

Ranger Class

Skilled trackers, stealthy wanderers, and peerless warriors who call the wilds their home.

Weapons: Dagger, longbow, longsword, shortbow, shortsword, spear, staff

Armor: Leather armor, chainmail

Hit Points: 1d8 per level

Wayfinder. You have advantage on checks associated with:

- Navigation
- Tracking
- Bushcraft
- Stealth
- Wild animals

Herbalism. Make an INT check to prepare an herbal remedy you choose. If you fail, you can't make that remedy again until you successfully rest. Unused remedies expire in 3 rounds.

HERBAL REMEDY

DC	Effect
11	Salve. Heals 1 HP
12	Stimulant. You can't be surprised for 10 rounds
13	Foebane. ADV on attacks and damage against one creature type you choose for 1d6 rounds
14	Restorative. Ends one poison or disease
15	Curative. Equivalent to a <i>Potion of Healing</i>

RANGER TALENTS

2d6	Effect
2	You deal d12 damage with one weapon type you choose
3-6	+1 to melee or ranged attacks and damage
7-9	+2 to Strength, Dexterity, or Intelligence
10-11	You gain ADV on Herbalism checks for an herb you choose
12	Choose a talent or +2 points to distribute to stats



Knight of St. Ydris Class

Cursed knights who walk the path of St. Ydris the Unholy, the Possessed. They embrace the darkness in order to fight it, cleansing evil with a flurry of steel and forbidden sorcery.

Weapons: All melee weapons, crossbow

Armor: All armor and shields

Hit Points: 1d6 per level

Languages. You know Diabolic.

Demonic Possession. 3/day, gain a +1 bonus to your damage rolls that lasts 3 rounds. In addition, add half your level to the damage bonus (round down).

Spellcasting. You can cast witch spells you know.

Each time you gain a level, you choose new witch spells to learn according to the Witch Spells Known table.

You use your Charisma stat to cast witch spells. The DC is 10 + the spell's tier.

If you fail a spellcasting check, you can't cast that spell again until you complete a rest.

If you roll a natural 1 on a spellcasting check, you must also roll on the corresponding Diabolical Mishap table (see pg. 22) for the spell's tier.

KNIGHT OF ST. YDRIS TALENTS

2d6	Effect
2	Your Demonic Possession bonus increases by 1 point
3-6	+1 to melee or ranged attacks
7-9	+2 to Strength, Dexterity, or Constitution stat
10-11	+2 to Charisma stat or +1 to witch spellcasting checks
12	Choose one option or 2 points to distribute to stats

WITCH SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3
1	-	-	-
2	-	-	-
3	1	-	-
4	2	-	-
5	3	-	-
6	3	1	-
7	3	2	-
8	3	3	-
9	3	3	1
10	3	3	2



Warlock Class

Howling warriors with sharpened teeth, wild-eyed doomspeakers preaching of The Dissolution, and cloaked lore-hunters bearing the hidden Mark of Shune.

Weapons: Club, crossbow, dagger, mace, longsword

Armor: Leather armor, chainmail, and shields

Hit Points: 1d6 per level

Languages. You know either Celestial, Diabolic, Draconic, Primordial, or Sylvan.

Patron. Choose a patron to serve (see pg. 17). Your patron is the source of your supernatural gifts.

If your patron is displeased with you, it can withhold its gifts. You lose any talents granted by your Patron Boons during this time.

Patron Boon. At 1st level, you gain a random Patron Boon talent (see pg. 18) based on your chosen patron.

Whenever you gain a new talent roll, you may choose to roll on your Patron Boon table rather than the Warlock Talents table.

WARLOCK TALENTS

2d6	Effect
2	Roll a Patron Boon from any patron; an unexplained gift
3-6	Add +1 point to two stats (they must be different)
7-9	+1 to melee or ranged attacks
10-11	Roll two Patron Boons and choose one to keep
12	Choose one option or 2 points to distribute to stats

Witch Class

Cackling crones stooped over cauldrons, chanting shamans smeared in blood and clay, and outcast maidens with milky eyes that see portents and secrets.

Weapons: Dagger, staff

Armor: Leather armor

Hit Points: 1d4 per level

Languages. You know Diabolic, Primordial, and Sylvan.

Familiar. You have a small animal such as a raven, rat, or frog who serves you loyally. It can speak Common.

Your familiar can be the source of spells you cast. Treat it as though it were you for determining spell ranges.

If your familiar dies, you can restore it to life by permanently sacrificing 1d4 hit points.

Spellcasting. You can cast witch spells you know.

You know three tier 1 spells of your choice from the witch spell list (see pg. 24).

Each time you gain a level, you choose new witch spells to learn according to the Witch Spells Known table.

You use your Charisma stat to cast witch spells. The DC is 10 + the spell's tier.

If you fail a spellcasting check, you can't cast that spell again until you complete a rest.

If you roll a natural 1 on a spellcasting check, you must also roll on the corresponding Diabolical Mishap table for the spell's tier (see pg. 22).

WITCH SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	3	-	-	-	-
2	4	-	-	-	-
3	4	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2

WITCH TALENTS

2d6 Effect (2 duplicate = +1 use per day)

2	1/day, teleport to your familiar's location as a move
3-7	+2 to Charisma stat or +1 to witch spellcasting checks
8-9	Gain advantage on casting one spell you know
10-11	Learn an additional witch spell of any tier you can cast
12	Choose one option or 2 points to distribute to stats



Titles

KNIGHT OF ST. YDRIS TITLES

Level	Lawful	Chaotic	Neutral
1-2	Arbiter	Traitor	Brother/Sister
3-4	Enforcer	Fallen	Exorcist
5-6	Knight Marshal	Oathbreaker	Reverend Knight
7-8	Judge	Blackguard	Inquisitor
9-10	Justicar	Demonlord	Grand Inquisitor

WARLOCK TITLES

Level	Lawful	Chaotic	Neutral
1-2	Favored	Marked	Chosen
3-4	Herald	Zealot	Channeler
5-6	Eminent	Occultist	Prophesied
7-8	Exalted	Champion	Transcendent
9-10	Incarnation	Harbinger	Avatar

WITCH TITLES

Level	Lawful	Chaotic	Neutral
1-2	Fortune Teller	Whisperer	Shaman
3-4	Far Seer	Hexer	Conjurer
5-6	Prophet	Hag/Elder	Soothsayer
7-8	Wise One	Crone/Uncle	Conduit
9-10	Baba	Baba	Baba

Patrons

Patrons are eldritch beings of immense power who gift magical ability and boons to mortals who petition their favor.

Patrons are not seeking worship from petitioners. Instead, they want something in exchange for the power they grant.

The Willowman might demand to drink of the petitioner's nightmares on the dark of the moon. Mugdulblub might require the boiling of tooth and bone. What these eldritch demands truly mean reveals itself over time.

ALMAZZAT

A wolf-headed arch-demon with six eyes and six horns. Almazat seeks to wrest the Sands of the Ages from his father, Kytheros.

KYTHEROS

The Lord of Time who sees all possible futures. Kytheros seeks the fulfillment of all destinies as they were meant to be.

MUGDULBLUB

The Elder Ooze that leaks between the cracks in memory and the darkness between the stars. Mugdulblub seeks the dissolution of all physical form.

SHUNE THE VILE

A goddess, the Mother Witch who speaks to her children in the flicker of candles and the rattle of dry bones. Shune seeks hidden secrets and lost lore.

TITANIA

The fickle Queen of the Fey who views all of existence as a whimsical dream with hidden meaning and poignant drama. Titania seeks mischief, beauty, and artistry.

THE WILLOWMAN

A ghostly, elongated being who stalks misty forests and watches from the edge of nightmares. The Willowman seeks fear.

Patron Boons

ALMAZZAT

2d6 Effect (2 duplicate = +1 use per day)

- | | |
|-------|---|
| 2 | 1/day, gain advantage on melee attacks for 3 rounds |
| 3-7 | Learn to wield 1 melee weapon or get +1 to melee attacks |
| 8-9 | +2 to Strength or Constitution stat or +1 to melee damage |
| 10-11 | Gain advantage on initiative rolls (reroll if duplicate) |
| 12 | Choose one option or 2 points to distribute to stats |

KYTHEROS

2d6 Effect (2 duplicate = +1 use per day)

- | | |
|-------|---|
| 2 | 1/day, force the GM to reroll a single roll |
| 3-7 | Gain +1 to your AC through supernatural foresight |
| 8-9 | +2 to Strength, Dexterity, or Wisdom stat |
| 10-11 | 3/day, add your WIS bonus to any roll (reroll if duplicate) |
| 12 | Choose one option or 2 points to distribute to stats |

SHUNE THE VILE

2d6 Effect (2 duplicate = +1 use per day)

- | | |
|-------|--|
| 2 | 1/day, read the mind of a creature you touch for 3 rounds |
| 3-7 | Learn a wizard spell, tier = half your level. Cast it with INT |
| 8-9 | +2 to Dexterity or Intelligence stat |
| 10-11 | +1 XP whenever you learn a valuable or significant secret |
| 12 | Choose one option or 2 points to distribute to stats |

“Those who serve me well learn the true depths of power. Those who fail me learn the true depths of pain. Which will you be, mortal?” -Shune the Vile

MUGDULBLUB

2d6 Effect (2 duplicate = +1 use per day)

- | | |
|-------|---|
| 2 | 1/day, turn into a crawling puddle of slime for 3 rounds |
| 3-7 | Maximize 2 hit point die rolls (prior or future) |
| 8-9 | +2 to Dexterity or Constitution stat |
| 10-11 | Become immune to 1: acid, cold, poison (reroll if no options) |
| 12 | Choose one option or 2 points to distribute to stats |

TITANIA

2d6 Effect (2 duplicate = +1 use per day, 10-11 duplicate = reroll)

- | | |
|-------|--|
| 2 | 1/day, hypnotize a LV 5 or less creature for 3 rounds |
| 3-7 | Learn to wield a longbow or gain +1 to ranged attacks |
| 8-9 | +2 to Dexterity or Charisma stat |
| 10-11 | Hostile spells that target you are always hard to cast |
| 12 | Choose one option or 2 points to distribute to stats |

THE WILLOWMAN

2d6 Effect (2 and 10-11 duplicate = +1 use per day)

- | | |
|-------|--|
| 2 | 1/day, teleport to a far location you see as your move |
| 3-7 | +1 to melee or ranged attacks |
| 8-9 | +2 to Strength or Dexterity stat |
| 10-11 | 1/day, force a close being to check morale, even if immune |
| 12 | Choose one option or 2 points to distribute to stats |

Diabolical Backgrounds

DIABOLICAL BACKGROUND

d20 Details

- 1 **Hermit.** The wilds (and its creatures) are your family
- 2 **Outcast.** You were thrown out for real or supposed crimes
- 3 **Woodborn.** They found you in the hollow of an oak tree
- 4 **Amnesiac.** Your past is a haze, but some memories return
- 5 **Haunted.** A restless spirit wants something from you
- 6 **Fugitive.** An anonymous savior helped you disappear
- 7 **Feytouched.** A fairy befriended you in your childhood
- 8 **Witchborn.** They burned your mother, but spared you
- 9 **Forager.** You know how to find the edible and the deadly
- 10 **Redeemer.** You must redeem the name of your kin
- 11 **Marked.** You carry an eldritch mark. Is it a curse, or a gift?
- 12 **Sacrifice.** You were to be ritually sacrificed, but escaped
- 13 **Marooned.** They left you behind, but you refused to die
- 14 **Fallen.** You fell from grace. Will you atone, or embrace it?
- 15 **Drawn.** You hear a whispered call and follow it
- 16 **Ascetic.** People fear you, but seek out your guidance
- 17 **Wolfchild.** Long ago, you walked into town wearing pelts
- 18 **Healer.** You understand how life and death intertwine
- 19 **Chosen.** An eldritch being selected you for a purpose
- 20 **Demonborn.** An ancestor of yours is a powerful demon

Magic



“May your way be lit by your very dim wit!”
-Witch curse

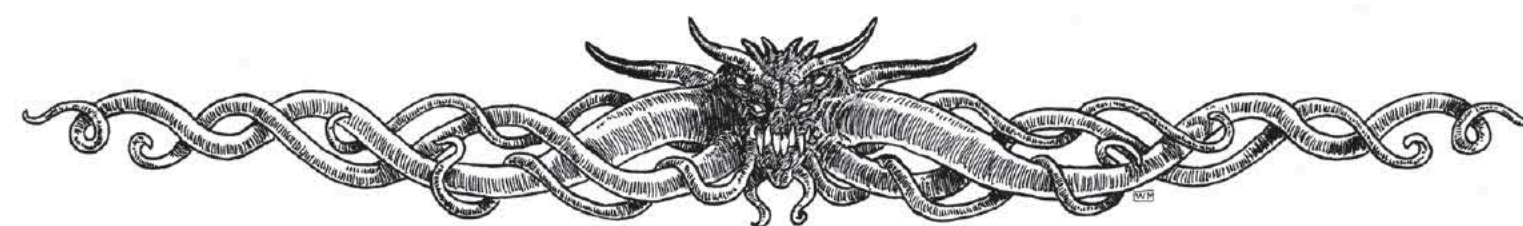
Diabolical Mishaps

DIABOLICAL MISHAP 1-3

d12	Effect
1	Diablerie! Roll twice and combine both effects (reroll any further 1s)
2	Wither! You take 1d6 damage per spell tier
3	Newt! You turn into a tiny, 1 hit point newt for 3 rounds. You can't cast spells in this form
4	Shune's baleful gaze! You can't cast this spell and another random spell again for a week
5	Thieving fairies! You lose a random piece of gear
6	Cobwebs! Mental cobwebs cloud your mind; you can't cast this spell again for a week
7	Cackles! You fall to the ground in a fit of cackling, unable to do anything but laugh for the next 3 rounds
8	Double trouble! You lose the ability to cast a random spell until you complete a rest
9	Swamp gas! The air fills with sulfuric gas in a near-sized cube around you. All creatures who end their turn in it are blinded and take 1d6 damage. It lasts 3 rounds
10	Bat! An angry bat appears on your head, flapping and clinging to your face. You are blinded for 3 rounds or until you can toss the beastie away from you
11	Salt! You're surrounded by a ring of salt and can't touch it or pass through it until something breaks the ring
12	Siphon! You have disadvantage on casting spells of the same tier or lower for the next 10 rounds

DIABOLICAL MISHAP 4-5

d12	Effect
1	Maelstrom! Roll twice and combine both effects (reroll any further 1s)
2	Ruin! You take 1d8 damage per spell tier
3	Mind rot! You permanently forget one random spell
4	The Willowman! You summon The Willowman (who is angry with you) in a space near to you. He stays for 1d6 rounds before disappearing from whence he came
5	Accursed imps! Cackling imps from hell swarm you, stealing three pieces of random gear and flapping away
6	Lightning blast! You deal 3d6 damage to yourself and all nearby creatures
7	Cold iron! Spikes of cold iron lance from the ethereal realm, piercing you. You take 2d6 damage and are paralyzed for 2 rounds
8	Mother of Night! You displease the Dark Mother and lose the ability to cast this spell until atoning to her
9	Catatonia! You stare blankly and can't take any actions for the next hour
10	Tongue of dog! Your tongue lolls every time you try to cast a spell of a random tier, ruining the magic. This persists until you complete a rest
11	Fiddlesticks! You have disadvantage on casting all spells for the next 10 rounds
12	Nemesis! Somewhere, a child is born who will grow up to become a mighty, sworn enemy to you



Witch Spell List

TIER 1

- Cauldron
- Charm Person
- Eyebite
- Fog
- Hypnotize
- Oak, Ash, Thorn
- Puppet
- Shadowdance
- Willowman
- Witchlight

TIER 3

- Broomstick
- Coven
- Divination
- Howl
- Mistletoe
- Pin Doll
- Speak with Dead
- Swarm
- Void Stare
- Whisper

TIER 2

- Alter Self
- Augury
- Bogboil
- Cacklerot
- Cat's Eye
- Frog Rain
- Invisibility
- Poison
- Spidersilk
- Toadstool

TIER 4

- Beguile
- Cloak of Night
- Curse
- Dimension Door
- Glassbones
- Moonbeam
- Nightmare
- Polymorph

TIER 5

- Anathema
- Dreamwalk
- Enfeeble
- Finger of Death
- Mother of Night
- Scrying
- Shapechange
- Soul Jar



Spells

ALTER SELF

Tier 2, witch

Duration: 5 rounds

Range: Self

You magically change your physical form, gaining one feature that modifies your existing anatomy.

For example, you can grow functional gills on your neck or bear claws on your fingers. This spell can't grow wings or limbs.

ANATHEMA

Tier 5, witch

Duration: Instant

Range: Touch

All allies revile and abandon the creature you touch for 1 day.

Each time you or your allies harm the target, its former allies may pass a DC 15 Wisdom check to end the effects of the spell.



AUGURY

Tier 2, witch

Duration: Instant

Range: Self

You interpret the meaning of supernatural portents and omens. Ask the GM one question about a specific course of action. The GM says whether the action will lead to "weal" or "woe."

BEGUILE

Tier 4, witch

Duration: Focus

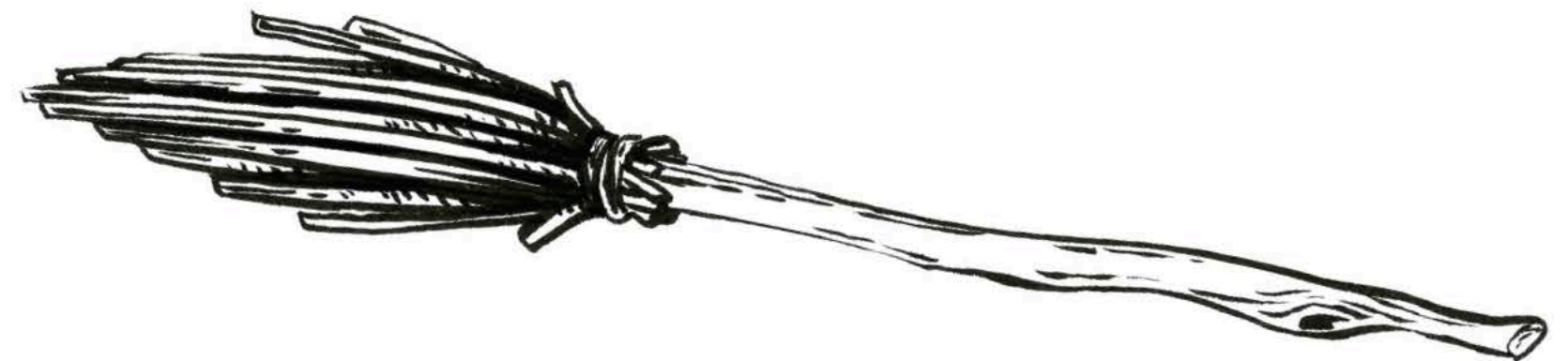
Range: Near

You conjure a convincing visible and audible illusion within range.

Creatures who perceive the illusion react to it as though it were real, although it can't cause actual harm.

Touching the illusion instantly reveals its false nature.

You may force a creature who interacts with the illusion to make a DC 15 Wisdom check. If the creature fails, it is enchanted by the illusion for the spell's duration and seeks to protect it.



BOGBOIL

Tier 2, witch

Duration: 5 rounds

Range: Far

You turn a near-sized cube of ground within range into a muddy, boiling bog of quicksand.

A creature stuck in the bog can't move and must succeed on a Dexterity check vs. your spellcasting check to free itself.

BROOMSTICK

Tier 3, witch

Duration: Focus

Range: Self

You conjure a flying broomstick in your hand. The broomstick's rider can fly a near distance each round and can hover in place.

CAACKLEROT

Tier 2, witch

Duration: Focus

Range: Touch

One target you touch of LV 4 or less collapses helplessly with disturbing, pained laughter for the spell's duration.

CAT'S EYE

Tier 2, witch

Duration: Focus

Range: Self

Your irises grow to fill your eyes and your pupils turn into black, vertical slits.

You can see invisible creatures and secret doors for the spell's duration.

CAULDRON

Tier 1, witch

Duration: 1 round

Range: Close

You conjure a bubbling cauldron next to you. It can produce one of the following effects:

- Any broken mundane item placed inside the cauldron is repaired.
- A fat, croaking toad leaps out and follows your instructions for the next 3 rounds.
- You can place up to 3 item slots of items inside the cauldron. The cauldron expels these items the next time you cast this spell (expelling items counts as the cauldron's single effect).

CHARM PERSON

Tier 1, witch

Duration: 1d8 days

Range: Near

You magically beguile one humanoid of LV 2 or less within near range, who regards you as a friend for the duration.

The spell ends if you or your allies do anything harmful to the target.

The target knows it was magically charmed after the spell ends.

CLOAK OF NIGHT

Tier 4, witch

Duration: 8 rounds

Range: Self

You wrap yourself in a swirling cloak of shadows. For the spell's duration, your armor class becomes 17 (20 on a critical spellcasting check).

You have advantage on Dexterity checks to sneak and hide for the spell's duration.

COVEN

Tier 3, witch

Duration: Instant

Range: Self

You call upon the magic you share with your fellow witches.

You regain the use of one tier 3 spell or lower that you can no longer cast for the day.

After successfully casting this spell, you can't do so again until you complete a rest.

CURSE

Tier 4, witch

Duration: Permanent

Range: Touch

A creature you touch is afflicted by one of the following curses:

- Hideous boils and warts
- All food tastes of ash
- Voice becomes shrill
- Disturbing nightmares
- Always lose at gambling
- An ally turns into an enemy
- Fear of something ordinary



DIMENSION DOOR

Tier 4, witch

Duration: Instant

Range: Self

You teleport yourself and up to one other willing creature to any point you can see.

DIVINATION

Tier 4, witch

Duration: Instant

Range: Self

You throw the divining bones or peer into the blackness between the stars, seeking a portent.

You can ask the GM one yes or no question. The GM truthfully answers "yes" or "no."

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure, instead.



DREAMWALK

Tier 5, witch

Duration: Instant

Range: Close

You and any willing creatures you choose within close range step into the dream of a sleeping creature you name that is on your same plane.

You and anyone traveling with you can step out of the creature, appearing next to it as if having teleported there.

ENFEEBLE

Tier 5, witch

Duration: Instant

Range: Touch

A creature you touch has a random stat reduced to 3 (-4) for one week. Roll a d6 to determine which stat:

1. Strength, 2. Dexterity, 3. Constitution, 4. Intelligence, 5. Wisdom, 6. Charisma.

If you fail the spellcasting check, you have a random stat reduced to 3 for a week, instead.

EYEBITE

Tier 1, witch

Duration: Instant

Range: Near

One creature you target takes 1d4 damage, and it can't see you until the end of its next turn.

FINGER OF DEATH

Tier 5, witch

Duration: Instant

Range: Touch

One creature you touch of LV 9 or less dies.

Treat a failed spellcasting check for this spell as a critical failure, and roll the mishap with disadvantage.

FOG

Tier 1, witch

Duration: Focus

Range: Close

A thick cloud of fog blooms in a close area around you, making you hard to see. The cloud moves with you. Attacks against creatures in the cloud have disadvantage.

FROG RAIN

Tier 2, witch

Duration: Instant

Range: Far

A rain of indignant frogs pelts a near-sized cube around a point you can see within range.

All creatures within the frog rain take 1d6 damage. Any surviving frogs hop away and disappear.

GLASSBONES

Tier 4, witch

Duration: Focus

Range: Touch

A creature you touch becomes fragile. It takes double damage for the spell's duration.

HOWL

Tier 3, witch

Duration: Instant

Range: Near

All enemies within near range of you must immediately make a morale check. This spell does not affect creatures that are immune to morale checks.

HYPNOTIZE

Tier 1, witch

Duration: Focus

Range: Near

One creature of LV 3 or less that can see you is rendered stupefied.

Breaking the creature's line of sight to you allows it to make a DC 15 Charisma check. On a success, the spell ends.

INVISIBILITY

Tier 2, witch

Duration: 10 rounds

Range: Close

A creature you touch becomes invisible for the spell's duration. The spell ends if the target attacks or casts a spell.

MISTLETOE

Tier 3, witch

Duration: 1d8 days

Range: Near

Two creatures you can see within near of you become enchanted with each other for 1d8 days.

Each time one of the affected creatures takes damage, it may make a DC 15 Charisma check. On a success, the spell ends.

MOONBEAM

Tier 4, witch

Duration: Instant

Range: Far

A wavering ray of silvery moonlight strikes one creature within far. It takes 3d6 damage.



NIGHTMARE

Tier 4, witch

Duration: Focus

Range: On the same plane

You visit the dreams of one sleeping creature, sending it heart-stopping nightmares.

You can target a creature whose level is less than or equal to half your level rounded down (minimum 1). The target must be sleeping, and you must have seen it before in person.

If you successfully focus on this spell for 3 rounds in a row, the creature dies of fright.

MOTHER OF NIGHT

Tier 5, witch

Duration: Instant

Range: Self

You beseech the Mother of Night to lend you power.

Make a single wish, stating it as exactly as possible. Your wish occurs, as interpreted by the GM.

If you fail this spellcasting check, the Mother of Night pulls you into The Nightfall for judgment. You can't cast this spell again until you appease her demands.

OAK, ASH, THORN

Tier 1, witch

Duration: Focus

Range: Self

For the spell's duration, faeries, demons, and devils can't attack you. These beings also can't possess, compel, or beguile you.



PIN DOLL

Tier 3, witch

Duration: Focus

Range: On the same plane

You pin a piece of hair or flesh taken from one creature to a small, burlap doll the spell conjures.

On your turn while focusing on this spell, you can push a pin into the doll. Each time you do this, the creature who the hair or flesh belonged to takes 2d6 damage. After this spell ends, the piece of hair or flesh burns to ash.

POISON

Tier 2, witch

Duration: 5 rounds

Range: Touch

One worn or carried object you touch becomes toxic for the spell's duration. Any creature in contact with the object at the start of its turn takes 1d6 damage.



POLYMORPH

Tier 4, witch

Duration: 10 rounds

Range: Touch

You transform a creature you touch into another natural creature you choose of equal or smaller size. Any gear the target carries melds into its new form.

The target gains the creature's hit points, armor class, and attacks, but retains its intellect.

If the target goes to 0 hit points, it reverts to its true form at half its prior hit points.

You can target any willing creature with this spell, or an unwilling creature whose level is less than or equal to half your level rounded down (minimum 1).

PUPPET

Tier 1, witch

Duration: Focus

Range: Touch

One humanoid creature of LV 2 or less you touch becomes ensnared by your movements. On your turn, the creature mimics all your movements.

If mimicking you would cause the creature to directly harm itself or an ally, it can make a DC 15 Charisma check. On a success, it resists mimicking you.



SCRYING

Tier 5, witch

Duration: Focus

Range: Self

You look into a crystal ball or reflecting pool, calling up images of a distant place.

For the spell's duration, you can see and hear a creature or location you choose that is on the same plane.

This spell is DC 18 to cast if you try to scry on a creature or location that is unfamiliar to you.

Each round, creatures you view may make a Wisdom check vs. your last spellcasting check. On a success, they become aware of your magical observation.

SHADOWDANCE

Tier 1, witch

Duration: 3 rounds

Range: Near

You spin shadowstuff into a convincing visible and audible illusion at a point within near.

The illusion can be as big as a person and can move within a near range of where it appeared.

The illusion can't affect physical objects. Touching the illusion reveals its false nature.

SHAPECHANGE

Tier 5, witch

Duration: Focus

Range: Self

You transform yourself and any gear you carry into another natural creature you've seen of level 10 or less. You gain the creature's hit points, armor class, and attacks, but retain your intellect.

If you go to 0 hit points while under the effects of this spell, you revert to your true form at 1 hit point.



SOUL JAR

Tier 5, witch

Duration: Permanent

Range: Touch

You transfer the soul of one creature you touch of LV 9 or less into a vessel, such as a jar. The creature's body becomes comatose, but it doesn't die.

If the vessel opens or breaks, the creature's soul returns to its body.

You can possess the empty body with your own spirit, taking control of it. Your body becomes comatose during this time. If the body dies while you possess it, your soul returns to your body.

SPEAK WITH DEAD

Tier 3, witch

Duration: Instant

Range: Close

A dead body you touch answers your questions in a distant, wheezing voice.

You can ask the dead body up to three yes or no questions (one at a time). The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure, instead.

SPIDERSILK

Tier 2, witch

Duration: Focus

Range: Self

Sticky spidersilk covers your hands and feet.

For the spell's duration, you can walk on vertical surfaces as easily as if it were flat ground.

SWARM

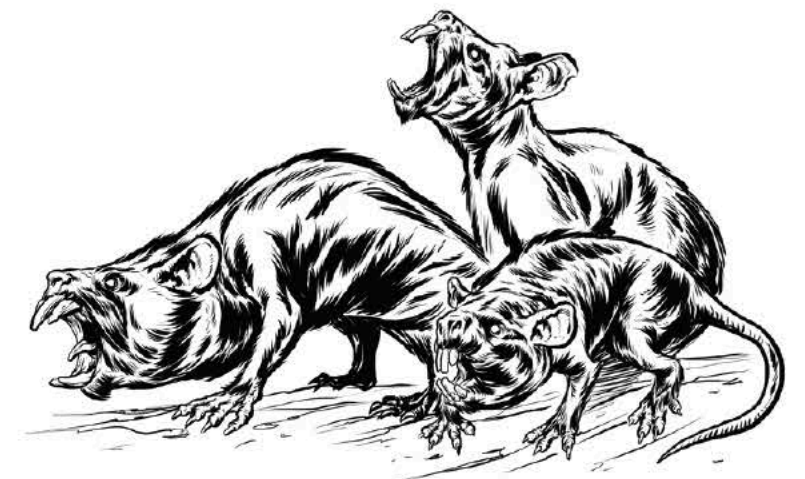
Tier 3, witch

Duration: Focus

Range: Far

A dense swarm of biting bats, rats, or locusts appears in a near-sized cube around a point you can see within range.

All creatures that start their turn within the swarm take 2d6 damage and are blinded.



TOADSTOOL

Tier 2, witch

Duration: Instant

Range: Self

You conjure a plump, speckled toadstool in your hand. It disappears at the end of your next turn.

A creature that eats the toadstool regains 1d6 hit points.

VOID STARE

Tier 3, witch

Duration: Focus

Range: Far

Your eyes turn black as you look into the dark between the stars.

One creature of LV 6 or less you can see falls under your control. You decide its actions during its turn.

WHISPER

Tier 3, witch

Duration: Instant

Range: Touch

You whisper into another creature's ear, planting a false memory in its mind.

You describe one brief, false memory that the target believes is true going forward.

If you fail this spellcasting check, the GM chooses a short, false memory to plant in your mind, instead.

WILLOWMAN

Tier 1, witch

Duration: Instant

Range: Near

You call upon the Willowman to appear in one creature's mind, filling it with supernatural terror.

Choose one creature of LV 2 or less within range. That creature must immediately make a morale check.

Even creatures that are not normally subject to morale checks (such as undead) must do so.

WITCHLIGHT

Tier 1, witch

Duration: Focus

Range: Near

You summon a floating marsh light that bobs in the air and casts light out to a close radius around it.

The light can change colors and take on vague shapes. It can float up to a near distance on your turn.

Desert Rider Class

Howling barbarians thundering across the sand on wild horses, elven spies wielding curved blades atop silvery camels, or bandits wrapped in colorful silks racing on sleek, desert stallions.

Weapons: Club, dagger, javelin, longsword, pike (see New Weapons, pg. 17), shortbow, scimitar, spear, whip

Armor: Leather armor, shields

Hit Points: 1d8 per level

Charge. 3/day, you can charge into combat by moving at least near before attacking. Each time you do this, your melee attacks deal double damage that round.

Mount. You have a common camel or horse with a reliable or lovely demeanor (see pg. 29). It comes when you call and never spooks. You can only have one such mount at a time.

While riding your mount, you both get a bonus to AC equal to half your level (round down). Your mount has additional levels equal to half your level (round down). You can freely leap on or off your mount once per round.

If you lose your mount, you can use your downtime to acquire and train another. Pass a DC 15 CHA check for the new creature to become your mount. Lower the DC one step each attempt.

DESERT RIDER TALENTS

2d6	Effect (2 duplicate = reroll)
2	You can use any rider-bearing creature as your mount
3-6	You gain +1 to attacks or damage
7-9	+2 to Strength or Dexterity stat, or +1 to melee attacks
10-11	Gain an additional use of your Charge talent each day
12	Choose one option or +2 points to distribute to stats



Pit Fighter Class

Blood-soaked warriors circling each other in a roaring arena, scarred desert bandits dueling for the right to lead their gang, or brash tavern brawlers who never turn down a challenge.

Weapons: All weapons

Armor: Leather armor, shields

Hit Points: 1d8 per level

Flourish. 3/day, regain 1d6 hit points when you hit an enemy with a melee attack.

Implacable. You have advantage on Constitution checks to resist injury, poison, or endure extreme environments.

Last Stand. You get up from dying with 1 hit point on a natural d20 roll of 18-20.

Relentless. 3/day, when you are reduced to 0 HP, make a DC 18 Constitution check (the Implacable talent applies to this roll). On a success, you instead go to 1 HP.

PIT FIGHTER TALENTS

2d6	Effect (2 duplicate = additional use per day)
2	1/day, ignore all damage and effects from one attack
3-6	You gain +1 to melee weapon damage
7-9	+2 to Strength or Constitution stat, or +1 to melee attacks
10-11	Increase the HP you gain from Flourish by 1d6
12	Choose one option or +2 points to distribute to stats

"It's over when I SAY it's over!"
-Markesh, human pit fighter



Ras-Godai Class

Black-clad assassins who train from childhood inside a hidden desert monastery. They gain their sorcerous powers from a legendary black lotus flower that was given to them by a demon.

Weapons: Blowgun, (see pg. 17), bolas, dagger, razor chain, scimitar, shuriken, spear

Armor: Leather armor

Hit Points: 1d6 per level

Languages. You know Diabolic.

Assassinate. When you attack a surprised target, you deal double damage against it.

Smoke Step. 3/day, teleport to a location you can see within near. This does not use your action.

Black Lotus. You earned the right to eat a petal of the fabled black lotus flower, and you survived its sorcerous effects.

Roll one talent on the Black Lotus Talents table. You may reroll duplicates or keep them.



RAS-GODAI TALENTS

2d6 (2 duplicate = reroll)

2	You are trained in the use of poisons (see pg. 27)
3-6	Roll an additional talent on the Black Lotus Talents table
7-9	+2 to Strength or Dexterity stat, or +1 to melee attacks
10-11	Gain an additional use of your Smoke Step talent
12	Choose one option or +2 points to distribute to stats

BLACK LOTUS TALENTS

d12 Details

1	You deal triple damage with your Assassinate talent
2	1/day, paralyze a target of LV 9 or less you damage with a weapon for 1d4 rounds
3	You have advantage on Dexterity checks to avoid entrapment or injury
4	You gain +1 to your AC when wielding a melee weapon in each hand
5	You gain an additional hit points die
6	You have advantage on Dexterity checks to hide
7	When enemies who can see you make a morale check, the DC is 18 instead of 15
8	1/day, you can walk on water as if it were solid for 1d4 rds
9	1/day, choose a living creature of LV 5 or less you can see within near; it must pass a DC 15 CON check or fall asleep
10	1/day, you can walk on sheer surfaces like walls for 1d4 rds
11	You deal +1 damage with melee weapons
12	1/day, choose a creature of LV 9 or less you can see; it must pass a DC 15 WIS check or it can't see or hear you for 1d4 rounds

Titles

DESERT RIDER TITLES

Level	Lawful	Chaotic	Neutral
1-2	Outrider	Bandit	Rat
3-4	Sandrunner	Robber	Fox
5-6	Trailblazer	Raider	Wolf
7-8	Swift Wind	Scourge	Tiger
9-10	Stormrunner	Bandit King/Queen	Dragon

PIT FIGHTER TITLES

Level	Lawful	Chaotic	Neutral
1-2	Rookie	Ruffian	Underdog
3-4	Gladiator	Brawler	Dark Horse
5-6	Hero	Heel	Wild Card
7-8	Champion	Villain	Victor
9-10	Legend	Legend	Legend

RAS-GODAI TITLES

Level	Lawful	Chaotic	Neutral
1-2	Acolyte	Acolyte	Acolyte
3-4	Mirror Path	Shadow Path	Fire Path
5-6	Monk	Monk	Monk
7-8	Master	Assassin	Demon Blade
9-10	White Lotus	Black Lotus	Red Lotus

New Weapons

NEW WEAPONS

Weapon	Cost	Type	Range	Damage	Properties
Blowgun	5 gp	R	N	1	See below
Bolas	2 gp	R	N	-	See below
Morningstar	5 gp	M	C	1d6/1d8	V
Pike	10 gp	M	2x C	1d10	2H, 2 slots
Razor chain	12 gp	M/R	N	1d6	F, La
Scimitar	8 gp	M	C	1d6	F
Shuriken	1 gp	R	N	1d4	See below
Sling	5 sp	R	F	1d4	-
Whip	10 gp	M/R	N	1d4	F, La

Finesse (F). You can use your Strength or Dexterity when attacking with this weapon.

Lash (La). When you make a ranged attack with this weapon, it does not leave your grasp.

Two-handed (2H). You must use this weapon with two hands.

Versatile (V). You can use this weapon with one or two hands. Use the higher damage die if you're wielding it with two.

Blowgun. Firing this weapon from hiding doesn't reveal your position.

Bolas. When you hit a legged creature the size of a horse or smaller, the target's speed is reduced to close until it frees itself (DC 15 STR or DEX check).

Shuriken. Can be thrown into the ground. Living creatures who step on it take 1 damage and can only move at half speed for 10 rounds.

Sea Wolf Class

Seafaring raiders who prowl the isles for plunder in dragon-headed longboats. When the warhorn sounds, they become fierce berserkers and shield maidens who hope to please their gods with a brave death.

Weapons: Dagger, greataxe, handaxe (see New Gear on pg. 20), longbow, longsword, spear

Armor: Leather armor, chainmail, shields

Hit Points: 1d8 per level

Seafarer. You have advantage on checks related to navigating and crewing boats.

Old Gods. Each day, your purpose aligns with one of the Old Gods (pg. 17). Choose one of the below options after you complete a rest; you gain its benefits until you complete your next rest.

- **Odin.** You regain 1d4 HP every time you kill an enemy.
- **Freya.** You gain a luck token if you don't have one. Each time you use a luck token, add 1d6 to your roll.
- **Loki.** You have advantage on checks to lie, sneak, and hide.

Shield Wall. If you wield a shield, you can use your action to take a defensive stance. Your AC becomes 20 during this time.

SEA WOLF TALENTS

2d6	Effect (2 duplicate = +1 use/day, 10-11 duplicate = reroll)
2	1/day, go berserk: immune to damage for 3 rounds
3-6	Your attacks deal +1 damage
7-9	+2 to Strength or Constitution stat, or +1 to attacks
10-11	Duality; choose two different Old Gods effects each day
12	Choose one option or +2 points to distribute to stats



Seer Class

Baleful diviners who reek of smoke and blood. They untangle the whispers of the gods by reading the runes, the bones, and the stars. Their knowledge of fate allows them to bend it.

Weapons: Dagger, stave, spear

Armor: Leather armor

Hit Points: 1d6 per level

Destined. Whenever you use a luck token, add 1d6 to the roll.

Omen. 3/day, you can make a DC 9 WIS check. On a success, gain a luck token (you can't have more than one luck token at a time).

Spellcasting. You can cast seer spells you know. You know one tier 1 spell of your choice from the seer spell list (see pg. 30).

Each time you gain a level, you choose a new seer spell to learn according to the Seer Spells Known table.

You use your Wisdom stat to cast seer spells. The DC is 10 + the spell's tier.

If you fail a spellcasting check, you can't cast that spell again until you complete a rest. If you roll a natural 1 on a spellcasting check, you can't cast that spell again until you complete Seer Penance.

SEER TALENTS

2d6	Effect
2	Learn an additional seer spell from any tier you can cast
3-6	Gain an additional use of your Omen talent each day
7-9	+2 to WIS or CHA stat, or +1 to spellcasting checks
10-11	Increase the die category of your Destined talent by one
12	Choose one option or +2 points to distribute to stats

SEER SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	-	-
6	2	2	2	-	-
7	2	2	2	1	-
8	2	2	2	2	-
9	2	2	2	2	1
10	2	2	2	2	2

SEER PENANCE

Spell Tier	Sacrifice
1	Temporarily give up 1d4 HP (you stay at 1 HP minimum); it returns in a week
2	Temporarily lower your WIS stat by 2 points; it returns in two weeks
3	Sacrifice 1 point of Charisma; it never returns
4	Ritualistically sink a burning longboat into the sea
5	Ritualistically sacrifice 9 humanoid lives



Titles

SEA WOLF TITLES

Level	Lawful	Chaotic	Neutral
1-2	Freefolk	Rabble	Wanderer
3-4	Shieldman/maiden	Raider	Explorer
5-6	Thane	Reaver	Adventurer
7-8	Jarl	Conqueror	Renowned
9-10	King/Queen	Usurper	Legendary

SEER TITLES

Level	Lawful	Chaotic	Neutral
1-2	Guide	Hedge Witch	Fortune Teller
3-4	Chanter	Whisperer	Singer
5-6	Rune Reader	Bone Reader	Star Reader
7-8	Wise One	Dreaded One	Blessed One
9-10	Seer of Odin	Seer of Loki	Seer of Freya



Nord Backgrounds

NORD BACKGROUND

d20	Details
1	Freed. You were a thrall, but escaped or won your freedom
2	Displaced. You fled after a rival jarl attacked your village
3	Criminal. You were exiled from your village for a crime
4	Drifter. You have not yet found a jarl worthy of your loyalty
5	Crop Farmer. You toil in the earth and know all plants
6	Livestock Farmer. You have intuition about all animals
7	Hunter. You know how to move quietly in the wilds
8	Fisher. You know all the sea creatures and legends
9	Enforcer. You enforce the jarl's law in your village
10	Trader. You have mercantile connections in every village
11	Crafter. You can make and fix any utilitarian item
12	Bowyer. You can make and fix any bow or arrow
13	Seer's Apprentice. You know some of the mystic arts
14	Shipwright. You know how to build and repair longboats
15	Blacksmith. Weapons, armor, horseshoes; you do it all
16	Far Traveler. You know many distant people and customs
17	Skald. You are a poet and know all the ancient ballads
18	Heroborn. You are the descendant of a famous warrior
19	Nobleborn. You are the child of a 1d6: 1-5. jarl, 6. king
20	God's Blood. You are descended from a god; it marks you

Nord Names

The Old Gods

NORD NAMES

d20	Male	Female	Surname	Title
1	Asger	Alva	Aberg	Fire-Eyes
2	Audun	Astrid	Brand	Storm-Born
3	Balder	Aslaug	Carlson	the Eagle
4	Bjorn	Bodil	Edman	Iron-Bones
5	Canute	Brenna	Erling	Sun-Born
6	Eirik	Brunhilde	Friberg	the Fierce
7	Elof	Dagny	Helvig	Wolf-Heart
8	Frey	Eira	Holmen	Stone-Arm
9	Gulbrand	Embla	Junge	First-Born
10	Hagen	Freja	Kron	the Hammer
11	Haldor	Gunhilde	Lund	Far-Runner
12	Hjalmar	Helka	Nyland	Sea-Devil
13	Ingolf	Inge	Olander	the Lucky
14	Ivar	Jorunn	Risberg	Odin-Born
15	Jerrik	Ranga	Sigmond	Shield-Breaker
16	Oluf	Runa	Toft	Bear-Heart
17	Rangvald	Sigrid	Trygg	the Serpent
18	Sigurd	Thyra	Vang	Night-Born
19	Torvald	Toril	Westberg	the Slayer
20	Ulf	Ylva	Westergard	the Chosen

The Old Gods have countless names and aspects. These are the three most prominent, though many others rise and fall in the ballads of the nord poets.

The faithful worship all of the Old Gods in turn, but many find they align with one in particular. Paying respect to all the gods is not a betrayal; it is honorable.

The Old Gods often demand sacrifices and brutal suffering as a test of worth. Outsiders might see this as barbaric, but the truth is not theirs to understand.



ODIN (LAWFUL)

The Allfather. Odin the One-Eyed values strength and cleverness. His twin ravens wing through the night, spying on dreams and memories. Worthy warriors are brought to the Great Hall of Valhalla when they die to feast and fight beside him eternally.

FREYA (NEUTRAL)

The goddess of love and hatred. The Queen of Shield Maidens whose valkyries carry worthy souls to the Great Feast. The First Seer who places her omens in bones, blood, and entrails. Freya inspires the poets and then torments them with lack.

LOKI (CHAOTIC)

The Deceiver who wins with wit and wile. The wolf who disguises himself as a sheep. Loki is glib and infuriating; his words cut like steel, and his laughter howls like a gale. His followers do not seek Valhalla, for they know it will fall when Ragnarok comes.

Seer Spell List

TIER 1

- Chant
- Evoke Rage
- Potion
- Trance

TIER 2

- Fate
- Read the Runes
- Sacrifice
- Soulbind

TIER 3

- Cast Out
- Hallucinate
- Raven
- Wolfshape

TIER 4

- Freya's Omen
- Loki's Trickery
- Odin's Wisdom
- Thor's Thunder

TIER 5

- Ragnarok
- Valkyrie
- World Serpent
- World Tree



Seer Spells

CAST OUT

Tier 3, seer

Duration: Focus

Range: Far

You turn a creature aside, throwing it out of your presence.

Choose a creature you can see. For the spell's duration, that creature can't come within near range of you. It can still attack you from outside of near range.

CHANT

Tier 1, seer

Duration: Focus

Range: Self

You begin an unearthly chant that lifts your vision beyond its ordinary limitations.

For the spell's duration, you can see all invisible and hidden things as though they were plainly visible. This spell does not allow you to see in a way that you could not normally, such as in darkness or through walls.

EVOKE RAGE

Tier 1, seer

Duration: 1d4 rounds

Range: Close

You call out the berserk rage locked inside someone.

One willing humanoid you touch enters a berserk state. The target is immune to morale checks, has ADV on STR checks and melee attacks, and deals +1d4 damage for the spell's duration.

If the target does not attack another creature on its turn, the spell ends.

FATE

Tier 2, seer

Duration: Instant

Range: Near

You painfully twist the golden threads of a creature's fate.

One creature you target in range takes 1d10 damage and loses any luck tokens it has.

FREYA'S OMEN

Tier 4, seer

Duration: 1d6 rounds

Range: Self

For the spell's duration, you do not lose the ability to cast a spell if you fail its spellcasting check.

If you critically fail a spellcasting check, you may reroll your check once. You must use the new result.

HALLUCINATE

Tier 3, seer

Duration: Focus

Range: Near

One creature you target in near whose level is less than or equal to your own is overcome by visions of what might yet come to pass.

For the spell's duration, the target cannot act on its turn unless it passes a Wisdom check equal to your last spellcasting check.

LOKI'S TRICKERY

Tier 4, seer

Duration: Instant

Range: Near

You are filled with Loki's hypnotic guile. Creatures who hear you speak will alter their own beliefs and memories to match your suggestion.

Target one creature who can hear and understand you within range. You make one plausible statement, true or not.

The target must make a Wisdom check vs. your spellcasting check. If it fails, it now believes what you stated as though it were fact, regardless of what it knows.

ODIN'S WISDOM

Tier 4, seer

Duration: 1d6 rounds

Range: Self

For the spell's duration, add your level as an additional bonus to your Wisdom checks and spellcasting checks.

POTION

Tier 1, seer

Duration: Instant

Range: Close

As a part of casting this spell, you must bless a single drink of any liquid.

The liquid gains healing properties for 1 day. A creature who imbibes it may end the effects of one poison or may immediately stop dying (the creature remains at 0 HP).

RAGNAROK

Tier 5, seer

Duration: Instant

Range: Far

You look deep into the strands of fate, learning the final destiny of one soul after the battle of Ragnarok. Do they live, or die?

Choose one creature in range. You can only target the same creature with this spell one time.

That creature must pass a CON check equal to your spellcasting check or die instantly.

RAVEN

Tier 3, seer

Duration: Instant

Range: Unlimited

You whisper a message to Odin's own ravens, and they carry it across all worlds to its recipient.

Speak a short sentence, and the name of its recipient, dead or alive. That creature hears your utterance whispered in its mind.

READ THE RUNES

Tier 2, seer

Duration: Instant

Range: Self

You ask the gods a question and cast the runestones, interpreting the meaning of the results.

Ask the Game Master one yes or no question. The Game Master truthfully answers "yes" or "no."



SACRIFICE

Tier 2, seer

Duration: Instant

Range: Touch

As a part of casting this spell, you must ritually sacrifice a living creature of LV 2 or higher.

The target you touch gains a bonus to their next check or attack roll equal to the sacrificed creature's level.

SOULBIND

Tier 2, seer

Duration: Focus

Range: Close

You seal the soul of a living creature, preventing magic from leeching into it.

One creature you touch becomes nearly impervious to all magic. For the spell's duration, all other spells targeting the creature (harmful or helpful) are DC 18 to cast.

This spell ends as soon as the target is affected by another spell.

THOR'S THUNDER

Tier 4, seer

Duration: Instant

Range: Far

Thor casts down a bolt of lightning to strike one target. The target takes 3d6 damage.



TRANCE

Tier 1, seer

Duration: Instant

Range: Close

You enter a trance, catching small glimpses of a creature's fate. One humanoid creature you touch (you can't target yourself) gains a luck token. It can't have more than one luck token at once.

VALKYRIE

Tier 5, seer

Duration: 10 rounds

Range: Near

You summon a valkyrie to your aid. She appears in a location within near and acts of her own free will to help you. She returns to Valhalla when the spell ends.

You can't cast this again until you complete penance.



WORLD SERPENT

Tier 5, seer

Duration: Focus

Range: Touch

The torturous venom of the World Serpent drips from the weapons of a creature you touch.

The target deals x2 damage with each attack (x4 on a critical hit) for the spell's duration.

WOLFSHAPE

Tier 3, seer

Duration: Focus

Range: Self

You and your gear transform into a wolf for the spell's duration. You assume the wolf's STR, DEX, CON, HP, AC, speed, attacks, and physical characteristics, but retain your INT, WIS, and CHA.

You can cast spells in this form. If you go to 0 HP, you revert to your true shape at 0 HP.

If you are level 5+, you can transform into a dire wolf or a winter wolf, instead.

WORLD TREE

Tier 5, seer

Duration: Focus

Range: Touch

The roots of the life-giving World Tree wrap around the soul of a creature you touch.

For the spell's duration, the target can't be brought below 1 HP.