4 (-3)

**Senses:** blindsight 60 ft.,  
passive Perception 11

**Languages:** None.

**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

**Echolocation:** The bat can't use its  
blindsight while deafened.

**Keen Hearing:** The bat has advantage on  
Wisdom (Perception) checks that rely on  
hearing.

### Actions

**Bite:** Melee Weapon Attack: +0 to hit,  
reach 5 ft., one creature. Hit: 1 piercing  
Damage.

## GIANT BAT

**Armour Class:** 13

**Damage Reduction:** 1

**Hit Points:** 27

**Speed:** 10 ft., fly 60 ft.

STR 15 (+2) DEX 16 (+3) CON 11 (+0)

INT 2 (-4) WIS 12 (+1) CHA 6 (-2)

**Senses:** blindsight 60 ft.,  
passive Perception 11

**Languages:** None.

**Challenge:** 1/4 (50 XP), **Morale:** 1,

**Max Spend:** 2

**Echolocation:** The bat can't use its  
blindsight while deafened. **Keen Hearing.**  
The bat has advantage on Wisdom  
(Perception) checks that rely on hearing.

### Actions

**Bite:** Melee Weapon Attack: +4 to hit,  
reach 5 ft., one creature. Hit: 5 (1d6 + 2)  
piercing Damage.

## SWARM OF BATS

**Armour Class:** 12

**Hit Points:** 16

**Speed:** 0 ft., fly 30 ft.

STR 5 (-3) DEX 15 (+2) CON 10 (+0)

INT 2 (-4) WIS 12 (+1) CHA 4 (-3)

**Damage Resistances:** bludgeoning,  
piercing, slashing

**Condition Immunities:** charmed,  
frightened, grappled, paralyzed, petrified,  
prone, restrained, stunned

**Senses:** blindsight 60 ft.,  
passive Perception 11

**Languages:** None.

**Challenge:** 1/4 (50 XP), **Morale:** 1,

**Max Spend:** 2

**Echolocation:** The swarm can't use its  
blindsight while deafened.

**Keen Hearing:** The swarm has advantage  
on Wisdom (Perception) checks that rely  
on hearing.

**Swarm:** The swarm can occupy another  
creature's space and vice versa, and the  
swarm can move through any opening  
large enough for a Tiny bat. The swarm  
can't regain Hit Points or gain temporary  
Hit Points.

### Actions

**Bite:** Melee Weapon Attack: +4 to hit,  
reach 0 ft., one creature in the swarm's  
space. Hit: 2d4 piercing Damage, or 1d4  
piercing Damage if the swarm has half of  
its Hit Points or fewer.



## BLACK BEAR

**Armour Class:** 10

**Damage Reduction:** 1

**Hit Points:** 23

**Speed:** 40 ft., climb 30 ft.

STR 15 (+2) DEX 10 (+0) CON 14 (+2)

INT 2 (-4) WIS 12 (+1) CHA 7 (-2)

**Skills:** Perception +3

**Senses:** passive Perception 13

**Languages:** None.

**Challenge:** 1/2 (100 XP), **Morale:** 1,

**Maximum Spend:** 2

**Keen Smell:** The bear has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

**Multiattack:** The bear makes two attacks: one with its bite and one with its claws.

**Bite:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6+2 piercing Damage.

**Claws:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2d4+2 slashing Damage.

Bears were thought to give birth and the winter and, as with lions, they were thought to give birth to young as shapeless lumps of flesh, like clay. They would have to be licked into shape by their mother, which begs the question as to whether they could be formed into other shapes.

## BROWN BEAR

**Armour Class:** 10

**Damage Reduction:** 2

**Hit Points:** 34

**Speed:** 40 ft., climb 30 ft.

STR 19 (+4) DEX 10 (+0) CON 16 (+3)

INT 2 (-4) WIS 13 (+1) CHA 7 (-2)

**Skills:** Perception +3

**Senses:** passive Perception 13

**Languages:** None.

**Challenge:** 1 (200 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Smell:** The bear has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

**Multiattack:** The bear makes two attacks: one with its bite and one with its claws.

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8+4 piercing Damage.

**Claws:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6+4 slashing Damage.

**Bearhug:** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 1d8+4 bludgeoning Damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the bear can't constrict another target.

They were thought to sleep so deeply, for two weeks hibernation, that they could not be awakened, even by blows or wounds. They would sleep right through until their appointed time to wake, which would make bear hunting rather unsporting.

The love that bears have of honey was well known, even in antiquity, and they were also noted to eat ants - which supposedly gave them a short term resistance to poison. The knowledge of herbs that bears apparently had also extended to using various herbs to treat their wounds and to help them 'shit in the woods' after the constipation of hibernation.

Bears were also a powerful ingredient in and of themselves, being such a large and fierce beast. Their brains were supposed to contain a poison that, if drunk, could hurl a man into a violent frenzy, perhaps a misunderstanding of 'berserk' (from bear-coat).

Bears are found on coats of arms, where they represent health, healing, strength and bravery in combat. As such a powerful creature, this was unsurprising - unlike their supposed herbal knowledge.

Besides their relation to Norse berserkers, bears were objects of folk religion across the north. In Finland they were considered representative, or even an embodiment, of the forefathers and were referred to by various names, other than bear (karhu) in order to show deference and respect.

One of the few things more powerful than a bear was the magical vagina power of a woman who had given birth. The magical power of this 'vittu' could ward beasts away from herds and stop bears attacking you while you were out berry-picking.

Bears were extinct in Britain by 600CE, wolves by 1700 CE. There's no reason to honour these dates if you want to, and there are always dancing bears and menagerie captives.

Before apes truly dominated the conversation, the similarities between bears and men were often commented upon. Bears stood on their hind legs (sometimes) and had paws with five fingers. They were, then, symbolic of the divide between man and beast, which apes would only confuse.

Unusually, bears were often considered powerful symbols of female power, just as much as male power, and associated with the power of motherhood. Greek women revered the bear, especially in the cult of Artemis.

You could use bears in the following ways:

- *A man who transforms, or was transformed, into a bear.*
- *A mother bear who must be overcome to steal her unformed cub for a magician.*
- *A bear must, somehow, be consulted for its knowledge of herbs and folk magic.*
- *A rampaging bear with a sweet tooth is constantly breaking into a farmer's hives.*
- *It's hibernation time and the locals want the bears found and slain in their caves while they won't wake up (they will).*
- *A bear's gall bladder is a valued in certain traditional medicines. In desperation a healer wants a freshly dead bear.*



## BOAR

**Armour Class:** 10

**Damage Reduction:** 1

**Hit Points:** 19

**Speed:** 40 ft.

STR 13 (+1) DEX 11 (+0) CON 12 (+1)

INT 2 (-4) WIS 9 (-1) CHA 5 (-3)

**Senses:** passive Perception 9

**Languages:** None.

**Challenge:** 1/4 (50 XP), **Morale:** 1,

**Max Spend:** 2

**Charge:** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing Damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**Relentless:** (Recharges after a Short or Long Rest). If the boar takes 7 Damage or less that would reduce it to 0 Hit Points, it is reduced to 1 hit point instead.

### Actions

**Tusk:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6+1 slashing Damage.

**Gore:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6+1 piercing Damage.

**Slam:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6+1 bludgeoning Damage.

## GIANT BOAR

**Armour Class:** 11

**Damage Reduction:** 2

**Hit Points:** 34

**Speed:** 40 ft.

STR 17 (+3) DEX 10 (+0) CON 16 (+3)

INT 2 (-4) WIS 7 (-2) CHA 5 (-3)

**Senses:** passive Perception 8

**Languages:** None.

**Challenge:** 2 (450 XP), **Morale:** 2,

**Max Spend:** 2

**Charge:** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing Damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Relentless: (Recharges after a Short or Long Rest)** If the boar takes 10 Damage or less that would reduce it to 0 Hit Points, it is reduced to 1 hit point instead.

### Actions

**Tusk:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing Damage.

Wild boars are fierce, destructive and powerful creatures and can be extremely dangerous to those who hunt them. Tracking and slaying them was a true test of a hunter, and they were prized for their meat, hair and tusks.

Boars were thought thought to be violent in most everything they did, including mating. They would even rub and grind themselves against trees and rocks to toughen their skin.

They were, perhaps, second only to bears in their reputation for violence and ferocity.



## CAT

**Armour Class:** 16

**Hit Points:** 1

**Speed:** 40 ft., climb 30 ft.

**STR** 3 (-4) **DEX** 15 (+2) **CON** 10 (+0)

**INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

**Skills:** Perception +3, Stealth +4

**Senses:** passive Perception 13

**Languages:** None.

**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Smell:** The cat has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

**Claws:** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 slashing Damage.

Cats have been worshipped as gods and condemned as tools of the devil. They can be omens of good luck, or bad, depending who you ask (+/- 1d4 Morale).

Their antipathy for rodents has won them many friends since antiquity, it's just a shame they were (in part) blamed for the plague when they were - if anything - keeping the rats (and fleas) down.

Cats, especially black ones, have long been associated with witches and wizards, considered familiars of particular worth. Perhaps their companionship, intelligence, independence and supernatural ability to see in darkness made them seem partially supernatural. So acute was their vision, that it was supposed they could sense ghosts and detect the presence of demons and devils.

The other side of cats, away from their admirable qualities, is what caused them problems.

Their keen hunting instincts, their cruelty when they had caught a mouse and their loud, raucous and violent lovemaking.

Despite their value for controlling rodents, and the pleasantness of their purring, this reputation for cruelty and their associations with 'strange old women' often put them in the firing line for superstitions and they suffered greatly for it, as well as being valued, and killed, for their fur.

You can use cats as:

- *Ghost detectors.*
- *A witch's familiar.*
- *An animal a witch has to distract from her real familiar.*
- *A bit of added flavour for an inn or tavern.*
- *A random encounter which may or may not be an omen.*
- *An incarnation of a pagan goddess.*
- *Pest control for a ship or farm.*
- *The innocent victims of superstitious ire.*
- *A hint at Lovecraftian menace and The Cats of Ulthar.*
- *A holy terror that hunts sprites and other tiny beings.*



## DEER

**Armour Class:** 13

**Hit Points:** 16

**Speed:** 50 ft.

STR 11 (+0) DEX 16 (+3) CON 11 (+0)

INT 2 (-4) WIS 14 (+2) CHA 5 (-3)

**Senses:** passive Perception 12

**Languages:** None.

**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

### Actions

**Bite:** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 piercing Damage.

## ELK

**Armour Class:** 10

**Damage Reduction:** 1

**Hit Points:** 27

**Speed:** 50 ft.

STR 16 (+3) DEX 10 (+0) CON 12 (+1)

INT 2 (-4) WIS 10 (+0) CHA 6 (-2)

**Senses:** passive Perception 10

**Languages:** None.

**Challenge:** 1/4 (50 XP) **Morale:** 1,

**Max Spend:** 2

**Charge:** If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) Damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

### Actions

**Ram:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6+3 bludgeoning Damage.

**Hooves:** Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. 2d4+3 bludgeoning Damage.

## GIANT ELK

**Armour Class:** 13

**Damage Reduction:** 3

**Hit Points:** 39

**Speed:** 60 ft.

STR 19 (+4) DEX 16 (+3) CON 14 (+2)

INT 7 (-2) WIS 14 (+2) CHA 10 (+0)

**Skills:** Perception +4

**Senses:** passive Perception 14

**Languages:** Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

**Challenge:** 2 (450 XP), **Morale:** 2, **Maximum Spend:** 2

**Charge:** If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2d6 Damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

### Actions

**Ram:** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 2d6+4 bludgeoning Damage.

**Hooves:** Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 4d8+4 bludgeoning Damage.

Deer were important game animals, and as such poaching was severely punished right up until the 1900s. Male deer, stags, were more significant in terms of mythology than female deer, and considered a more challenging and important beast to hunt, hunting was especially important once the numbers of wolves and other predators are thinned out.

Stags were thought to be enemies of snakes, rooting them out of their holes by flooding them.



Elderly stags were thought to swallow snakes whole, with lots of water, to cure themselves of malaise – that or crabs. They were even supposed to be able to shake off arrows and cure their wounds, simply by eating certain herbs. Whether this worked for people is unknown.

157 Stags were considered to live a very long time, over a hundred years, their teeth being the only sure way to reveal their true age. Capturing them to do so, might be accomplished by the playing of a reed pipe, which could hypnotise them.

Eating venison was supposed to be a sure protection and cure for fever, and the smoke from burning antlers was supposed to kill snakes. The organs and horns also had other uses, with a stag's heart, tears and bones providing a potion to cure a broken heart.

Stags were a symbol for Christ, as so much else was. He, as they, were seen to trample and destroy the devil and to help each other (crossing rivers) as Christ helped people from a worldly life to a spiritual one.

Of all deer and stags, the white hart was the most prized, and an elusive creature that was the focus of many a hunt. Hart was an old term for stag, much in use in history. The white hart, the albino stag, was even adopted as a royal symbol and this helped lead to many inns and pubs being named after it, to affect the airs of the crown. To this day, White Hart is still the fifth most common name of pubs in England.

*(If you want to represent a stag, increase its size from medium and give it a horn attack with +2, 1d6 piercing damage).*

Deer can be used as:

- *A particular deer for a special hunt.*
- *Embodied spirits of the forest.*
- *The source of poaching trouble, and punishment for doing it.*
- *A source of ingredients for potions and remedies mixed by wise women and midwives.*
- *Special horn used for making special weapons.*
- *Subjects of a grand hunt, perhaps for a white hart, flooding the forest with hunters.*
- *The property of elves or changelings of the forest.*

## DRAFT HORSE

**Armour Class:** 10

**Damage Reduction:** 1

**Hit Points:** 29

**Speed:** 40 ft.

STR 18 (+4) DEX 10 (+0) CON 12 (+1)

INT 2 (-4) WIS 11 (+0) CHA 7 (-2)

**Senses:** passive Perception 10

**Languages:** None.

**Challenge:** 1/4 (50 XP), **Morale:** 1,

**Max Spend:** 2

### Actions

**Hooves:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d4+4 bludgeoning Damage.

## MULE

**Armour Class:** 10

**Hit Points:** 21

**Speed:** 40 ft.

STR 14 (+2) DEX 10 (+0) CON 13 (+1)

INT 2 (-4) WIS 10 (+0) CHA 5 (-3)

**Senses:** passive Perception 10

**Languages:** None.

**Challenge:** 1/8 (25 XP), **Morale:** 1,

**Max Spend:** 2

**Beast of Burden:** The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

**Sure-Footed:** The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

### Actions

**Hooves:** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning Damage.

## PONY

**Armour Class:** 10

**Hit Points:** 21

**Speed:** 40 ft.

STR 15 (+2) DEX 10 (+0) CON 13 (+1)

INT 2 (-4) WIS 11 (+0) CHA 7 (-2)

**Senses:** passive Perception 10

**Languages:** None.

**Challenge:** 1/8 (25 XP), **Morale:** 1,

**Max Spend:** 2

### Actions

**Hooves:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2d4+2 bludgeoning Damage.

## RIDING HORSE

**Armour Class:** 10

**Damage Reduction:** 1

**Hit Points:** 27

**Speed:** 60 ft.

STR 16 (+3) DEX 10 (+0) CON 12 (+1)

INT 2 (-4) WIS 11 (+0) CHA 7 (-2)

**Senses:** passive Perception 10

**Languages:** None.

**Challenge:** 1/4 (50 XP), **Morale:** 1,

**Max Spend:** 2

### Actions

**Hooves:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d4+3 bludgeoning Damage.

## WARHORSE

**Armour Class:** 11

**Damage Reduction:** 1

**Hit Points:** 30

**Speed:** 60 ft.

STR 18 (+4) DEX 12 (+1) CON 13 (+1)

INT 2 (-4) WIS 12 (+1) CHA 7 (-2)

**Senses:** passive Perception 11

**Languages:** None.

**Challenge:** 1/2 (100 XP), **Morale:** 1,

**Max Spend:** 2

**Trampling Charge:** If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

### Actions

**Hooves:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d6+4 bludgeoning Damage.

Horses were important to almost everyone, until the advent of the steam engine and internal combustion engine. People had rich relationships with their horses, but they were - ultimately - beasts of burden and work.

Horses were thought to be able to smell battle, to grieve for their dead masters, to be impregnated by the wind and to be able to recognise enemies. There were many cults and brotherhoods who held secrets of raising and training horses, who were said to be able to whisper and be understood by horses.

Horseshoes were thought to be able to catch luck, but whether they were protecting from evil or catching luck, nobody seems able to agree which way up they should be hung.

In addition to these concerns there are endless regional superstitions about horses of particular colours, breeds and their various behaviours.

You can use horses to:

- *Add a bit of flavour and colour.*
- *Create an NPC animal that players love and care for.*
- *Kick a player in the head if they're acting up.*
- *As a valuable treasure, or stolen fortune.*
- *Mounts and draft beasts of varying quality*



## EAGLE

**Armour Class:** 13

**Hit Points:** 7

**Speed:** 10 ft., fly 60 ft.

STR 6 (-2) DEX 15 (+2) CON 10 (+0)

INT 2 (-4) WIS 14 (+2) CHA 7 (-2)

**Skills:** Perception +4

**Senses:** passive Perception 14

**Languages:** None.

**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Sight:** The eagle has advantage on Wisdom (Perception) checks that rely on sight.

### Actions

**Talons:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4+2 slashing Damage.

## GIANT EAGLE

**Armour Class:** 13 Damage Reduction: 1

**Hit Points:** 30

**Speed:** 10 ft., fly 80 ft.

STR 16 (+3) DEX 17 (+3) CON 13 (+1)

INT 8 (-1) WIS 14 (+2) CHA 10 (+0)

**Skills:** Perception +4

**Senses:** passive Perception 14

**Languages:** Giant Eagle, understands Common and Auran but can't speak them

**Challenge:** 1 (200 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Sight:** The eagle has advantage on Wisdom (Perception) checks that rely on sight.

### Actions

**Multiattack:** The eagle makes two attacks: one with its beak and one with its talons.

**Beak:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing Damage.

**Talons:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing Damage.

## HAWK

**Armour Class:** 17

**Hit Points:** 1

**Speed:** 10 ft., fly 60 ft.

STR 5 (-3) DEX 16 (+3) CON 8 (-1)

INT 2 (-4) WIS 14 (+2) CHA 6 (-2)

**Skills:** Perception +4

**Senses:** passive Perception 14

**Languages:** None.

**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Sight:** The hawk has advantage on Wisdom (Perception) checks that rely on sight.

### Actions

**Talons:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 slashing Damage.

Eagles and hawks were an important heraldic animal in many countries. They were considered of regal bearing and much valued by royalty and the wealthy as trained hunting beasts.

When raptors became old they were thought to fly up, close to the sun to burn away the mist (cataracts) from their eyes and to incinerate their old feathers. The eagle would then dive down into the water, over and over again until the ash was washed away and the eagle was renewed, like a phoenix. They were also thought to break off their old beaks - which grew forever - by smashing them and sharpening them against rocks.

An eagle's eyes were thought to be so sharp that they could see through water, and even look directly into the sun.



They would even test their young by holding them up to the sun, and chicks that could not stand the light would be cast out of the nest to die, as the spartans were said to kill their deformed young.

161 Raptors were creatures of dual aspect, good and evil. In terms of good, the rock they sharpened their beak on was supposed to be Christ, upon which men could sharpen their souls. When they caught fish, it was an allegory for Christ being a fisher of men. Their ability to see into the sun was compared to Christ's ability to see God, directly. The way they lift their young to the sun, was seen as the way angels lift souls to god.

On the other hand, these birds were sometimes referred to in the Bible as signifiers of evil spirits, ravagers of souls and representations of worldly rulers. Doubtless some of this stemming from the standard of the Roman Empire.

Hunting with hawks and other raptors was the preserve of the upper classes, or in service to the upper classes. So much so that there was even a hierarchy of what manner of raptor was suitable for people of differing stations in life:

- *Emperors: Peregrine falcons and merlins.*
- *Kings: Gyrfalcon.*
- *Princes: Falcon gentle and the tercel gentle.*
- *Dukes: Falcon of the loch.*
- *Earls: Eagles.*
- *Barons: Bustards.*
- *Knights: Saker falcon.*
- *Esquires: Lanner falcon.*
- *Ladies: Merlin.*
- *Young Men: Hobbys.*
- *Yeomen: Goshawks.*
- *Poor Men: Tercels.*
- *Priests: Sparrowhawks.*
- *Holy Water Clerk: Sparrowhawks.*
- *Knaves or Servants: Kestrels.*

Birds of prey can be used as:

- *Omens, both good and bad.*
- *Indications of royalty or blue blood.*
- *A hunting falcon, showing that a hunter is nearby.*
- *An interruption to their own hunting of small game.*
- *A requirement for a potion or charm - eagle feathers or down.*
- *The familiar of a self-aggrandising witch or wizard.*

## GIANT CENTIPEDE

**Armour Class:** 13

**Damage Reduction:** 1

**Hit Points:** 8

**Speed:** 30 ft., climb 30 ft.

STR 5 (-3) DEX 14 (+2) CON 12 (+1)

INT 1 (-5) WIS 7 (-2) CHA 3 (-4)

**Senses:** blindsight 30 ft.,  
passive Perception 8

**Languages:** None.

**Challenge:** 1/4 (50 XP), **Morale:** 1,

**Max Spend:** 2

### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d4+2 piercing Damage, and the target must succeed on a DC 11 Constitution saving throw or take 3d6 poison Damage. If the poison Damage reduces the target to 0 Hit Points, the target is stable but poisoned for 1 hour, even after regaining Hit Points, and is paralysed while poisoned in this way.

## GIANT BEETLE

**Armour Class:** 12

**Damage Reduction:** 2

**Hit Points:** 10

**Speed:** 30 ft.

STR 8 (-1) DEX 10 (+0) CON 12 (+1)

INT 1 (-5) WIS 7 (-2) CHA 3 (-4)

**Senses:** blindsight 30 ft.,  
passive Perception 8

**Languages:** None.

**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

### Actions

**Bite:** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1d8-1 slashing Damage.

## GIANT FROG

**Armour Class:** 11

**Hit Points:** 20

**Speed:** 30 ft., swim 30 ft.

STR 12 (+1) DEX 13 (+1) CON 11 (+0)

INT 2 (-4) WIS 10 (+0) CHA 3 (-4)

**Skills:** Perception +2, Stealth +3

**Senses:** darkvision 30 ft.,  
passive Perception 12

**Languages:** None.

**Challenge:** 1/4 (50 XP), **Morale:** 1, **Max**

**Spend:** 2

**Amphibious:** The frog can breathe air and water.

**Standing Leap:** The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### Actions

**Bite:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6+1 piercing Damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

**Swallow:** The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 2d4 acid Damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

## GIANT TOAD

**Armour Class:** 11

**Damage Reduction:** 1

**Hit Points:** 31

**Speed:** 20 ft., swim 40 ft.

STR 15 (+2) DEX 13 (+1) CON 13 (+1)

INT 2 (-4) WIS 10 (+0) CHA 3 (-4)

**Senses:** darkvision 30 ft.,  
passive Perception 10

**Languages:** None.

**Challenge:** 1 (200 XP), **Morale:** 1,

**Max Spend:** 2

**Amphibious:** The toad can breathe air and water. Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d10+2 piercing Damage plus 1d10 poison Damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

**Swallow:** The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 3d6 acid Damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



Frogs and toads were supposed to have a 'toadstone' that formed inside their bodies.

This stone, also known as a 'bufonite' was a sure proof against poison. It could be dropped into a drink in order to neutralise toxins, or even swallowed itself to render poison inert inside the body, to then be passed, washed and used again. A practice possibly more risky than drinking watered down poison.

Frogs and toads were, themselves - stone or not - important curatives and ingredients in many folk cures and potions. They were especially good for fits and spasms, and for problems with breathing. A dried frog, worn around the neck in a pouch, would guard against epilepsy. This may be the inspiration for 'dried frog pills' in Terry Pratchett's Discworld.

Frogs can be used as:

- *Ingredients in potions and cures.*
- *Important guards against poison and illness.*
- *A source of hallucinogenic drugs for vision quests.*
- *A cause of warts and sickness, despite also being a cure.*



## GIANT OWL

**Armour Class:** 12

**Damage Reduction:** 1

**Hit Points:** 26

**Speed:** 5 ft., fly 60 ft.

STR 13 (+1) DEX 15 (+2) CON 12 (+1)

INT 8 (-1) WIS 13 (+1) CHA 10 (+0)

**Skills:** Perception +5, Stealth +4

**Senses:** darkvision 120 ft.,  
passive Perception 15

**Languages:** Giant Owl, understands  
Common, Elvish, and Sylvan but can't  
speak them

**Challenge:** 1/4 (50 XP), Morale: 1,  
Maximum Spend: 2

**Flyby:** The owl doesn't provoke  
opportunity attacks when it flies out of an  
enemy's reach.

**Keen Hearing and Sight:** The owl has  
advantage on Wisdom (Perception) checks  
that rely on hearing or sight.

### Actions

**Talons:** Melee Weapon Attack: +3 to hit,  
reach 5 ft., one target. Hit: 8 (2d6 + 1)  
slashing Damage.

We often think of owls as silent, graceful, wonderful creatures. Opinion in the past was quite different, and their nocturnal habits were taken as a sign they were dirty, slothful and foul. They were thought to be hated by other birds, to live in and around tombs, ruins and caves where other evil things dwelt.

Owls were considered an unflattering and allegorical representation of the Jews. In preferring darkness to the light they were turning from the sun, the way Jews rejected Christ. This was extended to anyone who embraced sin and fled from light, wicked people of all kinds.

## OWL

**Armour Class:** 15

**Hit Points:** 1

**Speed:** 5 ft., fly 60 ft.

STR 3 (-4) DEX 13 (+1) CON 8 (-1)

INT 2 (-4) WIS 12 (+1) CHA 7 (-2)

**Skills:** Perception +3, Stealth +3

**Senses:** darkvision 120 ft.,  
passive Perception 13

**Languages:** None.

**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

**Flyby:** The owl doesn't provoke  
opportunity attacks when it flies out of an  
enemy's reach.

**Keen Hearing and Sight:** The owl has  
advantage on Wisdom (Perception) checks  
that rely on hearing or sight.

### Actions

**Talons:** Melee Weapon Attack: +3 to  
hit, reach 5 ft., one target. Hit: 1 slashing  
Damage.

Much as the eagle was sometimes seen as having a dark side, the owl was sometimes seen as having a light side. Some saw it as representative of Christ and how he loved those lost in darkness and sought them out to be saved.

Owls make good familiars for magicians associated with the night, and might even be trained as hunting birds by creatures of the night.

## GIANT VENOMOUS SNAKE

**Armour Class:** 14

**Hit Points:** 19

**Speed:** 30 ft., swim 30 ft.

STR 10 (+0) DEX 18 (+4) CON 13 (+1)

INT 2 (-4) WIS 10 (+0) CHA 3 (-4)

**Skills:** Perception +2

**Senses:** blindsight 10 ft.,  
passive Perception 12

**Languages:** None.

**Challenge:** 1/4 (50 XP), **Morale:** 1,

**Max Spend:** 2

### Actions

**Bite:** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 1d4+4 piercing Damage, and the target must make a DC 11 Constitution saving throw, taking 3d6 poison Damage on a failed Save, or half as much Damage on a successful one.

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## VENOMOUS SNAKE

**Armour Class:** 17

**Hit Points:** 1

**Speed:** 30 ft., swim 30 ft.

STR 2 (-4) DEX 16 (+3) CON 11 (+0)

INT 1 (-5) WIS 10 (+0) CHA 3 (-4)

**Senses:** blindsight 10 ft.,  
passive Perception 10

**Languages:** None.

**Challenge:** 1/8 (25 XP), **Morale:** 1,

**Max Spend:** 2

### Actions

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing Damage, and the target must make a DC 10 Constitution saving throw, taking 2d4 poison Damage on a failed Save, or half as much Damage on a successful one.

## SWARM OF VENOMOUS SNAKES

**Armour Class:** 14

**Hit Points:** 22

**Speed:** 30 ft., swim 30 ft.

STR 8 (-1) DEX 18 (+4) CON 11 (+0)

INT 1 (-5) WIS 10 (+0) CHA 3 (-4)

**Damage Resistances:** bludgeoning,  
piercing, slashing

**Condition Immunities:** charmed,  
frightened, grappled, paralyzed, petrified,  
prone, restrained, stunned

**Senses:** blindsight 10 ft.,  
passive Perception 10

**Languages:** None.

**Challenge:** 2 (450 XP), **Morale:** 2,

**Max Spend:** 2

**Swarm:** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain Hit Points or gain temporary Hit Points.

### Actions

**Bite: Melee Weapon Attack:** +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 2d6 piercing Damage, or 1d6 piercing Damage if the swarm has half of its Hit Points or fewer. The target must make a DC 10 Constitution saving throw, taking 4d6 poison Damage on a failed Save, or half as much Damage on a successful one.

## GIANT RAT

**Armour Class:** 13

**Hit Points:** 9

**Speed:** 30 ft.

STR 7 (-2) DEX 15 (+2) CON 11 (+0)

INT 2 (-4) WIS 10 (+0) CHA 4 (-3)

**Senses:** darkvision 60 ft.,  
passive Perception 10

**Languages:** None.

**Challenge:** 1/8 (25 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Smell:** The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics:** The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4+2 piercing Damage. Note that rats often carry disease, which would require a DC 10 Constitution saving throw to resist. Until the disease is cured they cannot regain Hit Points except by magic and they lose 1d6 maximum Hit Points every day until they are cured or die. They can make a Constitution Save for the disease every day.

## RAT

**Armour Class:** 14

**Hit Points:** 1

**Speed:** 20 ft.

STR 2 (-4) DEX 11 (+0) CON 9 (-1)

INT 2 (-4) WIS 10 (+0) CHA 4 (-3)

**Senses:** darkvision 30 ft.,  
passive Perception 10

**Languages:** None.

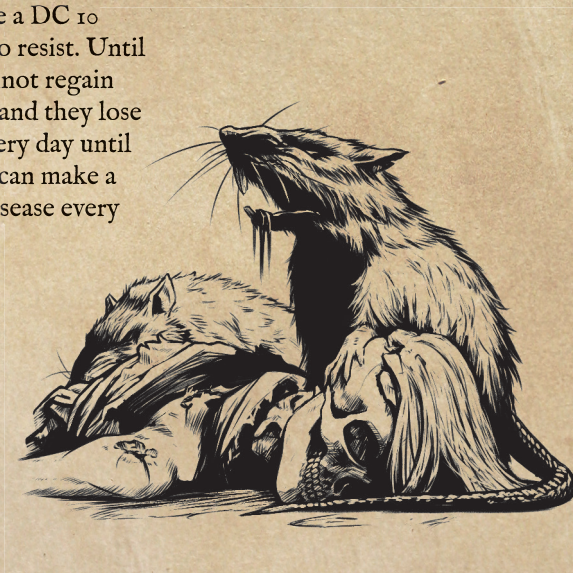
**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Smell:** The rat has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

**Bite:** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing Damage.



## SWARM OF RATS

**Armour Class:** 10

**Hit Points:** 19

**Speed:** 30 ft.

STR 9 (-1) DEX 11 (+0) CON 9 (-1)

INT 2 (-4) WIS 10 (+0) CHA 3 (-4)

**Damage Resistances:** bludgeoning, piercing, slashing

**Condition Immunities:** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses:** darkvision 30 ft., passive Perception 10

**Languages:** None.

**Challenge:** 1/4 (50 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Smell:** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

**Swarm:** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain Hit Points or gain temporary Hit Points.

### Actions

**Bite:** Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 2d6 piercing Damage, or 1d6 piercing Damage if the swarm has half of its Hit Points or fewer.

Rats and mice were thought to emerge from the soil by spontaneous generation, as maggots were thought to emerge from spoiled meat. They were thought to gnaw on iron and even to chew on gold. It was possible, sometimes, to cut them open to retrieve the metal from their bellies.

White mice and raats were a good omen, while darker ones were a bad omen.

## RAT-KING

**Armour Class:** 13

**Hit Points:** 8

**Speed:** 15 ft.

STR 3 (-4) DEX 11 (+0) CON 9 (-1)

INT 6 (-2) WIS 14 (+2) CHA 4 (-3)

**Senses:** darkvision 30 ft., passive Perception 12

**Languages:** None.

**Challenge:** 1/8 (25 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Smell:** The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Direct:** Rat-Kings can psychically control and command other rats within 300 ft, enabling them to perform complex tasks and to work together. They can even carry these commands beyond that 300 ft range, reverting to wild states after they carry them out. They provide +1 AC and +1 Attack to all rats within 30 ft.

### Actions

**Bite:** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing Damage.

They mated, spawning young, as well as emerging from the dirt, but they were so prodigious at it, it was thought they could conceive merely by licking and grooming one another.

In reality, of course, rats carried all manner of diseases and were a plague on farms, mills and granaries. They brought the plague with their fleas and transmitted Weil's Disease to those they bit.

Rats could gnaw through wood, brick, wattle and daub and could breed in prodigious numbers in attics, crawlspaces, stables, haylofts and thatched roofs.

You can use rats as:

- *Common familiars.*
- *A less than ideal food source.*
- *Carriers of disease and misfortune.*
- *Local colour for down-at-heel inns and taverns.*
- *Unlikely pets and trained creatures.*
- *A novel means to steal gold.*
- *A quick way to earn some coin as a reward for trapping and killing them.*
- *An abruptly and surprisingly dangerous encounter, when it turns out that the swarms of rats are being controlled by a rat-king.*
- *Companions to evil creatures and the undead.*

## GIANT SPIDER

**Armour Class:** 13

**Damage Reduction:** 2

**Hit Points:** 28

**Speed:** 30 ft., climb 30 ft.

STR 14 (+2) DEX 16 (+3) CON 12 (+1)

INT 2 (-4) WIS 11 (+0) CHA 4 (-3)

**Skills:** Stealth +7

**Senses:** tremorsense 100 ft., darkvision 60 ft., passive Perception 10

**Languages:** None.

**Challenge:** 1 (200 XP), **Morale:** 1,

**Max Spend:** 2

**Spider Climb:** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Walker:** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 1d8+3 piercing Damage, and the target must make a DC 11 Constitution saving throw, taking 2d8 poison Damage on a failed Save, or half as much Damage on a successful one. If the poison Damage reduces the target to 0 Hit Points, the target is stable but poisoned for 1 hour, even after regaining Hit Points, and is paralysed while poisoned in this way.

**Web:** (Recharge 5-6) Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire Damage; immunity to bludgeoning, poison, and psychic Damage).



## SPIDER

**Armour Class:** 16

**Hit Points:** 1

**Speed:** 20 ft., climb 20 ft.

**STR** 2 (-4) **DEX** 14 (+2) **CON** 8 (-1)

**INT** 1 (-5) **WIS** 10 (+0) **CHA** 2 (-4)

**Skills:** Stealth +4

**Senses:** darkvision 30 ft.,  
passive Perception 10

**Languages:** None.

**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

**Spider Climb:** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense:** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker:** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing Damage, and the target must succeed on a DC 9 Constitution saving throw or take 1d4 poison Damage.

## GIANT WASP

**Armour Class:** 12

**Hit Points:** 17

**Speed:** 10 ft., fly 50 ft.

**STR** 10 (+0) **DEX** 14 (+2) **CON** 10 (+0)

**INT** 1 (-5) **WIS** 10 (+0) **CHA** 3 (-4)

**Senses:** passive Perception 10

**Languages:** None.

**Challenge:** 1/2 (100 XP), **Morale:** 1,

**Max Spend:** 2

### Actions

**Sting:** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d6 + 2 piercing Damage, and the target must make a DC 11 Constitution saving throw, taking 3d6 poison Damage on a failed Save, or half as much Damage on a successful one. If the poison Damage reduces the target to 0 Hit Points, the target is stable but poisoned for 1 hour, even after regaining Hit Points, and is paralysed while poisoned in this way.



## Swarm of Insects

**Armour Class:** 12

**Hit Points:** 14

**Speed:** 20 ft., climb 20 ft.

STR 3 (-4) DEX 13 (+1) CON 10 (+0)

INT 1 (-5) WIS 7 (-2) CHA 1 (-5)

**Damage Resistances:** bludgeoning, piercing, slashing

**Condition Immunities:** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses:** blindsight 10 ft., passive Perception 8

**Languages:** None.

**Challenge:** 1/2 (100 XP), **Morale:** 1,

**Max Spend:** 2

**Swarm:** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain Hit Points or gain temporary Hit Points.

### Actions

**Bite:** Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 4d4 piercing Damage, or 2d4 piercing Damage if the swarm has half of its Hit Points or fewer.



## GOAT

**Armour Class:** 10

**Hit Points:** 17

**Speed:** 40 ft.

STR 12 (+1) DEX 10 (+0) CON 11 (+0)

INT 2 (-4) WIS 10 (+0) CHA 5 (-3)

**Senses:** passive Perception 10

**Languages:** None.

**Challenge:** 0 (10 XP)

**Charge:** If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 1d4 bludgeoning Damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

**Sure-Footed:** The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

### Actions

**Ram:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning Damage.

Goats were common enough herd animals, though less prestigious or valuable than sheep or cattle. Their love of mountains was compared to Christ, looking over the world, and they were thought to have very keen eyesight.

Goats are well known for eating just about anything that comes across their path. This may have been inspiration, their devouring of the indigestible, for the idea that their blood was capable of dissolving diamonds (though not the goats themselves).

## MASTIFF

**Armour Class:** 12

**Hit Points:** 18

**Speed:** 40 ft.

STR 13 (+1) DEX 14 (+2) CON 12 (+1)

INT 3 (-4) WIS 12 (+1) CHA 7 (-2)

**Skills:** Perception +3

**Senses:** passive Perception 13

**Languages:** None.

**Challenge:** 1/8 (25 XP), Morale: 1,

**Max Spend:** 2

**Keen Hearing and Smell:** The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### Actions

**Bite:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing Damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## OCTOPUS

**Armour Class:** 13

**Hit Points:** 2

**Speed:** 5 ft., swim 30 ft.

STR 4 (-3) DEX 15 (+2) CON 11 (+0)

INT 3 (-4) WIS 10 (+0) CHA 4 (-3)

**Skills:** Perception +2, Stealth +4

**Senses:** darkvision 30 ft., passive Perception 12

**Languages:** None.

**Challenge:** 0 (10 XP), Morale: 1,

**Max Spend:** 2

**Hold Breath:** While out of water, the octopus can hold its breath for 30 minutes.

**Underwater Camouflage:** The octopus has advantage on Dexterity (Stealth) checks made while underwater.

**Water Breathing:** The octopus can breathe only underwater.

### Actions

**Tentacles:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 bludgeoning Damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

**Ink Cloud:** (Recharges after a Short or Long Rest) A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.





## RAVEN

**Armour Class:** 16

**Hit Points:** 1

**Speed:** 10 ft., fly 50 ft.

STR 2 (-4) DEX 14 (+2) CON 8 (-1)

INT 2 (-4) WIS 12 (+1) CHA 6 (-2)

**Skills:** Perception +3

**Senses:** passive Perception 13

**Languages:** None.

**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

**Mimicry:** The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

### Actions

**Beak:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing Damage.

The intelligence of corvids was noticeable to everyone, even in ages past. Despite of that ravens and crows were most often seen as bad omens, because of their habit of feasting on carrion and corpses. This associated them with the occult and the devil, their feasting on eyes taken as allegory for the devil destroying people's judgement (sight) before leading them to ruin.

## SWARM OF RAVENS

**Armour Class:** 12

**Hit Points:** 17

**Speed:** 10 ft., fly 50 ft.

STR 6 (-2) DEX 14 (+2) CON 8 (-1)

INT 3 (-4) WIS 12 (+1) CHA 6 (-2)

**Skills:** Perception +5

**Damage Resistances:** bludgeoning, piercing, slashing

**Condition Immunities:** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses:** passive Perception 15

**Languages:** None.

**Challenge:** 1/4 (50 XP), **Morale:** 1,

**Max Spend:** 2

**Swarm:** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain Hit Points or gain temporary Hit Points.

### Actions

**Beaks:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 2d6 piercing Damage, or 1d6 piercing Damage if the swarm has half of its Hit Points or fewer.

In older mythology, of course, they were associated with pagan beliefs, and more straightforwardly considered wise. Even so, they were considered 'tricksy' in that, unlike most animals, they knew and understood the omens they were associated with, and could 'fake' them, to throw off seers or to panic people.

You can use ravens and crows:

- *As omens.*
- *As misleading omens.*
- *As tricksters and thieves.*

## WEASEL

**Armour Class:** 17

**Hit Points:** 1

**Speed:** 30 ft.

STR 3 (-4) DEX 16 (+3) CON 8 (-1)

INT 2 (-4) WIS 12 (+1) CHA 3 (-4)

**Skills:** Perception +3, Stealth +5

**Senses:** passive Perception 13

**Languages:** None.

**Challenge:** 0 (10 XP), **Morale:** 1,

**Max Spend:** 2

**Keen Hearing and Smell:** The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### Actions

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing Damage.

Weasels were considered filthy, dirty animals, which is somewhat unfair to them and their sinuous, furry cousins. In reality, weasels are inquisitive, clever creatures that can take down prey many times their size and weight.

It was thought that weasels conceived in the mouth and gave birth through their ears, with the different sexes being birthed from different ears. While the worth of weasels in controlling mice, rats, snakes and rabbits was acknowledged, they were almost considered too clever in their supposed tactics and viciousness.

You couldn't even trust a weasel to die cleanly, as a mother weasel was supposed to know so much of medicine that she could resurrect her young after they had been killed.

Weasels were such canny hunters and vicious creatures that they were thought, even, to be able to take down basilisks (give weasels advantage and double damage against basilisks) and other dangerous creatures of similar ilk. Besides returning from the dead, they were thought to know how to heal their wounds with herbs and to, perhaps, share this knowledge with healers and herbalists.

Allegorically, weasels were supposed to be representative of people who had heard the word of Christ, but who had - while not necessarily rejecting it, nonetheless not changed their wicked ways.

Weasels, stoats and ferrets are all vicious hunters and poorer folk may well use them - rather than dogs - in the hunting and killing of rats, mice and rabbits whether as pest control or to get something for the pot.

You can use weasels, and their kin as:

- *Familiars for clever or vicious magicians.*
- *The prized pet of ratcatchers or hungry peasants.*
- *A magical woodland encounter.*
- *A recommended assistance against a basilisk or cockatrice.*
- *A wise beast, advising a herbalist or midwife.*
- *A painful reminder not to pick people's pockets.*
- *A proud little beast, hauling a rabbit carcass back to its babies.*



## WOLF

**Armour Class:** 12

**Damage Reduction:** 1

**Hit Points:** 19

**Speed:** 40 ft.

STR 12 (+1) DEX 15 (+2) CON 12 (+1)

INT 3 (-4) WIS 12 (+1) CHA 6 (-2)

**Skills:** Perception +3, Stealth +4

**Senses:** passive Perception 13

**Languages:** None.

**Challenge:** 1/4 (50 XP), Morale: 1,

**Maximum Spend:** 2

**Keen Hearing and Smell:** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics:** The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing Damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## DIRE WOLF

**Armour Class:** 12

**Damage Reduction:** 1

**Hit Points:** 33

**Speed:** 50 ft.

STR 17 (+3) DEX 15 (+2) CON 15 (+2)

INT 3 (-4) WIS 12 (+1) CHA 7 (-2)

**Skills:** Perception +3, Stealth +4

**Senses:** passive Perception 13

**Languages:** None.

**Challenge:** 1 (200 XP), Morale: 1,

**Max Spend:** 2

**Keen Hearing and Smell:** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics:** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6 + 3 piercing Damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Man has long hated the wolf just as much as he has loved the dog. One predated upon his flocks and herds, the other protects them. At the same time, there has always been a certain amount of respect between the herdsman and the wolf, the wild animal and the domesticated human and wolves have featured prominently in a great many stories and mythologies.

It was said that if a wolf saw a man before the man saw the wolf, he would be struck dumb (Constitution Save DC 8). If things happened the other way around, then the wolf would be rendered tame and flighty, unable to attack.

Wolves of the frozen north were reckoned to be particularly savage, fierce and cruel, while those of warmer climes were thought to be more friendly, or at least less likely to attack. The wolves of the north also loaned their name to bandits and outlaws, known as 'wolfskins' or 'wolfheads' in many areas for a very long time, thanks to the influence of the Norse. Even here, we can see the romance of the wolf, the wild man, living free, unfettered by the duties of civilisation. Here we also see the influence and beginnings of the idea of the werewolf.

Wolf hair, especially tail hair, was a potent ingredient in love philtres (but only if taken while the wolf was alive). Wolves were also said to have powerful effects as omens. If you saw a wolf barring your path, but eating dirt (or dung) you would have great luck (one free roll with advantage). Wolf gut, made into a string, would rot and ruin an instrument and make discordant noise when played.

Some thought wolves to be insatiable in their hunger for blood and meat, and to

be related to lions. When it came to other carnal hungers they were sparing however, mating only two weeks of the year, and giving birth at the first thunder.

Wolves were aligned, like so many things, with the devil. The wolf preyed upon the flocks of sheep the way Satan preyed upon humanity, the flock of Christ. Their eyes, shining in darkness, were the promises of the devil, glittering in shadow. In this more seductive guise they leant their name to prostitutes as 'she wolves'.

Dire wolves were large wolves from the dim and distant past, though skeletons and fossils may have been unearthed, leading people to think they survived into fairly modern eras. While not much larger than the grey wolf, they were heavier with larger, sharper teeth and powerful musculature. In fantasy land however, they may well be much, much bigger than regular wolves.

Many wolves took mythological proportions, from Odin's Geri and Freki (and Fenris of ragnarok) to Lupa, who suckled the founders of Rome. Even as late as the 1700s, there were wolves of mythological standing.

The Beast Gévaudan was thought to be an enormous and cunning wolf (or wolves), which slew over a hundred people over three years in South-Central France. Remarkably, the attacks only came to a halt with the death of a large wolf-like canine (perhaps a wolf-dog), shot dead with a homemade silver bullet.

You can use wolves as:

- *A genuine threat for a low level party to teach them Grimdark.*
- *A cover or excuse for more sinister goings on.*
- *A random encounter in the wilds.*
- *An opportunity to earn favour from villagers.*
- *A more proper aspect of a werewolf, more in line with folk tales - healing and returning to life as a man when the run rises.*
- *A bounty target, with worth in terms of skins as well as the coin for protecting the flocks.*
- *A blight upon the land sent by a witch, or the devil himself.*



*My dear gaming family,*

*I've always cast myself the radical progressive. I just prioritise other things over my politics, pragmatism, history, truth, logic, reason, evidence. My politics will conform to unbending reality, or it will be bullshit.*

*I feel that by ignoring our horrible history, by passing over it, by ignoring the implications of disability, race, gender, sexuality, we render our worlds anodyne and lifeless. It harms our suspension of disbelief.*

*If you choose to play a character who is an outlier, you need to take what comes with that, whether it be the bigotry of the medieval church, the racism of segregated America or the restrictions on Victorian women. There's no point in imaginative play if we don't, well, imagine.*

*The long and the short of it is that Grimdark is not meant to be an 'inclusive' game. It's nasty, it's brutal, but that doesn't mean it can't be fun.*

*Conflict is where the story is, just like fat is where the flavour is. There's no conflict if everything comes easy.*

*Welcome to conflict town.*



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# Wightchester

*Prison City of the Damned:*

COMING IN THE YEAR OF OUR LORD 2021  
(GOD WILLING)

Rev. Dr. James 'Grimm' Desborough & friends

Postmortem Studios



T H E  
GRIMDARK RULES-SET  
FOR THE DISCERNING MIND  
B E I N G

A COLLECTION OF DELIGHTFUL RULES  
A N D  
INTERESTING OPTIONS

*Kindly transcrib'd from the much admir'd and twisted mind of*

REV. DR. JAMES 'GRIM' DEBOROUGH

F O R T H E

MUTILATION, DEFENESTRATION, DEFECRATION,  
AMPUTATION & DISCOMBOBULATION  
OF CHARACTERS, WITHIN THE THEATRE OF THE MIND

COPY MOST RIGHTEOUS, BY POSTMORTEM STUDIOS  
THE YEAR OF OUR LORD MMXX