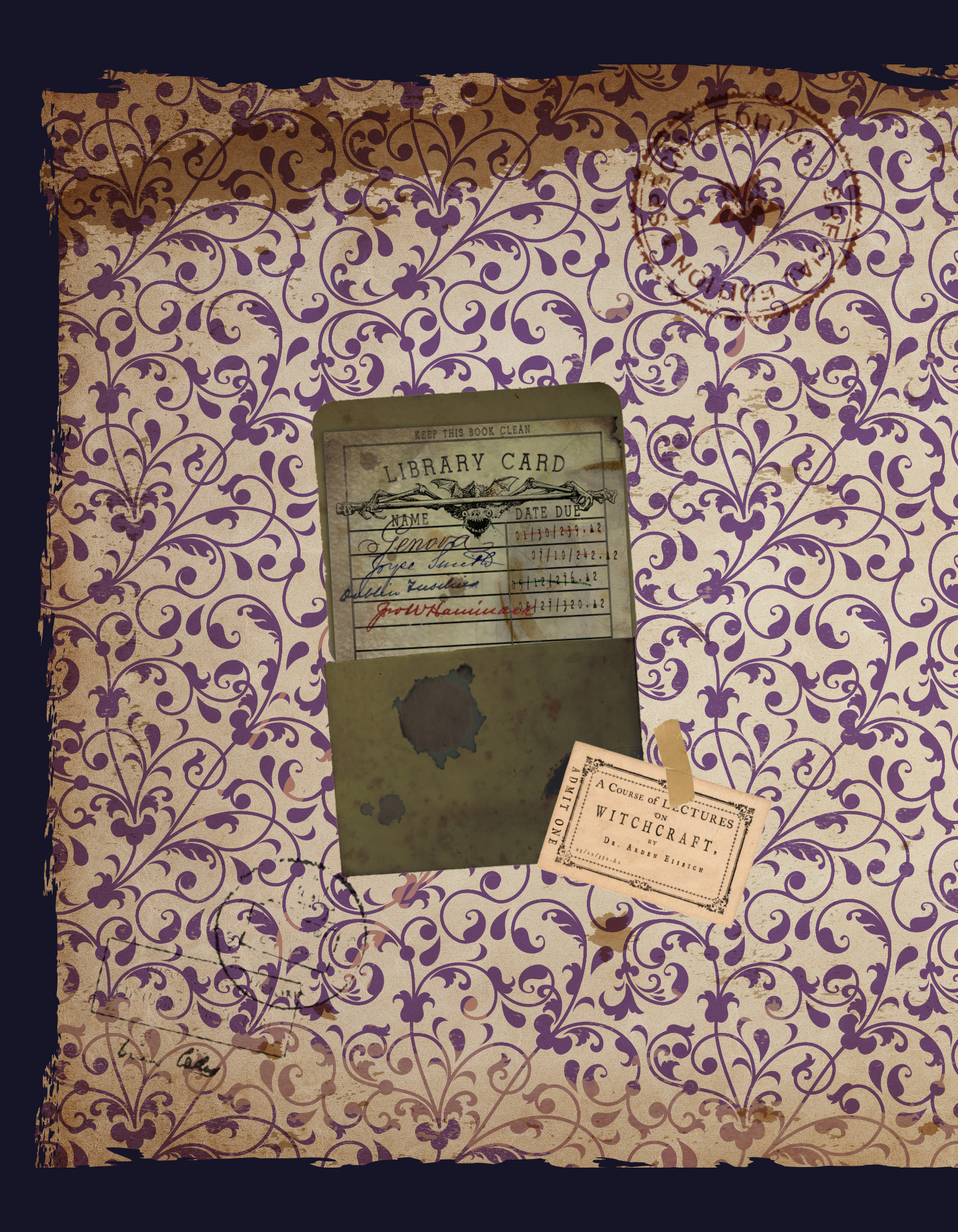
MEMENTO



MORI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A COURSE OF LECTURES ON
WITCHCRAFT,
BY
DR. ARDEN EISRICH



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Contents

Introduction 4
From the Author 4
The Tone of Memento Mori 5
What Sets Memento Mori Apart 5
Races (Gentibus Mundi) 11
Electus 12
Felisican 14
Kurz 16
Changeling 18
Dhampyr 20
Promethean 22
Classes (Ordines Professionis) 29
Alchemist 31
Hermetic Pursuit 33
Occultist 38
Dark Traditions 40
Witch 45
Transgressions 51
Witch Hunter 58
Hunter Traditions 59
Character Options (Personali Electiones) 66
Backgrounds 67
Feats 72
Equipment (Vasa Ornatus) 77
Equipment 78
Firearms 78
Explosives 80
Armor 81
Weapons 83
Magic Items 85

Dedication



For everything that I am today
It was my mother who guided the way

From the Author

I would like to introduce 'Memento Mori', a campaign setting I have worked on for over three years. Piece by piece Memento Mori came to life from the grand city of Avernostra, to the Ancient Land of Azari, circled to the lands of Devara, one piece at a time. Together these fragments formed the world of Vaetia.

Memento Mori is a campaign setting designed around the 5th edition of Dungeons and Dragons. It is best described as having a feeling of Pre-Victorian / Renaissance era Gothic Horror, modern dark fantasy, and pulled together by classic horror literature.

Building Memento Mori has been a labor of love for me. I've enjoyed running this campaign setting for years, and have especially enjoyed my players. First I would like to thank them for giving me feedback and criticism that has helped flesh this setting out.

I would especially like to thank my wife, whom inspires and pushes me to always improve myself and refine my creativity.

I would also like to thank my mother. Her bedtime stories fostered my creativity.

This core book primarily deals with all the original design that went into the setting. Inside you will find two new classes, and a revamped class specific for this setting. New equipment, new backgrounds, new rule systems for corruption, and many optional concepts and ideas. Memento Mori can be played as the unique setting that it is. Far removed from the medieval settings most common to fantasy RPGs, Memento Mori embraces what few settings are willing to. You can use the contents of this book to inspire and enrich your own settings and campaigns as well. If you ever wanted something a little different from Tabletop RPGs, Memento Mori will likely have something for you.

So welcome, traveler, to the world of Vaetia. The entire world seeps in ancient darkness, mortal misery, and eldritch science. It is a world in constant death, and you are now part of it. Will you valiantly struggle against the world as it attempts to crush your spirit, or will you bleed others to bring yourself greater rewards? Perhaps you will be the antagonist, and not even know it.

Whether you are delving into the ancient tombs of the Bleakfrost Necrolords, or poking through the First City under Avernostra, you are exploring a frightening land. Whether it is the decks of a ship, the nigh impassable mountains, or the terrible wilds filled to the brim with monsters, there is danger everywhere in Memento Mori.

We will detail what has become known as Devara. As technology spreads, the old systems of government are having difficulty keeping up with the times.

The Tone of Memento Mori

Magic is Evil

Following with the theme of Memento Mori, all magic is wicked. All magic, no matter its form, comes from the daemons. The denizens of the underworld. These horrible monstrosities manipulate lives, destroy life, and corrupt the world in ways that mortals must strive with all they have to just survive a day.

Memento Mori as a setting, and certainly true of Vaetia, is that it is a world scrambling to crawl from its medieval past. In old times the world was unconquerable. The wilderness presented too many dangers and most people never went but a few miles from the very place they were born. Religion was one of the few comforts against the darkness, and it struggles today to remain relevant against the oncoming tide of invention. The firearm, the steamship, and the zeppelin have started changing the face of Vaetia. Hope is on the rise in kingdoms that embrace the new technology and fight back against the darkness. Hope is in decline in the places that reject such things.

Most of the land of Vaetia is sparsely inhabited. As said before, the darkness of night brings too many terrors for most. People crowd into towns, and merchants gather in large caravans to cross dangerous roads and barely tamed wilderness. Few villages of the sort remain in the world as people have mostly moved to the cities in search of safety and work. Most cities will have farmlands around them, and that generally accounts for all the city has. City-states such as Draskul, or Rosenkratz, own the land but enforcing law outside of the major population centers is tenuous at best.

Magic is seen as a thing of the past in most of Vaetian society. Fewer and fewer seek the arcane that is tainted by daemonic contact and dark deeds. More embrace technology for its simplicity in operation, its lack of daemonic origin, and the pride of innovation.

With this theme, Memento Mori has extensive rules concerning magic, magic items, and corruption. Gone are the barriers between divine and arcane magic. Magic simply is. Magic items no longer serve as benefits to the party, but as compelling curses meant to lure them to evil. The presence of both helps corrupt and corrode the mortal soul.

What Sets Memento Mori Apart

Terror in the Dark

Memento Mori is a world where true evil has a presence in the lives of everyone. The cities teem with corrupt officials, plague, and poverty. The countrysides hide witches, vicious beasts, and the risen dead. At night the danger is even further compounded as such evil is drawn out from their hiding places when the sun does not bathe the land in light. Gamemasters are encouraged to raise their random encounter chances and strength at night.

In Need of Heroes

Vaetia, and the world at large, is in need of heroes. Forging new paths, destroying hidden evils, and recovering ancient lore. These are just some of the things that the world needs heroes for. With corrupt governments, ineffectual superstitions, and fear gripping the lives of so many, who does the average person put their faith in? Sometimes it is the disgraced soldier who fights for them. Sometimes it is the surly witch hunter slaying the undead horde. Sometimes it is the witch seeking to destroy her enemies. Whatever the case may be there is a place for it somewhere in the setting.

Technology on the Rise

Memento Mori is a setting that is not afraid to embrace the 18th and even some of the 19th century technology. Azari has become a nation not too dissimilar to the powerful European nations of the 19th century, with vast sailing ships of coal, electrical plants, and even zeppelins. Firearms are mostly still of the black powder design, but new advances in technology have brought better and more expensive firearms. Weird Science is responsible for dangerous creatures, strange golems, and terrifying hybrid monstrosities. Embrace what many settings avoid in Memento Mori.

Dark Fantasy with a Touch of the Gothic

Memento Mori is a dark fantasy setting with a touch of the Gothic, as per the renaissance period to the Victorian age. Find a world ripe with change and rapid expansion. See how your heroes help, dissuade, or embrace the new dawn. Fight ancient enemies in the cathedral. Battle the vampire in his forgotten castle, or hunt the animal that has savagely feasted on man-flesh.

Chapter 1: Races



The Doctor's Visit

"Please, Eric, answer the question."

An audible creak broke the silence in the room which had surrounded both doctor and patient almost immediately after the plea was made. Inside of a small, foreboding room sat a disheveled man, sweating and visibly shaken; his clothes were in tatters and splattered with dried blood. His eyes, barely peeking from the matted locks of blond hair which hung over his face, kept darting from dark corner to dark corner. He sat hunched over and at the edge of a small cot meant more for sleeping patients. Beside him a mere five feet was Doctor Labrij Ipsken; slick black hair combed neatly and away from his face, clean shaven and neatly dressed with a suit and doctor's smock. He sat on the aforementioned squeaky stool with clipboard in hand, a single index finger rising up to push his spectacles up his wide bridge nose. The Doctor cleared his throat and more firmly repeated his earlier question.

"WHAT is the last thing you remember before being overcome with fever?" Asked Dr. Ipsken.

Eric's eyes couldn't stay still, HE couldn't stay still and try as he might to gain some semblance of control over his body, he just couldn't. Instead his eyes moved from dark corner to dark corner as if something were lurking there beyond the perception of normal human eyes, something only HE could see and sense. His fingers were so tangled together their tips were becoming numb, and he couldn't stop the pad of his bare left foot from bouncing up and down on the roughhewn floor boards.

"This here's pine, isn't it?" He muttered, almost whispering it more to himself than the doctor.

Dr. Ipsken looked down at the floor, his clipboard pressed against his chest as he did so. "Yes, I believe it is." He answered, looking back to Eric before glancing over his left shoulder at the two witchhunters standing in the doorway. "Gentlemen if you left the room I'm sure Eric will feel MUCH more inclined to speak."

Silently they nodded and left the room but remained a constant presence overall, their shadows practically reaching through the door's bottom and out to both doctor and patient.

"You're a carpenter, or so they tell me." Dr. Ipsken laid his clipboard flat, adjusting his spectacles again. "Were you en route to some client or project tonight? Seems an awful time to have been out at all, what with the rain."

Eric winced, as if the mere mention of the weather physically stung him. "N-no." He stuttered. "I kissed her knuckles. Her fingers. I hate the rain but she loves it." Eric began to scratch at his knee, leg still shaking and bouncing on its own.

"She?" Dr. Ipsken looked down at the notes of his clipboard and nodded. "Ah yes yes,

The Doctor's Visit

they brought you and a young woman in. My nurses are tending to her now. First, as you're conscious, I must tend to you. Hmm? So. About the details of your memory? What is the last thing you remember before -"

"I kissed her knuckles. Her fingers." Eric interrupted. "We're to be wed - we were celebrating. I... I kissed -" His body ached so much, invisible flames licked the surface of his skin causing him to sweat like a man standing in front of a furnace. He clasped his hands between his knees and leaned forward, eyes shut tightly as he fought the agony of it all.

"Mr. Thistledoe please. Please I beg you to compose yourself and answer me - any detail will do."

Why can't I stop fidgeting?! What plagues me so!? Eric's tortured mind finally forced itself free of the hold of his body's screams and he slowly rose his eyes towards the doctor's clipboard. "She, I... The rain. We ducked into an alleyway because of the rain. Vala laughed at me, said that the cold water would do me some good."

"And?"

"... And... I kissed her knuckles, her fingers, told her that we should run back to the house and leave the celebrating for the morning. She gasped, but not at I. No. Something was behind me, something that terrified her?"

Doctor Ipsken began to take every word down to paper, his pen working furiously as Eric began to make sense of the evening. "Are you sure there was something behind you?"

Eric sucked in a breath at the question; she yanked back her hand and gasped - had it been at him? At his suggestion they, only engaged, return to his home and wait out the rain? No. His Vala was fire and passion and was even more forward and spontaneous than he. Something else was in that alleyway with them. It smelled so foul, like a wet dog and he heard it too. Had it merely been some stray dog?

"I... I'm sure." Eric eventually answered, though he was beginning to have his doubts. His hands itched and he tasted something coppery in the back of his throat.

"Then, this creature that Vala saw standing behind you. Did you see it?" Dr. Ipsken's pen lay against the page ready to take more notes.

Eric was silent for a moment, trying hard to summon memory of the event but past the feeling of her skin against his lips and the sound of her frightened gasp he couldn't remember a thing. In fact, he struggled so much with reaching into that black void that he was convinced his mind had betrayed him somewhere. His body felt hotter, was it fever? Or was the heat, the fidgeting, and the fear all symptoms of something else? Was he sick? Infected with something? Or was it his mind trying to betray his memory?

The Doctor's Visit

"Eric? Eric please, the sooner I am done with you the sooner I can treat Vala. Her injuries are quite severe and I've but one nurse on staff this evening." Dr. Ipsken removed his spectacles entirely from his head and began to wipe them clean with a pocket cloth.

"How did I get here? How? How did we -"

"Two men from Verum Fides roused me and my nurse from our slumber with you in tow, they tasked me with tending to you and seeing what - if anything - you could tell us of the attack."

Eric looked down at his hands, they were calloused from years of carpentry but usually clean; tonight they were stained with mud and blood, his fingernails black with grime. It was then that he realized the state of himself. Looking at his reflection through the lens of a large glass container he curled his nose in disgust. His hair was wet, matted over his face, and in disarray. His clothes were so ripped and torn that he appeared mostly nude before all who could see, making his portly body all the more shameful to himself. So too, however, were his clothes covered in blood. Was it Vala's? Eric gasped. She screamed. He hadn't heard her gasp; he'd heard her scream.

Verum Fides? Witch... hunters?! Eric's eyes once again fell to the clipboard. "No! No! NO! I am not a monster!! I did not hurt Vala! I swear it! Doctor please! It was not I with claws like swords and the fur of a dog!" He screamed, hoping all could hear him, and his body leaned too far forward so that he fell nearly upon the doctor.

Dr. Ipsken stood from his stool and stepped back; immediately following these actions the door was thrown open and once again the two witch hunters entered only this time they had with them chains.

"No! Those chains cannot be for me! Wake Vala! WAKE HER! She will tell you I am NO MONSTER!!" Eric screamed, and shouted, pushing forward a metal cart with bandages and needles. "You MUST believe me!" He screamed trying to back away from the witch hunters but failing to put any distance between he and they due to the cramped nature of the room. "I AM NOT A MONSTER."

Dr. Ipsken stood further back, allowing both men to charge at Eric with shackles at the ready. He looked to the scene playing out before him, his demeanor calm and collected. His voice cold. Direct. "Werewolf. They think you a werewolf Mr. Thistledoe and you would not know it, most men are unaware of their condition. The fullness of the moon blinds them, turns them, and masks their sins in a fog. When they wake they are merely erratic and their memory punctured with a dozen holes they cannot fill. I am sorry Eric... Truly."

The Doctor's Visit

"NO! NO!"

Eric was ready to run for the door when the two witch hunters grabbed him, one of them yanking his arms behind his back while the other readied the shackles. Dr. Ipsken set the clipboard down on a nearby tray and shook his head sadly.

"I'll see to dear Vala. It may already be too late for her."

My dear Vala.

Oh Eric! I love it, the necklace is beautiful!

Eric's vision fought the blindness of tears at the very notion his beloved might be in agony on a hospital bed; he could not fathom her demise. A world without color, without music, and without soul was still a world worth living in if she were in it with him. He looked up pleadingly to the doctor, for the first time managing the strength of mind and body to look at the doctor's face. He was ready to beg, ready to throw himself at the mercy of whoever would listen but something caught his eyes. Something wasn't right.

Despite his aged face and the darkly lit room, Eric could see plainly that the corners of Dr. Ipsken's mouth were red and irritated. As the doctor began his departure he passed that same glass container that reflected Eric's pathetic visage and saw the doctor's eyes reflect like that of a beast's!

"Her necklace!" He shouted, struggling against his captors. "I made it out of silver! You bit it! That is why you ran! THAT IS WHY I LIVE!" He screamed, wresting free and grabbing the fountain pen off the clipboard while lunging himself at the doctor.

"Get him!"

"Grab the silver bullets!"

The two witch hunters shouted, collecting themselves and beginning to arm themselves when Eric raised his arms in surrender. "Look! The point! It's Silver! Look! Please!"

The members of Verum Fides stood frozen, eyes wide as saucers. The pen, firmly lodged in the doctor's shoulder was sizzling and burning away at the flesh it touched. A deep, resonating growl broke the silence of the room and it was then that the two witch hunters noticed the hair suddenly growing on Doctor Ipsken's hands.

Chapter 1: Races



Gentibus Mundi





Male Electus

androgynous, taller than average human stature, lithe (sometimes impossibly gaunt) with noticeably pointed (and elongated) ears. The few I have studied up close always have black sclera with brilliant irises (no pupils?) of purple, blue, and gray. While on average, this genus shares all forms of body hair I have studied few with hair - hues of black and gray seem to dominate. Eyewitnesses claim that some hues of white, dark blue, dark red, or dark purple exist. From my own medical experiences and collected samples, this recent genus' skin tone is typically pale

** Let it be noted samples A3, B17, and C10 contain instances of pure black (lacking any hue or brightness). skin also shows "washed out" hints of gray, purple, blue, or red (Please refer to Cutis Libra v.II)

Electus

The Electus have a history tainted with black magic, witchcraft, and strange sciences. Electus have enslaved nearly every race at some point, and most continue the practice today for its practicality. Electus rarely, if ever, raise their voice. Passion seems meaningless to them, but the truth is that the Electus simply have motives and lusts that are not easily understood, and sympathy for others is often impossible for them.

The Electus have little regard for whimsy. They have little patience for less civilized people who shove their way through the world only to end up dead in another few years anyway. Law is a strong factor of Electus life, and most are too estranged from their humanity to see other living people as important.

Physical Description

Often taller than humans, the electus possess a slender frame, natural grace, and angular features that easily set them apart from humans. Electus have pointed ears, wide, almond-shaped eyes, with black sclera and vibrant purple, blue, or even gray pupils. Electus skin is naturally extremely pale, but families are known to have different coloration. White, gray, purple, blue, and even red are not unknown. Many electus grow no body hair, and some grow no hair on their face or heads at all. Many electus shave their heads bald and keep it that way, but those that do grow hair usually tend to grow it long. The most common color is black, but gray is quite common. Still others have dark blues, dark reds, and dark purples. Electus have sometimes been known to grow facial anomalies such as small bone shards, or extra flesh that hangs from the jaw, but these are rare.

Society

Electus traditionally live in the lands of Azari, the western parts of the Old Continent. This area has classically been part of their territory for eons. After the fall of their great empire so long ago the electus remained in its shadow even to this day. Electus are drawn to mountainous regions, and prefer the natural safety that these difficult-to-pass places provide. Traditionally the electus live in city-states, large cities that are closed off from the world around them, and have an independent government all their own. Younger electus can and do travel, and though they are increasingly rare outside of the old world it would not be out of place to see one or two anywhere.

Electus are natural magicians. It was magic and science together that made the electus, and magic and science that kept them in power for thousands of years. Any electus raised among their own can expect to have a good education, and most will have some arcane knowledge. Many become magicians, and a few sorcerers are known among their race. It is rare to see any electus pursue magic outside of those two traditions. Electus are remarkably patient. Sometimes their plots and goals span several human lifetimes.

Alignment and Religion

The electus are cold, logical, and alien. Most electus tend towards being lawful evil, as order is considered paramount to their race. The electus as a whole are unconcerned with the shackles of morality and most become distant from the horror they unleash. Electus still practice slavery and see most other peoples as tools and pawns. Electus are generally either atheistic or agnostic, but a few have found organized religion to be worth their effort.

Adventurers

Electus adventurers are a rare lot. Most seek a desire for learning new knowledge, exploring the world, or seeking lost and ancient secrets of their people thought forgotten. Many electus go through a stage in their life where the need to see new things becomes overwhelming. Most see this as adolescent behavior, but do not look down upon it. In fact, many electus families see this as a rite of passage. Electus often prefer to keep their enemies at range. Their natural dexterity makes ranged combat often a better option to them, and the propensity for the arcane means that most electus are more dangerous at a distance than they are close up.

Electus Traits

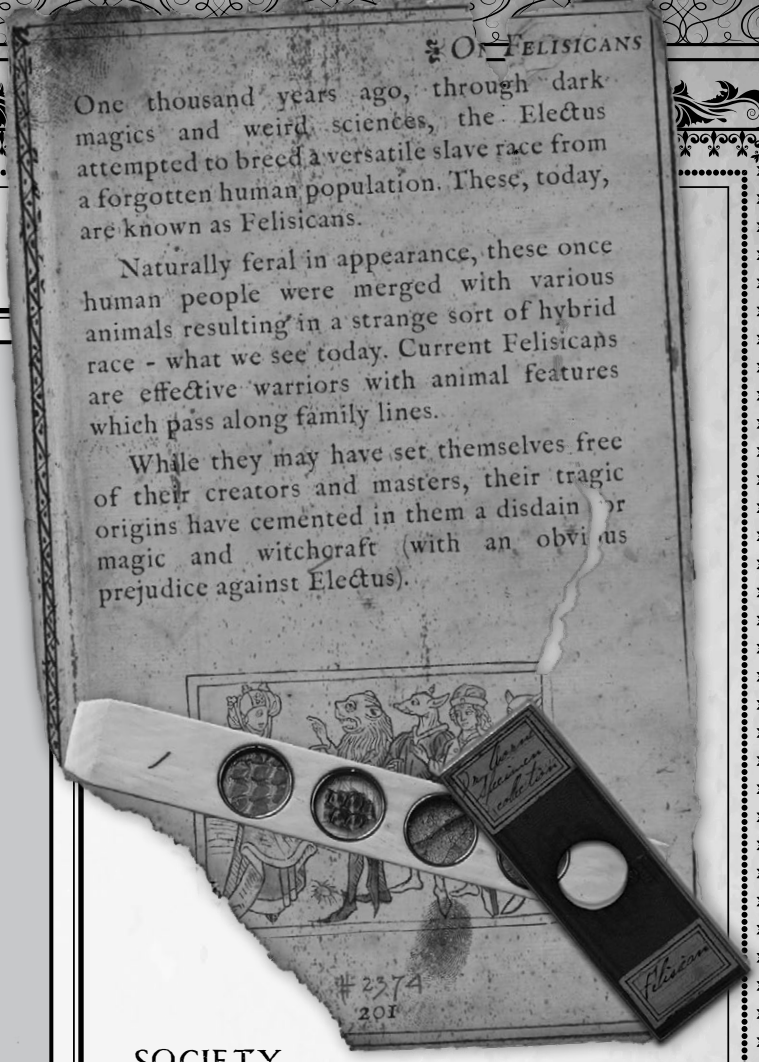
- **Ability Score Increase:** +2 Intelligence, +1 Dexterity
- **Age:** Although electus reach physical maturity at about the same age as humans, the electus understanding of adulthood goes beyond physical growth to encompass worldly experience. An electus typically claims adulthood and an adult name around the age of 40 and can live to be 200 years old.
- **Alignment:** Electus view subservience, community adherence, and strong social structures as important so they strongly lean towards lawful alignments. Many personify evil in a cold calculating way.
- **Size:** Electus range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Resist Corruption:** The electus have great experience with magic, and gain a +1 bonus on saving throws to resist corruption.
- **Sharp Memory:** The electus have remarkable minds, and recalling knowledge is a specialty they all share. You can gain advantage on any Arcane, History, or Investigation roll. You must take a long rest before being able to do so again.



Female Electus



Female Felisican



Felisican

Physical Description

Felisican average on human height, but some do in fact end up much shorter or taller depending on the animal traits they have. Still most are hearty and tend towards thick builds, flushed skin tones, and strong features. Others may come in remarkably different appearances such as having scales, horns, or other signs of a non-human heritage. Skin color often varies, but a light and moderate brown is very common. Eyes are sometimes cat, reptilian, or some other variant.

Felisican can have many different traits, but often only two or three that set them apart from human. Horns are common. Ram, deer, bovine, and other styles are fairly normal. Feathers for hair, or in addition to hair.

Society

Felisican society is commonly tribal and widespread. Today most felisican live in the dark world, and the old world. A great many have traveled to the new world in an attempt to escape the old one. Felisican often have a single leader. It may be a warrior, a shaman, or a particularly wise person in the tribe. The tribe follows that leader until it passes, and then chooses yet another. More wicked tribes may allow those who kill the leader in combat to take control, but most consider that act simply murder and either choose the leader as a tribe, or the former leader chooses one before they die.

Alignment and Religion

The isolation of felisicans grants towards their need for freedom and independence. Felisicans strongly adhere to chaotic tendencies. They do however have little inclination towards either good or evil and are just as commonly one or the other. Felisicans often have varying forms of nature worship that varies tribe to tribe and settlement to settlement, and rarely pick up the worship of specific religions.

ADVENTURERS

Felisicans have many reasons to adventure. Often simply seeing new lands is enough. Some felisican choose to try and find a new tribe because they may have been exiled from their home tribe, or perhaps disaster befell the old tribe. They may search for new settlements for their people, or choose to seek others of their own kind. Uniquely, felisicans often go on 'Mating Quests', where a single felisican, often female, will seek a member of the opposite sex outside of the tribe to bond with and return with. This ritual is common among isolated tribes to help bring new blood into the community.

FELISICAN TRAITS

- **Age:** Felisican mature at the same rate humans do, reach adulthood around the age of 20 and usually live to 90.
- **Alignment:** Felisican have a strong chaotic bent and value freedom, independence, and self-reliance.
- **Size:** Felisican are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Skill Proficiency:** Felisican gain Animal Handling as a proficiency automatically.

SUBRACES

Grimalkin

- **Ability Score Increase:** Grimalkin can add a +1 bonus to any two ability scores, or +2 to one ability score, to represent the animal origin they most resemble.
- **Claws:** Grimalkin are proficient with their unarmed strikes, which deal 1d4 slashing damage.
- **Fleet-footed:** Grimalkin gain a +1 bonus on all their initiative checks.
- **Sprinter:** Grimalkin gain a +10-foot bonus to their speed when using the dash or disengage actions.

Rodentia

- **Ability Score Increase:** Rodentia gain a +2 bonus to Dexterity scores. They are naturally agile.
- **Size:** Rodentia are small, only rarely growing taller than 3 feet, and weigh around 40lbs. Your size is Small.
- **Bite:** Rodentia are proficient with their unarmed strikes, which deals 1d4 + strength modifier piercing damage.
- **Darkvision:** Rodentia have superior vision in dark and dim places. You can see dim light within 60 feet of you as though it were bright light, and darkness as though it were dim light. You cannot discern color in darkness, only shades of gray.

Reptilian

- **Ability Score Increase:** Reptilian gain a +2 bonus on their constitution scores, +1 on their strength. They also take a -1 penalty on their intelligence and charisma scores.
- **Natural Armored:** You have tough, scaly skin. When not wearing armor your AC is 13 + dexterity modifier. You can use this armor rating when wearing armor that would provide you with less AC, and you can use a shield normally.
- **Bite:** Reptilian are proficient with their unarmed strikes, which deals 1d6 + strength modifier piercing damage.



Male Felisican



Female Kurz

Kurz

Outnumbered by masses of rebellious hordes, crippled with constant civil strife, and feeling their empire degrading from within, the Kurz turned to a dark and insidious source for a solution. Whatever force beckoned to their side did grant them their wish but they were not and never would be the men they once were.

The Daemon they so called made them strong but they would never again know their philosophies and art; their greatness had been torn from them and they rose as bloodthirsty warriors - all of them. The Daemon extracted a heavy price from the entirety of them as he ensured their victory over their enemies was coupled with the complete annihilation of their once mythic empire. Their victory came with no harrowing tales, no ballads to sing, for they were no longer the rulers of their world but cursed to forever be the slaves of their new dread master. They were thus enslaved to their brutality, their blood thirst, and the loss of their civilized ways. Haunted for all generations by the whispers of their dark patron.

Physical Description

Not only were they no longer the great men of their age but they were no longer men at all. Monsters of great height and physical strength; sickly green and umber skin replaced copper tones. A kurz has no flat teeth. Instead they have two rows of sharp teeth and a hungering need for uncooked meat. They have no body hair, instead sporting strange patterned bony patterns in places where hair may normally grow such as the head, and across the body for males. A kurz's eyes are usually yellow or a kind of pustular green.

A single third eye is evidence to this. Whether or not the story of their origins is true? This physical anomaly is indeed true. Kurz themselves claim that they cannot, in fact, see the world before them through this one eye but another world entirely and many theorize it is the world of the daemon. The world of their slave master who - centuries later - still claims generations of his mad children for himself.

Society

There was but one place all Kurz could call home - Kurzan. This was the root of their history, the heart of their people, and the birthplace of their curse. It is not to say this is the only place where they resided but it was - and still is - the place where all Kurz can trace their origins. Being a fairly new race in comparison with the rest, the Kurz can claim no other empires, kingdoms, or nations though a few can claim that some towns, villages, and even cities would boast of the Kurz and their swelling population. Today Kurzan is a scorched and blighted land of smoke and black ground known as Daemoria. So inhospitable that even other kurz leave its environs to seek out a new place to call their own.

Alignment and Religion

Despite their brutality and penchant for violence, the kurz all understand the threat upon their souls and it is for this reason they still cling to honor-bound promises. Oaths, and order remain of strict relevancy to most kurz, especially those who fight against the daemon's whispers. As for their faith - some do turn towards the religious doctrines of human or felisican faiths but many hold that as long as they fight the daemon's call there might be a way to save their own damned souls. Of course, many

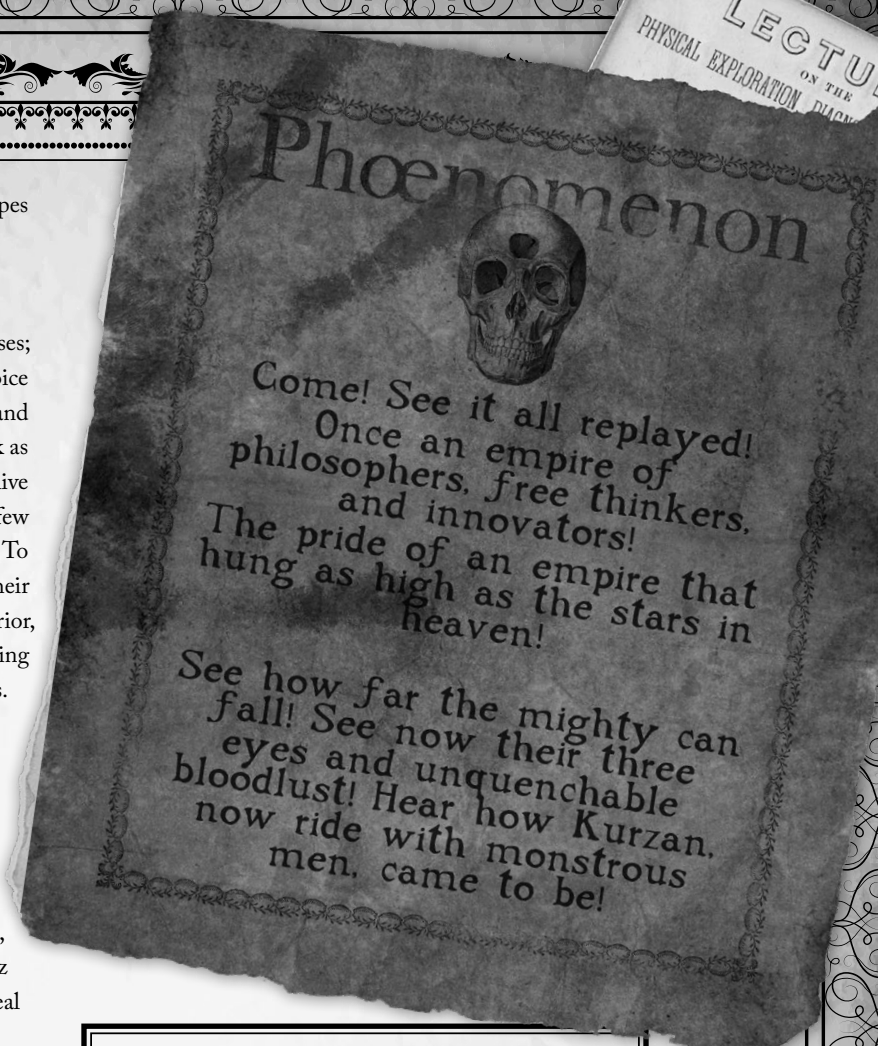
still turn towards the whispers of other daemons in hopes they might fight fire with fire.

ADVENTURERS

Many Kurz embark on adventures for various purposes; leaving their homeland Kurzan is often the only choice they have for the land itself is dangerous, inhospitable, and rife with the poison of their ancestors' folly. They work as mercenaries, become soldiers in various armies, and live their lives one day at a time. There are, of course, the few Kurz who leave their homeland for only one purpose: To find a way to remove their racial curse. Because of their sheer ferocity and strength many Kurz embrace warrior, barbarian, and even ranger classes while often shunning any practice that might bring them closer to daemons.

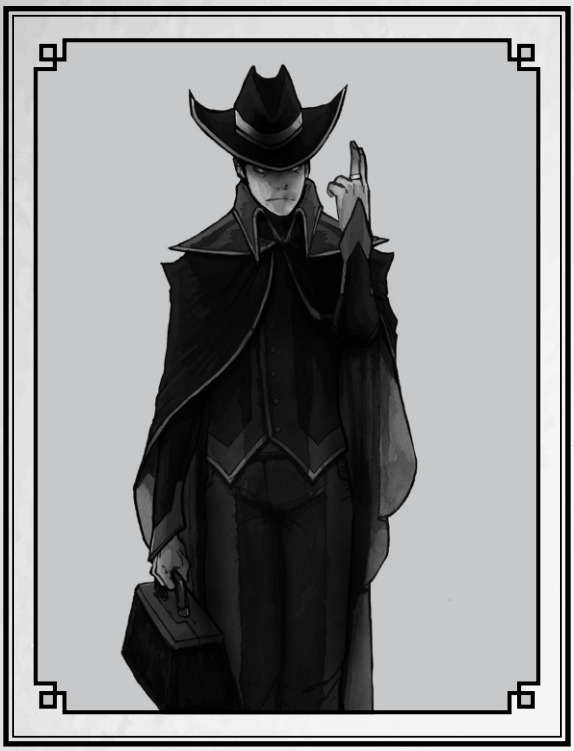
KURZ TRAITS

- **Ability Score Increase:** +2 Strength, +1 Wisdom
- **Age:** Kurz mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.
- **Alignment:** Kurz come from a society where oaths, promises, and allegiances are paramount. Most kurz tend towards the lawful alignment. Kurz have no real racial tendencies to good or evil. The best and the worst are found among them.
- **Size:** Kurz are somewhat larger and bulkier than humans, and they range from 5 1/2 to well over 6 feet tall. Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Already Cursed:** Kurz already have a powerful curse placed upon themselves. This terrible curse has one remarkable benefit in that the curse grants the kurz the ability to ignore one disadvantage roll per day. They cannot also gain advantage on this roll through any other means.
- **Third Eye:** The third eye of the kurz stays closed most of the time. As a free action a kurz can open his third eye. Once opened a kurz has the ability to sense any undead, daemon, or the faint aura of magic within 30 feet for as long as the eye is open. During this time a kurz can make checks to identify any magic he sees if he has the ability to do so. The eye must remain open at least one round to gather this information. During that time a kurz is also disadvantaged to Perception checks involving sight, and attack rolls due to the confusing nature of the three eyed sight... Upon closing the third eye a kurz is dazed for 1 round per round the eye remained open.





Male Kurz



Male Changeling

Changeling

Changeling are born not from love, sex, or any form of natural reproduction. They are born from abduction. Often the abduction of babies or young children. The Fey abduct a normal person from their daily life and drag them into their strange world. In their place they leave the changeling. No changeling has any memories of their time spent with the fey. In fact, some never even realize their own origin. Memories are lost in the land of the fey. Instead the imposer changeling is raised by the family, forever marked by some strange disability or deformity.

Changelings are known for their strange and unique abilities and powers. Many changelings are naturally feared by those who know what they are. Those who don't often still see them as monstrous and otherworldly. Changelings are often filled with the mirth and madness of their fey abductors. They are commonly thieves, and find a natural connection to occultism.

Physical Description

Changelings are often strange in appearance. Milky white eyes, white, gray, or raven black hair are common. Skin color varies, but is usually a muted color comparable to what would be normal. Changelings rarely physically show their strength and are most often lithe. Their limbs are slightly longer than other humanoids. Changelings are approximately the same average height as a human, and slightly lighter in weight. Changelings are known for having pointed ears very unlike a human.

Changelings wear all manner of clothes and disguises. It is not uncommon for Changelings to wear basic, nondescript clothing. Many shun articles of clothing or jewels that stand out and might be noticed, while others cover themselves in everything distracting hoping others will notice it more than what is wearing it. Others might actually carry several outfits with them all the time.

Society

Changelings are small in number, and have no society to speak of. Most adopt the identity of the lands they live in. Most live on the fringes of society as criminals, vagabonds, or adventurers. Few manage to create a way for themselves to survive outside of that lifestyle, but usually it inevitably falls to subterfuge.

Alignment and Religion

Changelings are rarely ever lawful. Their nature added to the difficulty they have living in society makes it difficult if not impossible to foster a sense of lawfulness in them. Changelings are strongly neutral aligned, but more than a few have swung towards good and evil.

Changelings sometimes seek religion among the humans, but far more gravitate towards trying to understand the fey. Daemons are often very persuasive to changelings due to their downtrodden lifestyles, and more than one female changeling has become a witch in service to the monstrous.

Adventurers

Changelings are built for the life of an adventurer. Rarely sitting still for long. Having little to few connections to people. Many changelings are skilled in stealth, deception, map-making, lock-breaking, not to mention the ability to confuse others. Changelings make excellent scouts and spies and are useful in any adventuring party.

CHANGELING TRAITS

- **Ability Score Increase:** +2 Charisma, +1 Dexterity
- **Age:** Changelings have remarkable long lives. Always born as adults, Changelings never suffer from age penalties, but die around the age of 150.
- **Alignment:** Changelings are mostly Chaotic Neutral, but are capable of any alignment. Changelings are rarely Lawful.
- **Size:** The average size of a human, but with slightly longer arms and legs. Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Changeling Magic:** All changelings are born with a magical ability that sets them apart. They can select one of three unique magical abilities and once chosen, these abilities cannot change.
  - » **Shapeshifting:** A changeling can change appearance in a way similar to the spell Disguise Self a number of times per day equal to 1 + their charisma modifier (minimum 1). Unlike the spell the disguise holds up to physical inspection and others are at disadvantage to look through it if they have reason to do so.
  - » **Illusionist:** Changelings are naturally capable of creating some small illusion effects. At will a changeling can use the Minor Illusion cantrip. Use of this cantrip does not invoke corruption.
  - » **Primal Elemental:** Associated with fey, changelings have the ability to call upon the elements to attack. You can use the Fire Bolt cantrip at will. You must select one damage type to use permanently. Fire, Cold, or Lightning are all appropriate. Use of this cantrip does not invoke corruption.
- **Trick of Fate:** Changelings have the ability to alter luck, fate, and destiny on a small scale. A changeling can, 1 + charisma modifier times per day (minimum 1) grant Advantage or Disadvantage to any rolled action they are aware of that is not their own.
- **Glib:** Changelings may choose at character creation to be proficient in either the Deception skill or the Persuasion skill.



Dearest Emily,

Verily I beseech thy forgiveness, for I have not written thee in an age. Things in Havillesten are dark though I am pleased to inform my swift departure before snowfall. The reason for my not sending letter sooner is thus detailed below.

Sorrow swells in the house of Briar. Mary-Ann and Thomas (remember they with child?) have called upon a Witchhunter. On the eve of their marital union they did not heed the word of Wise Sally and the Mothers of Gund. They did not hang thistle and holly; they even went without lamb's milk 'neath their bed! You might same as I - what were they thinking? Unfortunately the only answer I have is that of the consequence.

They Fey have come. Switched their babe. To think they would be so careless, to think they would tempt those strange and powerful perversions of our world! Foreshame.

Now they've something else. The Mothers of Gund call them Changelings. I suppose, then, I shall be seeing thee sooner than expected. Weeping for their loss, and mine, for I am now forced to find another position as Governess.

Affectionately Yours, Arsa Verunii



Female Changeling



Female Dhampyr

- **Languages:** Changelings begin the game with two additional languages.

Dhampyr

There is more than one way to create a Dhampyr. The most common is the result of a union between a male vampire and a female mortal. Vampire women are unable to bear a child. However male vampires sometimes have just enough life left in them, especially right after feeding, to rarely but possibly impregnate a mortal woman. These women rarely survive the birth of the Dhampyr children who begin to feed on the mother's blood even before birth. If cared for the mother can give birth but most likely bleed out and die afterward.

It is also possible to infect living pregnant females with vampire. The child is often stillborn afterward and discarded. Every once in a while enough of the vampire curse affects the child that a stillborn revives. Without care the infant will die, but it is possible.

Dhampyr grow much like normal children for the first ten or eleven years of life. They are stronger and faster than other humans, and often have a pale complexion and aversion to sunlight, but the thirst of blood only starts getting strong during puberty. Dhampyrs can still eat normal food and drink, and sleep like normal, but deal with a terrible thirst forever.

Physical Description

Dhampyrs are often pale. Even with a darker tone the pale complexion is common. They cannot tan, but often get severe sunburn under the sun. Their eyes are often described as cold and unfeeling. The hair and nails of a Dhampyr grow faster than others, and often finger and toenails turn black. Otherwise they look no different than other humans. All Dhampyr exude a sense of dread or doom to those that interact with them.

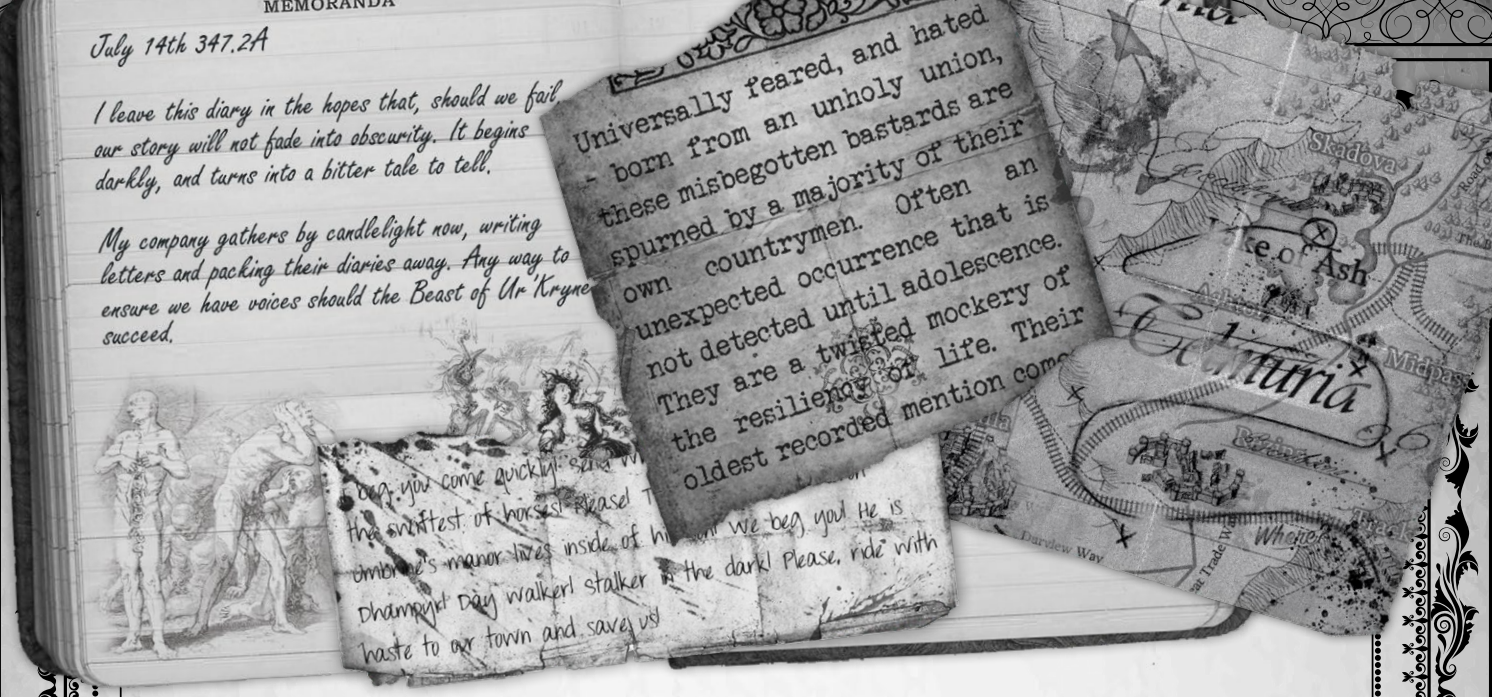
A Dhampyr cannot hide their fangs like normal vampires. They are always present, and a dead giveaway to their nature. Magic may be able to assist in this, but otherwise most Dhampyr keep their smiles hidden and do not open their mouths much during conversation.

Because of this Dhampyr prefer large communities where they can disappear into the crowd. It is much easier to fade into the masses in a place where few know who they live next to than in small rural communities where everyone knows everyone and any strangeness is well noted by everyone.

Society

Dhampyr are too rare to have formed any kind of society. Many unlucky ones live among vampires where they are kept as pets, spies, and useful tools during the daylight hours. Vampires may use these dhampyr to protect them during the day, and to represent their interests during times they cannot be active. Others simply keep them around feeding them scraps of human meat and blood from the victims the vampire collects.

Other dhampyr are spared such a fate. They manage to escape or are discarded by their vampiric masters. Some, extremely lucky dhampyr, manage to get adopted by families. Either their biological ones, or a caring stranger, and learn to function in society. Abandoned dhampyr often grow into homeless vagabonds descending into crime like many people until their thirst begins. Others who are lucky to be raised by families are again, fine, until the



thirst. It changes everything. Lone dhampyrs often learn to slake their thirst through murder. Those who are raised will almost inevitably attack their families who might throw them out or try and help them. Some choose to attack the young ones forever ostracizing the youth from their family. Either way these spurned beings are forced to engage an uncaring world alone.

Alignment and Religion

Dhampyr have no general aversion or attachment to law or chaos, and are often the target of religious zealotry. Few find any comfort in it. However, there are tales of dhampyr who exude such faith that they even become ordained priests.

Adventurers

Dhampyr go to the adventuring life easily. Those with a chip on their shoulders towards the undead find life amongst adventurers often have use of their skills. Adventurers are often the odd people out of their own societies. As such adventurers are more likely to accept the oddities of a dhampyr.

Dhampyr Traits

- **Ability Score Increase:** +1 Charisma, +1 Strength, +1 to any ability score.
- **Age:** Dhampyr age like humans, but do not appear to age until the very last of their years.
- **Alignment:** Any alignment.
- **Size:** Dhampyr are of average size. Your size is Medium.
- **Speed:** Your base walking speed is 40 feet.
- **Darkvision:** Dhampyr have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Sunlight Sensitivity:** Dhampyr have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
- **Undead Resistance:** Dhampyr have resistance to all necrotic damage.
- **Corrupted from Birth:** Dhampyr begin play with one point of corruption that can never be removed, and thus are immediately recognized to those who sense corruption.
- **The Thirst:** A dhampyr can go a number of days equal to 1 + their constitution modifier (minimum 1) before requiring at least 1 hp worth of blood drank from a humanoid creature. Every day after that the dhampyr does not drink they gain 1 level of exhaustion. To



Male Dhampyr

remove these exhaustion levels a dhampyr must drink 1 hp worth of blood for every level of exhaustion.

Promethean

Prometheans are born through a strange and vile combination of alchemy, science, and magic. The body is rejuvenated and made to never rot with alchemy, science seems to reignite the mind, and magic seems to be what brings the two together. In the place of all of this is a moving pile of human flesh with a child's mind and a body that is potentially eternal.

It takes an average of six months for the child-like state the promethean is born into to subside. During this time, they learn at an amazing pace. Speech is mastered, coordination and basic skills mastered. At this point the mind is hungry and takes another six months until they become fully adult.

Physical Description

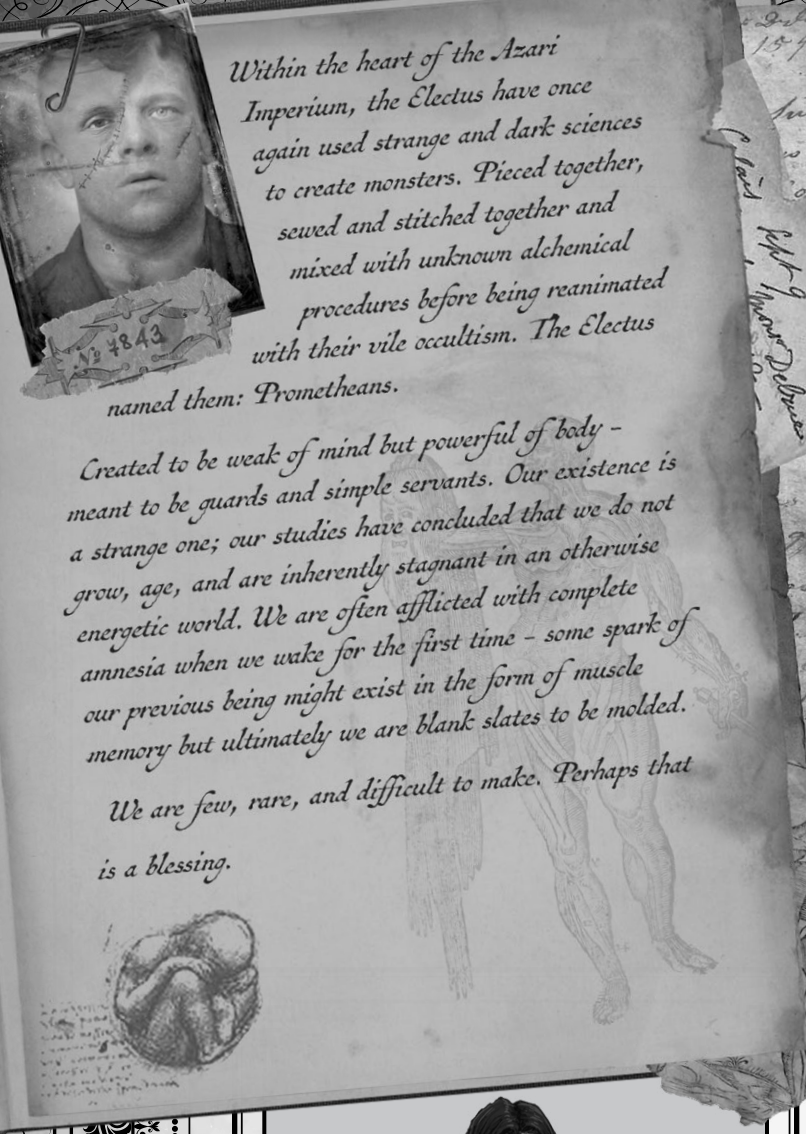
Prometheans are often quite unusual in appearance. Sometimes their faces are composed of different people which leaves a wide variety of skin tones, features, heights, weights, and other features available to pull from. Everything from entire limbs to small patches of skin can have different skin tones and textures. Some small portions of the body are sometimes replaced with metal parts. Prometheans are often very aware of their strange appearances and many take strides to hide or disguise these features as medical issues.

Society

Society is often irrelevant to the Promethean. With no memory of their former lives the Promethean often adopts cultural idiosyncrasies from wherever they live.

Prometheans find it incredibly difficult to find acceptance in normal society. Many live away from others, or among the poor and destitute. Few manage to live amongst others for any length of time. Their apparent agelessness and oddness confuse and frighten others.

However, like others, Prometheans need rest and companionship. They often take employment in positions that are dangerous for others. Mining, smelting, and logging are common.





Male Promethean

Prometheans sometimes gather together in small groups. These groups often provide each with some measure of comfort in an uncomfortable world. Not to mention protection from the dangerous hands of others who may learn the stories of them.

Alignment and Religion

Most prometheans learn from an early age to obey. Younger ones almost always have a lawful demeanor. However, as they reach adulthood it is not unknown for this to change. In fact, a number of prometheans strive to throw off the shackles of obedience and embrace an anarchic way of life.

Religion, however, is vastly different. Prometheans almost always take religion very seriously. Whether they embrace faith or denounce it all prometheans have strong feelings concerning faith and religion. For creatures who are the animate flesh of the dead and the minds of the living the question of a soul and an afterlife rings hard for the potentially ageless prometheans.

Adventurers

Prometheans take to the cause of adventuring like it was meant for them. Preternaturally tough and strong, combined with their relentlessness the prometheans make fantastic warriors, scouts, and soldiers. In addition, the strangest of people tend to fill adventurer ranks. Outcasts and rakes are the most likely to be willing to accept a promethean. A lucky one may even find friends and build a life worth living.

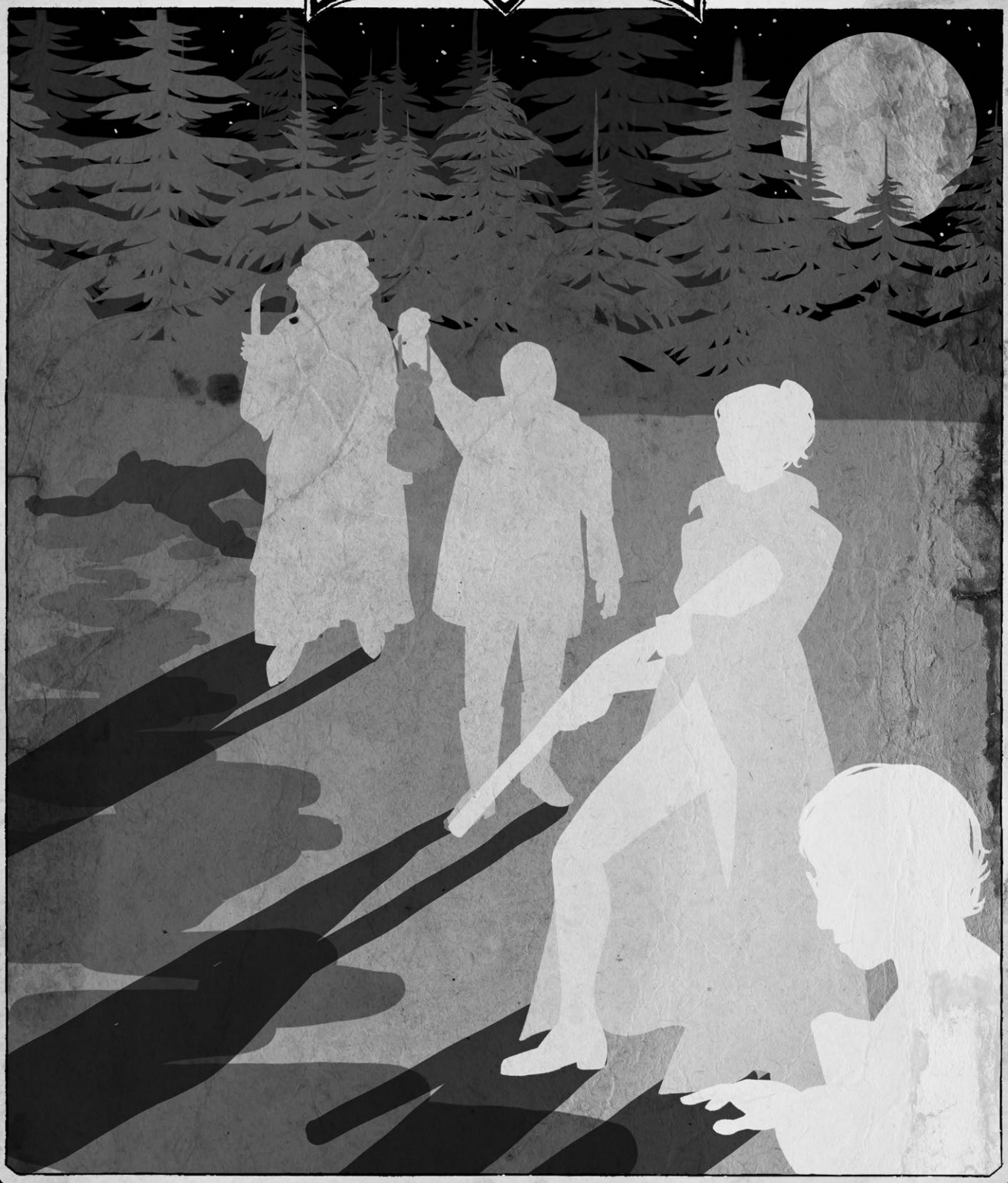


Female Promethean

Promethean Traits

- **Ability Score Increase:** +2 Strength, +2 Constitution
- **Age:** Prometheans look as they did the day they were made and do not age naturally.
- **Alignment:** Any alignment.
- **Size:** Prometheans are of average size. Your size is Medium.
- **Speed:** Your base walking speed is 25 feet. Your speed in not reduced in heavy armor.
- **Slow Mind:** Though just as intelligent as other races, the minds of Prometheans are slower to process than others. Prometheans have disadvantage on Intelligence saving throws.
- **Insurmountable:** Any attempt to physically move a promethean often sees failure. These sure-footed and powerful creatures simply won't budge. When another creature attempts the shove action, or the grapple action to attempt to grapple the promethean, they do so at disadvantage.
- **Powerful Blows:** A promethean deals 1d4 + strength modifier bludgeoning damage on an unarmed strike.
- **Half-Construct:** Prometheans are strange creatures. Prometheans do not eat or drink, and in fact are incapable of taste. They do not sleep, are immune to magical and alchemical sleep, but the bodies do require at least 4 hour of rest. They do not suffer in hot or cold environments unless subjected to cold or fire damage. You make any check to resist exhaustion at advantage. You are immune to disease and have resistance to poison damage.

Chapter 2: Classes



Wayward Winds

"No matter the time, or the place, fate is gonna call."

The thunderous sound sent a shockwave throughout the dense forest, its echoes reaching farther than any clamor Arden had ever witnessed. His eyes were so wide they began to water, hands trembling at the awesome power which stood before him, wielded by a mere two hands.

"Wooooowee! Praise the Lord and pass the ammunition!"

His red haired companion's shout yanked him hurtling back to the present like an arrow released from its bow, or, perhaps he should change his comparison to the bullet... Arden clutched his canvas satchel tightly to his breast and with his free hand upon his hat he began running towards the alien gunsmith. Clouds of his breath escaped his lips, boots crunching the brush underfoot, and while he might've done well to pay more attention to his step he was far too focused on the woman before him.

"Lady Bananseid!" Arden cried. "Pray tell what do your people call such a monstrous weapon?"

The Lady Bananseid wrinkled her nose at the moniker; Arden thought nothing of it but made sure to make a mental note of her reaction. Perhaps it was offensive? She turned fully to him and sent a glob of brown-black ichor to the floor beside her with a manly spit. Arden had learned not to recoil at some of her unusual mannerisms but for a gentleman such as himself they were hard to stomach at times.

"This here? Well I calls her Becky. For she's as purty as one I knew I 'spose. If yer meanin' technical terms, she's called a shotgun."

Her voice was deep, husky from years living in a dry and unforgiving land, and Arden surmised the rose tint to her skin had something to do with it as well. Most of the women he knew had skin like milk or chocolate, but the firehaired lady before him nearly matched the leather coat she wore - in texture and color no less! Alien to Arden indeed she was, but he'd been promised the best for his task ahead and couldn't complain with the results he'd seen thus far.

She was a tall woman, with penetrating eyes as clear as the summer skies but what impressed him most wasn't her appearance; it was her prowess in battle. Especially in terrain as wild as the woods they now found themselves in.

"How much silver will you need?" He asked when he finally caught up to her.

"Hmm... I reckon two pounds." She answered.

She'd taken to leaning against a nearby tree and was busying herself with the cleaning

of her barrel while Arden pulled from his satchel a leather bound book.

"Aha! We're in luck! My last trip did indeed reward me with quite enough to procure that much silver. Will you need anything else? Should we -"

"I'm wonderin' why yer lord and lass ain't here."

The tone in her voice stopped Arden's enthusiasm cold; in his excitement at the prospects of victory to the battle ahead he'd forgotten just how much Lady Bananseid frightened him at times. The Lady was a sort of fish out of water, more so when he considered their location! The very cold, wet forests of Draskul which even Arden himself - a native - found perilous to traverse. He was suddenly slack jawed and staring at her, journal and pen in hand poised to write but unable to move under the weight of her stare. A killer's stare.

"They..." He found himself beginning to say. "Please understand miss, they are gathering at least one other to join us in our hunt. A man quick of wit but quiet of foot, they say he was a traveling circus performer that, like they, seeks revenge against the Lycan. As such, I am to escort you, after providing you with what you need, that is." He swallowed the pit in his throat, hoping that his words reassured her.

"Mmhm. What about you? Yer lord and lass, and now this stuntman, they got history with that there wolf. What about you then?" She removed her gaze from Arden (much to his relief) and returned to her work.

"No. I, fortunately, have no history with the beast. I'm a mere alchemist looking to join their order but they -"

"Ya were a soldier once, got the gait and the hands."

"Aah... y-yes. My days warring for Draskul are long behind me. Now I mean to make a living saving lives."

A grim smile crossed her face, like death before the reaping. "Sure thing soldier boy."

Crackle.

Pop.

Crackle.

Crickets and toads sing, the leaves of trees rustle as the cold winds of Draskul Forest add to the melody of the night. All is quiet, serene, as shadows dance alongside sloped tent walls, surrounding it.

The snap of a twig.

Wayward Winds

The flutter of birds as they escape their perch.

All is quiet but for the wind and fire.

Then. Suddenly. All is thrown into darkness.

Screams are heard as a monstrous roar breaks the silence of the night, nothing illuminates the camp. A hiss as a wick burns. The sound of pain and agony and fear drown out all other sounds.

The darkness slowly recedes.

At the center of it stands a hunched over man wearing a tattered groom's suit, the ragged edges of his coattails stained with old blood and his fingers tipped in talons. He is covered in gore from his mouth to his breast. Satisfaction, victory, does not cross his face - instead it is confusion which paints it. He looks to the ruins of his violence, torn tents with nothing but popped suede sacks of pigs' blood. Cadavers torn to shreds...

His fury at the ruse causes him to cry out.

The snap of a twig.

He spins around, ready to strike with fang and claw.

His eyes stare down something long, black, and metal. It is the barrel of an impossibly large gun.

"Evenin' - I'd like ya ta meet Becky."

The sound of thunder was all the vampire heard after the husky, accented voice, of the redhaired woman before him.

"By god you've gone and blown half his face!" Arden cried, stepping to her side, satchel in hand.

"Be quick soldier boy." She spat. "His face'll be ripe fer another load of shot in a tick."

"No. No stakes."

Arden and Miss Bananseid turned, behind them was Eric and Vala Thistledoe standing in their night shifts with weapons at the ready. Arden, confused, could not fathom why either of them wanted to risk letting the vampire live another moment longer. He took a step forward to question their motives when he felt Miss Bananseid's hand upon his forearm.

"They can't heal their fangs. Rip 'em off. Tie him in silver." Without another word the gunsmith turned away from the party of three to clean camp.

With only the grace of the moon to cast a light upon their surroundings, it was almost impossible for Arden to read the expressions on Eric and Vala who stood silently staring at the vampire who writhed, and gurgled on the floor.

It was Eric's wife, Vala, who spoke first. "He was a messenger. The wolf knows we're on his trail - like our gunsmith says. We tie him up."

Arden looked down to the creature. "... with all due respect, dawn is in several hours I do not think it wise to -"

Eric was quick to interrupt the alchemist, his voice stern and hoarse clearly still struggling with having lost precious hours of rest. "Then we best get to it Mr. Eisbich, for we need to question the poor sod before then."

Arden could not take his eyes off the scene before him. *What have I gotten myself into?* He pondered. Have they all chipped their humanity away with encounters such as this?

How long will mine last while on this course?

FIN





Ordines Professionis





TABLE: ALCHEMIST

Level	Proficiency Bonus	Features
1	2	Alchemical Compound, Hermetic Pursuit
2	2	Alchemical Tool Expertise, Scientific Revelation 1
3	2	Pursuit Feature
4	2	Ability Score Improvement
5	3	Scientific Revelation 2, New Compound
6	3	Pursuit Feature
7	3	—
8	3	Ability Score Improvement
9	4	Pursuit Feature, New Compound
10	4	Scientific Revelation 3
11	4	—
12	4	Ability Score Improvement
13	5	New Compound
14	5	Pursuit Feature
15	5	Scientific Revelation 4
16	5	Ability Score Improvement
17	6	Pursuit Feature, New Compound
18	6	Ability Score Improvement
19	6	—
20	6	Scientific Revelation 5

Alchemist

Class Features

As an alchemist you gain the following benefits:

Hit Points

Hit Dice: 1d8 per alchemist level
Hit Points at 1st Level: 8 + your constitution modifier.
Hit Points at Higher Levels: 1d8 (or 5) + your constitution modifier per alchemist level after 1st.

Proficiencies

Armor: Light Armor
Weapons: Simple Weapons, Firearms
Tools: Alchemist Kit
Saving Throws: Constitution, Intelligence
Skills: Choose three skills from Arcana, Deception, History, Investigation, Nature, Religion, Sleight of Hand

Equipment

You start with the following equipment, in addition to the equipment granted by your background:
(a) a mace and 10 darts, or (b) two simple weapons
(a) light crossbow and 20 bolts, or (b) pistol and 10 bullets
(a) explorer's pack, or (b) a dungeoneer's pack
Leather Armor

Alchemical Compound

Alchemists develop many signature compounds over their careers that define not just their roles, but also their strengths in and out of combat. You start with two compounds known, and may select an additional compound at 5th, 9th, 13th, and 17th level.

You must have an alchemist's kit in your inventory to create alchemical compounds. Your character begins with one alchemist's kit upon character creation, and must replace it if it is lost or destroyed.

If applicable, all compounds have a saving throw of 8 + proficiency bonus + intelligence modifier unless otherwise stated.

Compounds can be used at will, and each require an action unless otherwise stated. Compounds are thrown with a range of 20/60, and thrown with your dexterity modifier on both the attack roll, and added to the damage roll. The extra damage is added as whatever type of damage dealt by the compound.

Acidic Compound

You can reach in your bag, grab the proper ingredients, and make a volatile acidic compound. You target a creature with an attack roll as normal. This compound's damage increases as levels in the alchemist class also increase. The damage of this compound begins at 1d8 acid damage at level 1, and increases to 2d8 at level 5, 3d8 at 11th level, and 4d8 at level 17.

Combustion Compound

You can reach in your bag, grab the proper ingredients, and make a volatile compound. You target a creature with an attack roll as normal. This compound's damage increases as levels in the alchemist class also increase. The

damage of this compound begins at 1d8 fire damage at level 1, and increases to 2d8 at level 5, 3d8 at 11th level, and 4d8 at level 17.

Enhancement Draught

The body can gain great benefits from exposure to some compounds… An alchemist who learns the Enhancement Draught has discovered the means to enhance the body and mind beyond normal limitation. However, a single individual can only benefit from an enhancement draught once before their body requires a full rest to properly absorb the beneficial properties of a second. Enhancement Draughts can be used on either the alchemist themselves, or another willing target, and temporarily increases any single ability score by 2. Hit Points gained by increasing constitution are temporary hit points. Any ability score enhanced with this draught cannot exceed 20. The effect lasts 1 minute.

Frost Compound

You can reach in your bag, grab the proper ingredients, and make an enveloping frigid compound. You target a creature with an attack roll as normal. This compound's damage increases as levels in the alchemist class also increase. The damage of this compound begins at 1d8 cold damage at level 1, and increases to 2d8 at level 5, 3d8 at 11th level, and 4d8 at level 17.

Poisonous Compound

You can reach in your bag, grab the proper ingredients, and make a short-lived venomous compound. You target a creature with an attack roll as normal. This compound's damage increases as levels in the alchemist class also increase. The damage of this compound begins at 1d8 poison damage at level 1, and increases to 2d8 at level 5, 3d8 at 11th level, and 4d8 at level 17.

Electrical Compound

You can reach in your bag, grab the proper ingredients, and make a spreading electric compound. You target a creature with an attack roll as normal. This compound's damage increases as levels in the alchemist class also increase. The damage of this compound begins at 1d8 lightning damage at level 1, and increases to 2d8 at level 5, 3d8 at 11th level, and 4d8 at level 17.

Fragmentation Bomb

This deadly compound cannot specifically target an individual, but instead creates a 5-foot radius area of effect. A fragmentation bomb deals 1d4 points of fire damage from the explosive, and 1d4 points of piercing damage as bits of the compound solidify into metal shards when exposed to heat and air. Anyone caught in the blast must make a dexterity saving throw for half damage. The power of the fragmentation bomb increases as levels in the alchemist class also increase. The damage increases to 2d4 for each at level 5, 3d4 for each at level 11, and 4d4 for each at level 17.

Healing Draught

A quick fix that many alchemists learn to create. Much like a true healing tonic, the healing draught is bottled contents that when drank can restore some of the most terrible injuries a person may receive. However, a single individual can only benefit from a healing draught once before their body requires a full rest to properly absorb the beneficial properties of a second. A healing draught restores 1d10 points of health at level 1, 2d10 points at 5th level, 3d10 points at level 11, and 4d10 points at level 17.

Smoke Bomb

A relatively common compound that many adventuring alchemists find greatly useful, and even expand upon in later parts of their career. A smoke bomb creates a 10-foot radius cloud of dark black or grey smoke. Anyone caught in the effect is considered blinded until they escape the radius, and the cloud obstructs line of sight. A moderate wind will blow it away. Otherwise the smoke will remain for up to one hour.

ALCHEMICAL TOOL EXPERTISE

An alchemist is a specialist in alchemical tools and methodology. Whenever the alchemist attempts to use their alchemist's tools they can add double their proficiency bonus. In addition, the alchemist can craft some alchemy that is simply beyond the understanding of those outside of the class. These unique alchemical items shall be expanded upon in later publications.

SCIENTIFIC REVELATION

As an alchemist continues his craft he can sometimes make remarkable discoveries that few others are aware of and can mimic. At level 2, level 5, level 10, level 15, and level 20 the alchemist can select one scientific revelation

from the list available to them. Some revelations can only be learned at minimum levels, require minimum ability scores, or require the alchemist to have knowledge of a particular compound or follow a specific hermetic path.

Alchemical Concussive

Prerequisite: Electrical Compound

Your alchemical spark compound can be altered to, instead of creating a spark of electricity, create a concussive blast of thunderous sound. Whenever you target a creature with an alchemical spark compound you can choose to have it deal thunder damage instead. In addition, a target struck by an alchemical concussive must make a constitution saving throw or be deaf for 1d4 rounds.

Expanded Explosive

Prerequisite: Fragmentation Bomb

Your fragmentation bombs can affect a larger radius than normal. You can choose to have your fragmentation bomb's affect a 10-foot radius if you choose.

High Explosive

Prerequisite: Expanded Explosive

You enhance the radius of your explosives once again. You can now choose to increase your fragmentation bomb's affect to a 20-ft radius.

Igniting Flame

Prerequisite: Combustion Bomb

Your alchemical fire compounds not only deal fire damage, but can light targets on fire. Whenever you employ an alchemical fire compound you can choose for it to ignite and set the target on fire. If successfully struck, the target must make a dexterity saving throw or catch fire, dealing an additional 2d4 points of fire damage at the beginning of your next turn. A target lit on fire can choose to attempt to put out the fire by spending their entire turn dropping to the floor and rolling, which allows them to remake the same saving throw with advantage. They can attempt to smother the blaze out by patting themselves down as action, which allows them to remake the saving throw. They can also leap into water, be exposed to at least five points of cold damage, or use other similar methods up to the DM's discretion to immediately end the ignition. Someone set on fire will continue to burn until the fire is either put out, or there is no more fuel to burn.

Snap-Freeze

Prerequisite: Frost Compound

Your frost compound can now cause your targets to freeze in place for a short time. Whenever you employ a frost compound you can choose to allow it to try and freeze the target in place. Targets must make a strength saving throw or be restrained for 1 round.

Virulent Poison

Prerequisite: Poisonous Compound

Your poisonous compound can become virulent, and deal poison damage over time. Whenever you employ a poisonous compound you can choose to allow it to seep into susceptible tissue and deal damage over time. A target affected must make a constitution saving throw after taking damage. If successful, the effect ends. If failed, the target takes an additional amount of damage equal to ½ of the damage rolled at the beginning of the alchemist's next turn.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Hermetic Pursuit

When starting their careers an alchemist must decide which Hermetic Pursuit to follow. Firstly, is the path of the Apothecary, which is a pursuit that focuses on healing the body, mind, and spirit from ailments. The second is the path of the Plague Doctor, which focuses on understanding what causes the body to malfunction. The third is the Alienist, which focuses on exploring altered states of consciousness through alchemical means. This choice grants the alchemist additional abilities at 3rd, 9th, 14th, and 17th level.

Apothecary

The Apothecary is a welcome sight in the towns, cities, and wilderness. Apothecaries specialize in medication, the diagnosis of deadly ailments, and boosting the immune system against the ravages of disease, poison, and plague. Apothecaries are incredibly useful to an adventuring party. They can help heal their allies from grievous wounds, as well as bolster their bodies against the horrors that they will almost certainly face.

Medical Kit

Apothecaries carry various medical supplies that they are always looking to replenish. You gain proficiency in the Medicine skill and can use it in unique ways. At 3rd level you craft and can use a medical kit a number of times per day equal to 3 + your intelligence modifier. Each use of the medical kit requires 10 minutes of uninterrupted work, and you can only select one effect from the list below to attempt per use of the medicine skill.

- You can restore a number of hit points to an injured creature with a DC 10 Medicine check, and restore 1d8 + your wisdom modifier hit points to the creature. You automatically restore an additional 5 hit points at level 6, 10 at level 11, and 20 at level 16. You can restore an additional 1d8 hit points by adding +5 to the DC, up to DC 30.
- You can diagnose and cure the Poisoned, Blindness, Deafened, and Paralyzed conditions with a DC 15 Medicine check.
- You can bestow temporary hit points to a creature without any physical damage with a DC 20 Medicine check. You bestow 1d10 + your wisdom modifier temporary hit points for 1 hour. You can increase the amount of temporary hit points by 1d10 by adding +5 to the DC, up to DC 30.
- You can diagnose and remove any nonmagical disease, the Charmed, and the Petrified conditions with a DC 20 Medicine check.
- You can remove any single effect reducing the creature's hit point maximum, or any single reduction to the creature's ability scores with a DC 20 Medicine check.



Medical Specialist

Apothecaries of 6th level and higher have become incredibly proficient in medicine. Whenever you make a Wisdom (Medicine) check you do so with double your proficiency bonus.

Field Surgery

Apothecaries are remarkable physicians. At 9th level an apothecary can save someone even from the brink of death. Any dead creature that has died within the last minute can potentially be returned to life by an apothecary with a DC 25 Medicine check. This field surgery is incredibly lengthy, and requires one hour of uninterrupted work. If successful, the target is returned to life with 1 hit point. Field surgery also neutralizes poisons, and removes nonmagical diseases. It does not, however, remove magical disease, curses, or similar effects. It does not restore lost body parts. The check automatically fails if the body is in no condition to be returned to life such as a severed head, severe physical trauma, and so on, at the discretion of the GM.

Such intensive surgery is costly on the body of those who are forced to undergo it. The now restored creature takes a -4 penalty on all attack rolls, saving throws, and ability checks. Every time the creature finishes a long rest the penalty is reduced by 1 until it disappears.

Miracle Cure

At 14th level Apothecaries can craft and carry one Miracle Cure. An apothecary can only carry one miracle cure at a time. When drank, the miracle cure restores 100 HP, cures blindness, deafness, disease, poison, paralysis, petrification, and any mind-affecting effect.

Once used, an apothecary can craft another only after a long rest. If the apothecary has used a miracle cure that they crafted longer than one full rest ago, they may craft another during a short rest.

Restoration Expert

Apothecaries at this point have become some of the world's foremost healers. Whenever an Apothecary of 17th level restores hit points, they automatically restore the maximum amount.

PLAGUE DOCTOR

A plague doctor is a unique type of alchemical expert that specializes in the diagnosis and understanding of diseases, poisons, and the malfunction of the body. Plague doctors are valuable to an adventuring party because they can deal damage to creatures that causes them to poison or reduce the efficacy of their enemies. They can also protect the party from disease and those same ravages.

Plague Specialization

A plague doctor is most infamous for their understanding of poisons and disease. At 3rd level a plague doctor can cause a virulent effect in a target, or remove such an effect. The plague doctor gains the Poisonous Compound ability with the following changes: The target must make a constitution saving throw or gain the poisoned condition for 1 round.

In addition, a Plague Doctor can remove the poisoned condition or any nonmagical disease from a target by spending 1 minute working on that target.

Walk Among Them

A plague doctor becomes immune to poison and disease (except supernatural diseases) at 6th level.

Greater Understanding

At 9th level a plague doctor can cause terrible diseases to affect their targets, as well as restore the body from the effects of such contagions. A number of times per day equal to 1 + the plague doctor's intelligence modifier, the plague doctor can cause disease in a target as though they had cast the Contagion spell using their Alchemist level as their caster level. A plague doctor can also exhaust one use of this ability to affect a target with the effects of a Greater Restoration spell that additionally remove any disease the target has.

Epidemic

At 14th level a plague doctor that causes either a disease or a poisoned effect on a target can watch that infection spread. Any target that is affected by either the poisoned condition or a disease caused by the plague doctor becomes contagious. Any target that passes within five feet during either their turn, or the movement of the



infected target's turn, may catch the condition. Those subjected must make a constitution saving throw or gain the condition of the infected.

Master of Poison

At 17th level a plague doctor becomes a master of diseases and poisonous effects. Whenever a plague doctor causes poison or necrotic damage they can choose to allow some of the damage to continue affecting their target. Whenever the plague doctor deals poison or necrotic damage the target takes an additional 2d6 points of the applied damage type for a number of rounds equal to the plague doctor's wisdom modifier.

ALIENIST

An alienist is obsessed with the mind. Utilizing alchemy, an alienist can tamper with the natural processes of the brain. Changing its chemistry temporarily to either ease mental suffering, or to cause it. Alienists are masters of mind control as well, and an adventuring party facing humanoid opponents can find their services invaluable.

Mental Influence

Using unique alchemical concoctions, the alienist can influence the mind of others. They can, a number of times per day equal to 3 + the alienist's intelligence modifier, use a special compound that can cause various effects on a target. These unique compounds use the same saving throws as the ones normally enjoyed by the alchemist class, and last a number of rounds equal to the charisma modifier of the alienist. An alienist can also use this ability to remove known conditions from a target. An alienist can choose between the charm, exhaustion (one level), or stunned conditions at 3rd level.

Hallucination Therapy

At 6th level an Alienist becomes adept at causing hallucinations in a target. Using their Mental Influence ability, they can choose the new blinded, deafened, exhaustion (two levels), or frightened conditions.

In addition, an Alienist can choose to not cause a direct condition, but affect the subject with specialized illusions. The Alienist can choose to make it that the target treats the Alienist as being invisible. They can also choose to affect that target as though a Major Image spell had been cast, but only viewable by the affected target.

Self-Experimentation

At 9th level an Alienist ingests a custom made compound that grants them several benefits. An Alienist at this level gains advantage on saving throws against any condition that they are able to affect others with using their Mental Influence ability. This does not count against custom effects, only direct conditions.

Greater Mental Influence

At 14th level an Alienist gains the following conditions to add to the list of Mental Influences they can affect others: exhaustion (three levels), and paralyzation.

In addition, the frightened condition gains one new effect. If a subject fails their saving throw against the frightened condition they require another saving throw. If the second saving throw is successful the subject is frightened as normal, but if failed the subject immediately drops to 0 HP and must begin making death saving throws.

Master Manipulator

At 17th level an Alienist can choose to affect a target with two conditions at the same time, but cannot cause two of the same effects at the same time. The targets must make separate saving throws for each effect.



TABLE: OCCULTIST

Level	Proficiency Bonus	Features	Cantrips Known	- Spell Slots per Spell Level - 1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2	Spellcasting, Arcane Recovery	3	2	—	—	—	—	—	—	—	—
2	2	Dark Tradition	3	3	—	—	—	—	—	—	—	—
3	2	—	3	4	2	—	—	—	—	—	—	—
4	2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5	3	—	4	4	3	2	—	—	—	—	—	—
6	3	Dark Tradition Feature	4	4	3	3	—	—	—	—	—	—
7	3	—	4	4	3	3	1	—	—	—	—	—
8	3	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9	4	—	4	4	3	3	3	1	—	—	—	—
10	4	Dark Tradition Feature	5	4	3	3	3	2	—	—	—	—
11	4	—	5	4	3	3	3	2	1	—	—	—
12	4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13	5	—	5	4	3	3	3	2	1	1	—	—
14	5	Dark Tradition Feature	5	4	3	3	3	2	1	1	—	—
15	5	—	5	4	3	3	3	2	1	1	1	—
16	5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17	6	—	5	4	3	3	3	2	1	1	1	1
18	6	Greater Arcane Recovery	5	4	3	3	3	3	1	1	1	1
19	6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20	6	Archmage	5	4	3	3	3	3	2	2	1	1

Occultist

Class Features

As an occultist you gain the following class features:

Hit Points

Hit Dice: 1d6 per occultist level

Hit Points at 1st Level: 6 + your constitution modifier.

Hit Points at Higher Levels: 1d6 (or 4) + your constitution modifier per occultist level after 1st.

Proficiencies

Armor: Light Armor

Weapons: Dagger, Darts, Slings, Quarterstaffs, Light Crossbow, Firearms

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) quarterstaff or (b) dagger

(a) component pouch, or (b) arcane focus

(a) scholar's pack, or (b) an explorer's pack

Spellbook

Spellcasting

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See end page for occultist spell list. In addition, you gain one point of corruption that can never be removed.

CANTRIPS

At 1st level, you know three cantrips of your choice from the occultist spell list. You learn additional occultist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Occultist table.

SPELLBOOK

At 1st level you have a spellbook containing six 1st-level occultist spells of your choice.

PREPARING AND CASTING SPELLS

The Occultist table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of occultist spells that are available for you to cast. To do so, choose a number of occultist spells from your spellbook equal to your intelligence modifier + your occultist level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level occultist, you have four 1st-level and two 2nd-level spell slots. With an intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st level or a 2nd level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of occultist spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

lntelligence is your spellcasting ability for your occultist spells, since you learn your spells through dedicated study and memorization. You use your intelligence whenever a spell refers to your spellcasting ability. In addition, you use your intelligence modifier when setting the saving throw DC for an occultist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your intelligence modifier.

Spell attack modifier = your proficiency bonus + your intelligence modifier.

RITUAL CASTING

You can cast an occultist spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your occultist spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain an occultist level, you can add two occultist spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Occultist table. On your adventures, you might find other spells that you can add to your spellbook.

ARCANE RECOVERY

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your occultist level (rounded up), and none of the slots can be 6th level or higher. For example, if you're a 4th-level occultist, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

DARK TRADITION

When you reach 2nd level, you choose a Dark Tradition, shaping your practice of magic through one of many adherences. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

GREATER ARCANE RECOVERY

At 18th level, you have achieved such mastery over your spells and recovering from their use that you are able to regain more spells when doing an arcane recovery. You can choose up to your occultist level of spells to recover. In addition, you can recover up to level 8 spells.

ARCHMAGE

When you reach 20th level, you gain mastery over magic. You add +1 to the DC to save against any of your spells. In addition, you choose two additional cantrips. You also treat any spell as cast in a slot one level higher, except 9th level spells which are treated as ninth level, and cantrips which are not affected.

Dark Traditions

Occultists everywhere tread where mortals should not. Whatever the excuse, it is always about power; pure, unadulterated power. Many traditions have sprung up over the world that have allowed mortals to surpass and control daemonic and otherworldly magics. Here are but a few.

The choice of Dark Tradition grants different abilities at 2nd, 6th, 10th, and 14th level.

AZARI BATTLEMAGE

A remarkable tradition of magic that originates in the far flung land of Azari where the Electus empire still stands. An Azari Battlemage binds corruption to their physical bodies as part of their tradition increasing their physical mastery. The skill of the Azari Battlemage is exceedingly rare outside of the Electus, but a trusted few over the centuries have been taught.

Skill-at-Arms

You gain proficiency in three martial weapons. In addition, you can use a martial weapon as a spell casting focus, as well as proficiency in shields. You still require one free hand to cast.

Battlemage Skill

At 6th level you can make an additional attack whenever using the attack action, and can cast spells while wielding a one-handed weapon as though that hand was empty. In addition, when you cast a cantrip you can make a free melee attack as a bonus action.

Battlemage Attack

At 10th level an Azari Battlemage can cast a spell as one of their two attacks during an attack action. The spell must have a casting time of one action, a bonus action, or a reaction. You must take a short or long rest to perform this again.



Supremacy

At 14th level whenever an enemy fails a saving throw against a spell cast by the Azari Battlemage, the Battlemage makes their next melee attack against that enemy at advantage if that attack occurs in the same round, or within one round.

DISCIPLE OF AKA MANAH

Believed to be one of the chief daemonic entities, and one of the few to which mortals know the name of, Aka Manah, Akem Manah, or Akhvan. Aka Manah is known as a sensual being who twists normal thoughts into dark thoughts. Disciples of Aka Manah follow these dark whisperings unaware. Often believing they, in fact, have the upper hand.

Spell Cruelty

At 2nd level a Disciple of Aka Manah learns how to twist their magic so that it deals extra damage. Whenever you successfully deal damage to a target as the result of a spell you can choose to do an extra amount of damage equal to the level of the slot used to cast the spell.

Absorb Life Essence

At 6th level a Disciple of Aka Manah begins to hear the whispers of a cruel power they can command. Instead of performing a short rest to roll hit die for healing, a Disciple can drain the life essence of others to heal themselves. As an action the Disciple creates a sustained arc of energy between themselves and a target within 30 feet. Every round the arc is maintained the disciple can roll up to 3d6 and cause that amount of damage to their target, while restoring their own health by the same amount. This effect requires concentration. For every die rolled remove one hit die from the total the disciple would use during a short rest. The disciple cannot use this ability if they have expended all of their rest hit die.

Whispered Secrets

The Disciple of Aka Manah hears one whispered secret from which the disciple was previously unaware. Once per day at 10th level the disciple can choose to listen and ask a question.
The GM rolls secretly:

- **1 – 75:** Reveals the truth
- **71 – 80:** Gives a hint, but not the truth
- **81 – 99:** Tells a lie
- **100:** Gain 1 corruption point

Aka Manah Investure

At 14th level the daemon Aka Manah has begun to make subtle marks on you. You become resistant to fire damage, and are resistant to slashing, piercing, and bludgeoning damage that does not come from a magical or silver weapon. In addition, if your corruption is any higher than 3 you gain access to any single witch invocation as long as your corruption remains higher than 3.

LORE OF THE VOID

Some occultists look not amongst the daemons for their magic, but deep into the void of the stars. Deep into space beyond the blackness lies terrible creatures who may not even be aware of our existence, but some occultists study and tread towards them in search of power.

Madness

At 2nd level the madness of staring into the void and tempting the outer beings has become more and more taxing on the mind. These occultists lose their proficiency in Wisdom saving throws, but gain proficiency in Charisma and Constitution instead.

Strange Geometry of the Mind

At 6th level the space around you becomes bent and difficult for others to overcome. Unless you take a bonus action to allow others to overcome it, any nonmagical melee or ranged attack made against you is done so at disadvantage. This does not occur if you are unaware of the attack.

Strange Changes

At 10th level you have begun to change from your channeling of alien power. You gain resistance to cold, electricity, and psychic damage. You are immune to being charmed or frightened.

Living Alien

At 14th level the occultist has begun to physically change. By using their bonus action an occultist can, at this level, extend their reach to 10 feet. The occultist becomes immune to the polymorph effect. They no longer age, but can die of old age. They neither eat nor sleep, but require mental rest to regain spells. They also restore one hit point per hour as long as they remain out of the sun.

Occultist Spells

Cantrips (0 level)
Acid Splash
Chill Touch
Dancing Lights
Fire Bolt
Light
Mage Hand
Mending
Message
Minor Illusion
Poison Spray
Prestidigitation
Ray of Frost
Shocking Grasp
True Strike

1st Level
Alarm
Burning Hands
Charm Person
Color Spray
Comprehend Languages
Cure Wounds
Detect Magic
Detect Poison and Disease
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Find Familiar
Floating Disk
Fog Cloud
Grease
Healing Word
Hideous Laughter
Identify
Illusory Script
Jump
Longstrider
Mage Armor
Magic Missile
Protection from Evil and Good
Purify Food and Drink
Shield
Silent Image
Sleep
Thunderwave
Unseen Servant

2nd Level
Acid Arrow
Alter Self
Arcane Lock
Arcanist's Magic Aura
Blindness/Deafness
Blur
Continual Flame
Darkness
Darkvision
Detect Thoughts
Enlarge/Reduce
Flaming Sphere
Gentle Repose
Gust of Wind
Hold Person
Invisibility
Knock
Lesser Restoration
Levitate
Locate Object
Magic Mouth
Magic Weapon
Mirror Image
Misty Step
Prayer of Healing
Protection from Poison
Ray of Enfeeblement
Rope Trick
Scorching Ray
See Invisibility
Shatter
Spider Climb
Suggestion
Web

3rd Level
Animate Dead
Bestow Curse
Blink
Clairvoyance
Counterspell
Create Food and Water
Dispel Magic
Fear
Fireball
Fly
Gaseous Form
Glyph of Warding
Haste
Hypnotic Pattern
Lightning Bolt
Magic Circle
Mass Healing Word
Major Image
Nondetection
Phantom Steed
Protection from Energy
Remove Curse
Sending
Sleet Storm
Slow
Stinking Cloud
Tiny Hut
Tongues
Vampiric Touch
Water Breathing

4th Level
Arcane Eye
Banishment
Black Tentacles
Blight
Confusion
Conjure Minor Elementals
Control Water
Death Ward
Dimension Door
Fabricate
Faithful Hound
Fire Shield
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Locate Creature
Phantasmal Killer
Polymorph

Private Sanctum
Resilient Sphere
Secret Chest
Stone Shape
Stoneskin
Wall of Fire

5th Level
Animate Objects
Arcane Hand
Cloudkill
Cone of Cold
Conjure Elemental
Contact Other Plane
Creation
Dispel Evil and Good
Dominate Person
Dream
Geas
Greater Restoration
Hold Monster
Legend Lore
Mass Cure Wounds
Mislead
Modify Memory
Passwall
Planar Binding
Raise Dead
Scrying
Seeming
Telekinesis
Telepathic Bond
Teleportation Circle
Wall of Force
Wall of Stone

6th Level
Chain Lightning
Circle of Death
Contingency
Create Undead
Disintegrate
Eyebite
Flesh to Stone
Freezing Sphere
Globe of Invulnerability
Guards and Wards
Heal
Heroes' Feast
Instant Summons
Irresistible Dance
Magic Jar
Mass Suggestion
Move Earth
Programmed Illusion
Sunbeam
True Seeing
Wall of Ice

7th Level
Arcane Sword
Delayed Blast Fireball
Etherealness
Finger of Death
Forcecage
Magnificent Mansion
Mirage Arcane
Plane Shift
Prismatic Spray
Project Image
Regenerate
Resurrection
Reverse Gravity
Sequester
Simulacrum
Symbol
Teleport

8th Level
Antimagic Field
Antipathy/Sympathy
Clone
Control Weather
Demiplane
Dominate Monster
Feeblemind
Incendiary Cloud
Maze
Mind Blank
Power Word Stun
Sunburst

9th Level
Astral Projection
Foresight
Gate
Imprisonment
Mass Heal
Meteor Swarm
Power Word Kill
Prismatic Wall
Shapechange
Time Stop
True Polymorph
True Resurrection
Weird
Wish

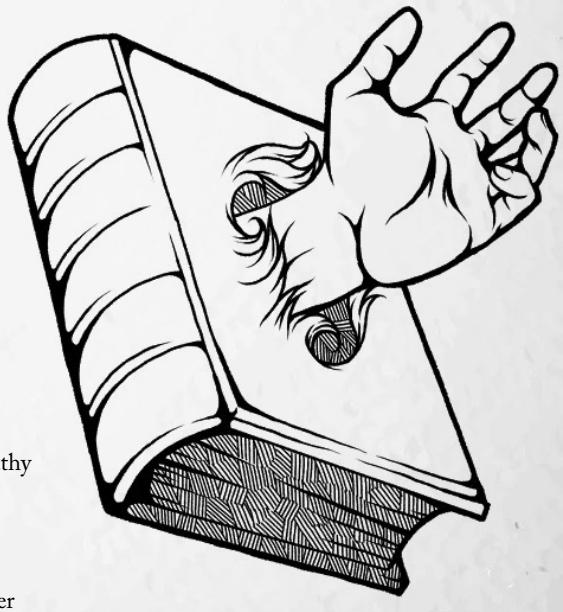




Table: Witch

Level	Proficiency Bonus	Features	Spells Known	Invocations Known	Cantrips Known	- Spell Slots per Spell Level - 1st	2nd	3rd	4th	5th
1	2	Transgression, Sin of Magic, Cantrips	2	—	4	—	—	—	—	—
2	2	Invocations	3	2	4	2	—	—	—	—
3	2	Daemonic Boon	4	2	4	3	—	—	—	—
4	2	Ability Score Improvement	5	2	5	3	—	—	—	—
5	3		6	3	5	4	2	—	—	—
6	3	Transgression Feature	7	3	5	4	2	—	—	—
7	3		8	4	5	4	3	—	—	—
8	3	Ability Score Improvement	9	4	5	4	3	—	—	—
9	4		10	5	5	4	3	2	—	—
10	4	Transgression Feature	10	5	6	4	3	2	—	—
11	4		11	5	6	4	3	3	—	—
12	4	Ability Score Improvement	11	6	6	4	3	3	—	—
13	5		12	6	6	4	3	3	1	—
14	5	Transgression Feature	12	6	6	4	3	3	1	—
15	5		13	7	6	4	3	3	2	—
16	5	Ability Score Improvement	13	7	6	4	3	3	2	—
17	6		14	7	6	4	3	3	3	1
18	6		14	8	6	4	3	3	3	1
19	6	Ability Score Improvement	15	8	6	4	3	3	3	2
20	6	Archpriestess	15	8	6	4	3	3	3	2

Witch

Class Features

As a witch you gain the following benefits:

Hit Points

Hit Dice: 1d8 per witch level

Hit Points at 1st Level: 8 + your constitution modifier.

Hit Points at Higher Levels: 1d8 (or 5) + your constitution modifier per witch level after 1st.

Proficiencies

Armor: Light Armor

Weapons: Simple Weapons, Firearms

Tools: Potion Brewing Kit

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) light crossbow and 20 bolts, or (b) any simple weapon

(a) scholar's pack, or (b) a dungeoneer's pack

(a) a component pouch or (b) an arcane focus

Leather Armor, any Simple Weapon, two Daggers

Transgression

At 1st level, your transgression attracts a daemonic entity to grant you power for the sins you have committed, or will commit. This does not have to be of your choice either. Perhaps you were bargained by a family member. Either way, select one of the following sins to exemplify

VARIANT: EQUAL OPPORTUNITY WITCHCRAFT

In the core, Memento Mori is designed to have females take the role of witchcraft almost exclusively. This obvious sexism creates tension that helps drive the setting. However, some modern sensibilities find that gaming should not have such restrictions. If this is the case with your gaming group, you can feel free to change the lore on witchcraft to have equality in their damnation. However, you will have to change some of the background concerning witchcraft as well. It will be equally likely to see young men being strung up and executed for having the finger pointed at them. If that is the case, then no one is safe from the devils of witchcraft and a male who points the finger too often may see fingers pointed his way as well. Politicians might discredit their rivals by spreading rumors of witchcraft, and even seeing business rivals executed on false charges to gain wealth or prestige.

which are detailed at the end of the class description. Your choice grants you features at 1st, 6th, 10th, and 14th level.

SIN OF MAGIC

Your arcane research and the magic bestowed on you by your daemon have given you facility with spells. See the end of the class description for the witch spell list.

In addition, your character gains one point of corruption upon taking this class. This point cannot be removed by any means.

CANTRIPS

You know two cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

SPELL SLOTS

The Witch table shows how many spell slots you have to cast your witch spells of 1st level and higher. To cast one of these witch spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell Burning Hands and have a 1st-level and a 2nd-level spell slot available, you can cast Burning Hands using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the witch spell list.

The Spells Known column of the Witch table shows when you learn more witch spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the witch spells you know and replace it with another spell from the witch spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your witch spells, since the power of your magic relies on your ability to project your will into the world and shape it with the help of your daemonic masters. You use your charisma whenever a spell refers to your spellcasting ability. In addition, you use your charisma modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your charisma modifier

Spell attack modifier = your proficiency bonus + your charisma modifier



SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your witch spells.

ELDRITCH INVOCATIONS

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of this passage. When you gain certain witch levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Witch table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Agonizing Blast

Prerequisite: Eldritch Blast cantrip

When you cast eldritch blast, add your charisma modifier to the damage it deals on a hit.

Animate Bones

Prerequisite: 11th level

You can animate the bones of both the dying and the dead. When invoked on a dead creature or pile of bones you can animate them as skeletons per the Animate Dead spell. When cast on a dying creature it is automatically slain.

Armor of Shadows

You can cast Mage Armor on yourself at will, without expending a spell slot or material components.

Ascendant Step

Prerequisite: 9th level

You can cast levitate on yourself at will, without expending a spell slot or material components.

Beast Speech

You can cast speak with animals at will, without expending a spell slot.

Beguiling Influence

You gain proficiency in the Deception and Persuasion skills.

Bewitching Whispers

Prerequisite: 13th level

You can cast Compulsion once using a witch spell slot. You can't do so again until you finish a long rest.

Book of Ancient Secrets

Prerequisite: Boon of the Tome feature

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a witch spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your witch level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Chains of Carceri

Prerequisite: 15th level, Boon of the Chain feature

You can cast Hold Monster at will — targeting a celestial, fiend, or elemental — without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

Devil's Sight

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Dreadful Word

Prerequisite: 13th level

You can cast Confusion once using a witch spell slot. You can't do so again until you finish a long rest.

Eldritch Missile
Your Eldritch Blast automatically strikes any target you designate in range without an attack roll, but deals half damage. Any effect that stops Magic Missiles will stop this Eldritch Blast.

Eldritch Sight
You can cast Detect Magic at will, without expending a spell slot.

Eldritch Spear
Prerequisite: Eldritch Blast cantrip
When you cast Eldritch Blast, its range is 300 feet.

Eyes of the Rune Keeper
You can read all writing.

Fiendish Vigor
You can cast False Life on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Gaze of Two Minds
You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

Grand Transgressor
Prerequisites: 15th level, Boon of the Tome feature
You select a second Transgression. You learn all the expanded spells of that sin in addition to your own, and can cast them with witch spell slots as usual.

Hellchain
You can conjure a single Hellchain which bursts from the ground. Once conjured the witch can make an attack with the chain as a bonus action. The chain's attack bonus is the witch's charisma modifier with proficiency. The chain deals 1d8 damage. You can control and conjure one additional chain at 6th level, 12th level, and 18th level. Any additional chains beyond the amount you can conjure destroy the oldest chain. Every chain is treated as having reach, and is capable of grappling a target.

Lifedrinker
Prerequisite: 12th level, Boon of the Blade feature
When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your charisma modifier (minimum 1).

Mask of Many Faces
You can cast Disguise Self at will, without expending a spell slot.

Master of Myriad Forms
Prerequisite: 15th level
You can cast Alter Self at will, without expending a spell slot.

Minions of Chaos
Prerequisite: 9th level
You can cast Conjure Animals once using a witch spell slot. You can't do so again until you finish a long rest. Animals conjured with this casting all have the following special qualities:

- **Damage Resistance:** cold, fire, electricity slashing, bludgeoning, and piercing from nonmagical attacks and weapons.
- Immunity to Poison
- All natural attacks deal an additional 1d4 necrotic damage.

Mire the Mind
Prerequisite: 9th level
You can cast Slow once using a witch spell slot. You can't do so again until you finish a long rest. The Slow effect lasts one turn after you stop concentrating.

Misty Visions
You can cast Silent Image at will, without expending a spell slot or material components.

Nightmare Ride
You can conjure a mount as per the Find Steed spell at will. You must summon a Warhorse, and it must be fiendish. You can choose a shadowy horse, an undead horse, or any design the GM declares as acceptable for a fiendish horse.

One with Shadows
Prerequisite: 5th level
When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

Otherworldly Leap
Prerequisite: 9th level
You can cast Jump on yourself at will, without expending a spell slot or material components.

Repelling Blast
Prerequisite: Eldritch Blast cantrip
When you hit a creature with Eldritch Blast, you can push the creature up to 10 feet away from you in a straight line.

Restore the Flesh
Prerequisite: 5th level
You can cast Cure Wounds as a witch spell and add it to your spells known.

Sculptor of Flesh
Prerequisite: 13th level
You can cast Polymorph once using a witch spell slot. You can't do so again until you finish a long rest.

Skin of the Daemon
As an action you can conjure a suit of armor from the underworld. Made of daemon flesh, metal, and still living components, the 'Skin' lasts as long as you wish it to, and can be dismissed with an action as well. It provides the witch with 12 + dexterity modifier AC, weighs nothing, and grants disadvantage on stealth.

Skin of the Greater Daemon
Prerequisite: 7th level, Skin of the Daemon invocation
When you conjure your armor it now provides 14 + dexterity modifier for your AC. In addition, it no longer grants disadvantage on stealth.

Slip into Shadow
You can perform the Hide action as a bonus action.

Slip Through Shadow
You can perform the Disengage action as a bonus action.

Sign of Ill Omen
Prerequisite: 9th level
You can cast Bestow Curse once using a witch spell slot. You can't do so again until you finish a long rest.

Steal Breath
Once per day you can attempt to steal an adjacent target's breath. You must concentrate while stealing breath, and remain adjacent to the target. If the target moves away from you for whatever reason you must move next to them on your next available turn to maintain concentration on the invocation. Once activated the target begins to suffocate as though choking. The effect ends if the target reaches 0 HP, or the witch loses concentration.

Thief of Five Fates
You can cast Bane once using a witch spell slot. You can't do so again until you finish a long rest.

Thirsting Blade
Prerequisite: 5th level, Boon of the Blade feature
You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

Visions of Distant Realms
Prerequisite: 15th level
You can cast Arcane Eye at will, without expending a spell slot.

Voice of the Chain Master
Prerequisite: Boon of the Chain feature
You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Whispers of the Grave
Prerequisite: 9th level
You can cast Speak with Dead at will, without expending a spell slot.

Witch Sight

Prerequisite: 15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

DAEMONIC BOON

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Boon of the Blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see the Weapons section for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.



You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Boon of Chains

You learn the Find Familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, or quasit. In any case the familiar is a minor daemonic spirit encased in animal form.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack with its reaction.

Boon of the Tome

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the witch spell list, they are nonetheless witch spells for you.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ARCHPRIESTESS

At 20th level a witch has come entirely into fruition and has become one of the most dangerous creatures in the world. As a full-fledged archpriestess the witch can call upon her dark power to grant herself a number of rounds equal her charisma modifier (minimum 1) of incredible power. During this time the witch deals maximum damage on any Eldritch Blast.

Transgressions

ENVY

Your sin is envy. Envy is the opposite of kindness. It is perhaps the most common cause of unhappiness. Witches who embody the sin of envy are never pleased with what they have, and covet the qualities, magics, and possessions of others. They either cannot, or do not, accept their own boons and always seek to either take the qualities that they lack, or seek to damage or destroy those who have qualities that they seek. These witches actively seek to bring misfortune to others. They are often highly narcissistic, believing themselves better than others, and actively show contempt towards those who can challenge that belief.

Expanded Spell List

Witches of Envy are supplied magic that will help bring misfortune to others. These spells are added to your witch spell list.

Spell Level	Spells
1	Ray of Sickness, Bane
2	Blindness/Deafness, Silence
3	Bestow Curse, Stinking Cloud
4	Confusion, Compulsion
5	Geas, Contagion

Schadenfreude

Starting at 1st level, whenever you inflict a negative status effect on a target or an enemy attacks you with disadvantage, you gain Temporary Hit Points equal to your charisma modifier + your witch level (minimum of 1).

Envious Gain

Starting at 6th level, you can replicate beneficial magical effects that another person within 30 feet has on yourself. This can be used for any effect that has a duration over multiple rounds, and not an effect that is instantaneous. If the spell requires concentration you must also concentrate on the spell. For example, if an enemy or ally were under the effects of a Polymorph spell you could replicate the effect on yourself, but must maintain concentration as per the spell.

However, if an ally casts Cure Wounds on another party member you cannot replicate that effect because once the spell is cast, and the hit points restored, there is no further effect. You treat any effect as though it was newly applied to you. Once you use this feature, you can't use it again until you finish a short or long rest.

Narcissism

Starting at 10th level, you can choose to ignore a disadvantage roll. Every long rest you gain the ability to ignore a number of disadvantage rolls equal to your charisma modifier. Once expended, you require a full rest to gain any more.

Spew of Curses

Starting at 14th level, you can use this feature to bestow a series of curses on a single target, or curse a number of separate targets in a 30-foot radius centered on the witch.

If you choose to target a single creature, they gain all the options of the Bestow Curse spell unless they succeed on a wisdom saving throw. If successful they instead gain just one chosen by the witch.

If used in an area all creatures that the witch chooses must make wisdom saving throws. If failed, she can select a separate curse for each one. Once you use this feature, you can't use it again until you finish a long rest.

GLUTTONY

Your sin is gluttony. Gluttony is the opposite of temperance. Perhaps one of the most common sins, the sin of gluttony is not obvious. The over-consumption of food, drink, and other items of need or wealth does not immediately seem sinful unlike Envy, Wrath, and the others. Gluttony is sinful in part because of limited supply, and the effect such has on those who need it. A gluttonous witch is one who takes, takes, and takes without any regard to the needs, health, and safety of others. Gluttonous witches have powerful appetites for something that can never be truly filled. It can take the form of food, drink, or even magic. Whatever the case a gluttonous witch will always feed their appetite.

Expanded Spell List

Witches of Gluttony are supplied magic that gives them control of supplies and to take from others. These spells are added to your witch spell list.

Spell Level	Spells
1	Goodberry, Create or Destroy Water
2	Locate Animals / Plants, Magic Mouth
3	Create Food / Water, Plant Growth
4	Locate Creature, Polymorph
5	Insect Plague, Hold Monster

Overwhelming Thirst

Starting at 1st level, you can drink any potion, or consume any similar item as a bonus action rather than an action. Administering a potion to another is still an action.

Dark Consumption

Starting at 6th level, you can feast upon a fallen foe to restore yourself. Any dead creature of small to large size can be consumed in one action. This grisly scene restores 1d4 HP per caster level, and removes any poison.

In addition, it also removes any exhaustion levels from the witch. When consumed, the entire body is removed from play, but the equipment and anything not of the body itself remains. Once you use this feature, you can't use it again until you finish a short or long rest.

Disgusting Health

Starting at 10th level, you can no longer be affected by disease or poison. In addition, you gain resistance to bludgeoning damage because of the masses of subcutaneous fat and thickening of your skin.

Vomit

Starting at 14th level, you can vomit forth a horrible accumulation of raw food, drink, and stomach acid in a 30-foot cone. This area becomes slick, and is treated as under the effects of a Grease spell for 24 hours. In addition, anything caught in the initial expunge takes 10d10 acid damage. Once you use this feature, you can't use it again until you finish a long rest.



GREED

Your sin is greed. Greed is the opposite of charity. Another common sin. Greed is most defined as the strongest of the sins of desire, the others being lust and gluttony. Greed is the rapacious desire for material possessions. For it is through avarice that many other sins are made possible that a witch of greed is considered deadly. For she covets all that she can have. Most often this is coins of gold or silver, but often it extends to other material possessions as well. Else the witch may seek power, or perhaps even popularity and status. Greed drives the witch to greater evils in pursuit of material wealth, fame, and luxury. In the end it is a dark and lonely pit that those who suffer from can never climb out from.

Expanded Spell List

Witches of Greed are supplied magic that helps them obtain wealth and influence over others. These spells are added to your witch spell list.

Spell Level	Spells
1	Disguise Self, Identify
2	Detect Thoughts, Locate Object
3	Clairvoyance, Speak with Dead
4	Freedom of Movement, Secret Chest
5	Dominate Person, Legend Lore

Bearskin's Blessing

Starting at 1st level, you gain a magical daily allotment of coins to be used. Every day you can produce 1d6 gold coins to be used as you will. Unspent coins disappear at the day's end. In addition, you gain proficiency in the Appraise skill, and add your proficiency bonus twice when rolling Appraise to determine the value of any item.

Greedy Vision

Starting at 6th level, you automatically know the GP value that anyone you see has on their person at that time, except for magical items. You also gain advantage any time you use Diplomacy, Intimidate, or Bluff in any social situation where you have the potential to gain more wealth, such as bartering the price of doing an adventure.

Greed for Power

Starting at 10th level, you gain the ability to resist other's spells and absorb some of their power. Whenever you make a successful saving throw against a spell cast against you, the witch gains a temporary +1 bonus to her caster level. You expend this caster level with the next spell you cast. At 15th level you can absorb up to two spells, for a total maximum of +2 caster levels.

Drink Deeply

Your greed knows no bounds. Even the life force of others becomes something you desire. With an action you can drain the life force of anyone within 30 feet. You deal 10d10 necrotic damage to them, half on a successful charisma saving throw. If successful the witch gains half of the damage back as healing, and can temporarily increase two of her ability scores by 2 points, even beyond their normal maximum, for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

LUST

Your sin is lust. Lust is the opposite of chastity. It is often seen as the least of the sins, but damaging nevertheless. It is unbridled desire at its core. Lust, unmanaged, disrupts the flow of life. It influences the mortal psyche in a way that disturbs important business, confuses intelligence, and manipulates truthful philosophy. At the core it is all about desire. The most common lust is that for the flesh. The desire for pleasure. Lust, however, does not stop there. It is similar to greed in that it can be a lust for money, power, or even further sin. It differs from greed in that lust is not necessarily about something that belongs to another.

Expanded Spell List

Witches of Lust are supplied magic that gives them greater influence over others. These spells are added to your witch spell list.

Spell Level	Spells
1	Disguise Self, Sleep
2	Calm Emotions, Silence
3	Aura of Vitality, Clairvoyance
4	Compulsion, Confusion
5	Dominate Person, Modify Memory

Beguiling Influence

Starting at 1st level, you gain the Beguiling Influence invocation automatically. It does not count towards your known invocations.

Broken Heart

At 6th level a Lust Witch can choose to make their charms actually hurt when they wear off. If someone breaks from a charmed status effect you inflicted, or breaks from a Dominate spell you cast, you can choose to deal 5d6 psychic damage to them. Once you use this feature, you can't use it again until you finish a short or long rest.

Hesitation

Starting at 10th level, your enemies naturally hesitate to attack you. Anyone attempting to attack you in combat does so at disadvantage. Any hostile spell or special attack that targets or includes you that requires a saving throw grants you advantage on the saving throw towards that effect. This only applies to the very first attack roll or saving

throw from one creature in a 24-hour period. This does not affect saving throws against non-hostile effects that neither cause you hit point damage, or apply a status effect. This does not apply to enemies who have already witnessed you making a hostile attack or spell towards themselves or one of their allies. This is a mind-affecting effect.

I'll Die for You

Starting at 14th level, you can cast Charm Person without expending a spell slot.

In addition, when someone is affected by a spell that states that they will not take actions that cause harm to themselves, that part of the spell is ignored. If a creature does harm to itself because of your command the spell automatically ends, and if the action would cause their death they get an additional saving throw at advantage before committing the action. Once you use this feature, you can't use it again until you finish a long rest.

PRIDE

Your sin is pride. Pride is the opposite of humility. It is universally seen as the worst of the sins. It is from pride that mortalkind believes itself greater than it is. Pride is the father of sin, for all other sins stem from pride. Pride leads to irrational self-confidence. It leads to the lie of invincibility. Those witches that emphasize pride are perhaps the most dangerous, for they believe themselves right and capable in anything they are set to do.

Expanded Spell List

Witches of Pride are supplied magic that gives them power over magic itself, and the ability to improve their own capabilities. These spells are added to your witch spell list.

Spell Level	Spells
1	Detect Magic, Heroism
2	Enhance Ability, Levitate
3	Haste, Protection from Energy
4	Arcane Eye, Polymorph
5	Arcane Hand, Scrying

Aura of Hubris

Starting at 1st level, your hubris simply won't allow you to succumb to mind-affecting spells and abilities. You, and any ally within 10 feet of you, gain advantage when rolling to save against any mind-affecting spell or ability.

I Never Lose

Starting at 6th level, you can elect to cast two spells in a single round. Choose two spells. You can cast these spells together using only one slot. Once you use this feature, you can't use it again until you finish a short or long rest.

Shrug it Off

Starting at 10th level, you are able to resist damage from many different sources of physical harm. You gain resistance to all bludgeoning, piercing, and slashing damage types. This does not apply if the weapon was magical or silver.

Submission

At 14th level, you gain the ability to dominate a humanoid's mind with your sheer power. You can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a Remove Curse spell is cast on it, the charmed condition is removed from it, or you use this feature again. You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence. Once you use this feature, you can't use it again until you finish a long rest.

SLOTH

Your sin is sloth. Sloth is the opposite of diligence. It is from sloth that all other sins are given a chance to thrive. Sloth is best described as the absence of exertion. It is also described as a state in which one is habitually disinterested in either work, or perhaps in interest in life itself. Sloth works against the soul by providing false respite, and allowing laziness to give way to passivity. For it is when the good do nothing that evil is most allowed to thrive.

Expanded Spell List

Witches of Sloth are supplied magic that gives them power to call on aid, or to create without needing work. These spells are added to your witch spell list.

Spell Level	Spells
1	Command, Dissonant Whispers
2	Find Stead, Zone of Truth
3	Bestow Curse, Conjure Animals
4	Compulsion, Dominate Beast
5	Dominate Person, Geas

Never Lift a Finger
Starting at level 1, you gain proficiency in Persuasion checks. At level 10, you add double your proficiency bonus to Persuasion checks.

Restore Fatigue
Starting at 6th level, you can gain the benefit of a short rest in a single round. You declare you are using this ability as an action, and just before your next round you gain all the benefits of a short rest. Once you use this feature, you can't use it again until you finish a long rest.

Benefits of Laziness
Starting at 10th level, you gain a +1 bonus to AC and all saving throws when you move less than 5 feet in a round.

Passivity
At 14th level, you gain the ability to force another humanoid to submit to their own sense of sloth. The witch designates one target within 30 feet and that target must make a wisdom saving throw. If they fail, the target gains 3 levels of exhaustion automatically. If the save is successful, they only take one. Once you use this feature, you can't use it again until you finish a long rest.

WRATH
Your sin is wrath. Wrath is the opposite of patience. When one thinks of sin it is often wrath that first comes to mind, for it is the most obvious and destructive of the sins. Wrath is anger, hatred, and acts of vengeance. Wrath is most often manifested upon others, but self-hatred is also a form of wrath that manifests through destructive habits, impulses, drug abuse, or even suicide.

Expanded Spell List
Witches of Wrath are supplied magic that directly harm others. These spells are added to your witch spell list.

Spell Level	Spells
1	Burning Hands, Thunderwave
2	Scorching Ray, Shatter
3	Fireball, Protection from Energy
4	Ice Storm, Wall of Fire
5	Arcane Hand, Flame Strike

Violent Energy
Starting at 1st level, your Eldritch Blast cantrip, if you have it, now deals different damage types. You may choose from fire, poison, necrotic, lightning, and thunder. You may select one additional energy type at 10th level. You can elect to deal either force damage as normal, or any of the selected damage types each time you cast Eldritch Blast.

Destructive
Starting at 6th level, you can reroll your damage as you see fit. If multiple dice are rolled, you may select which die to reroll, and which not to. This may only be done with one damage roll. Once you use this feature, you can't use it again until you finish a short or long rest.

The Armor of the Witch
Starting at 10th level, for ten minutes per day you can gain the benefits of the witch armor. Activated as an action, this armor is conjured from your own anger. It provides you protection similar to half plate, except it is weightless and does not encumber you in any way. You can summon this armor in one minute increments, and if dismissed early it still utilizes at least one minute of use.

Wrath Widespread
At 14th level, a witch of wrath can cause widespread destruction to her enemies on the field of battle. You can designate any targets within 30 feet of you to take this damage. You treat every target as having taken damage from the Eldritch Blast cantrip. Once you use this feature, you can't use it again until you finish a long rest.

Witch Spells

Cantrips (0 level)
Chill Touch
Eldritch Blast
Mage Hand
Mark of Brutality
Minor Illusion
Poison Spray
Prestidigitation
True Strike

1st Level
Charm Person
Comprehend Languages
Expeditious Retreat
Hellish Rebuke
Illusory Script
Protection from Evil and Good
Unseen Servant

2nd Level
Darkness
Enthrall
Hold Person
Invisibility
Mirror Image
Misty Step
Ray of Enfeeblement
Shatter
Skull of Conflagration
Spider Climb
Suggestion

3rd Level
Counterspell
Dispel Magic
Fear
Fly
Gaseous Form
Hypnotic Pattern
Magic Circle
Major Image
Remove Curse
Tongues
Vampiric Touch

4th Level
Banishment
Blight
Dimension Door
Hallucinatory Terrain

5th Level
Contact Other Plane
Dream
Hold Monster
Scrying

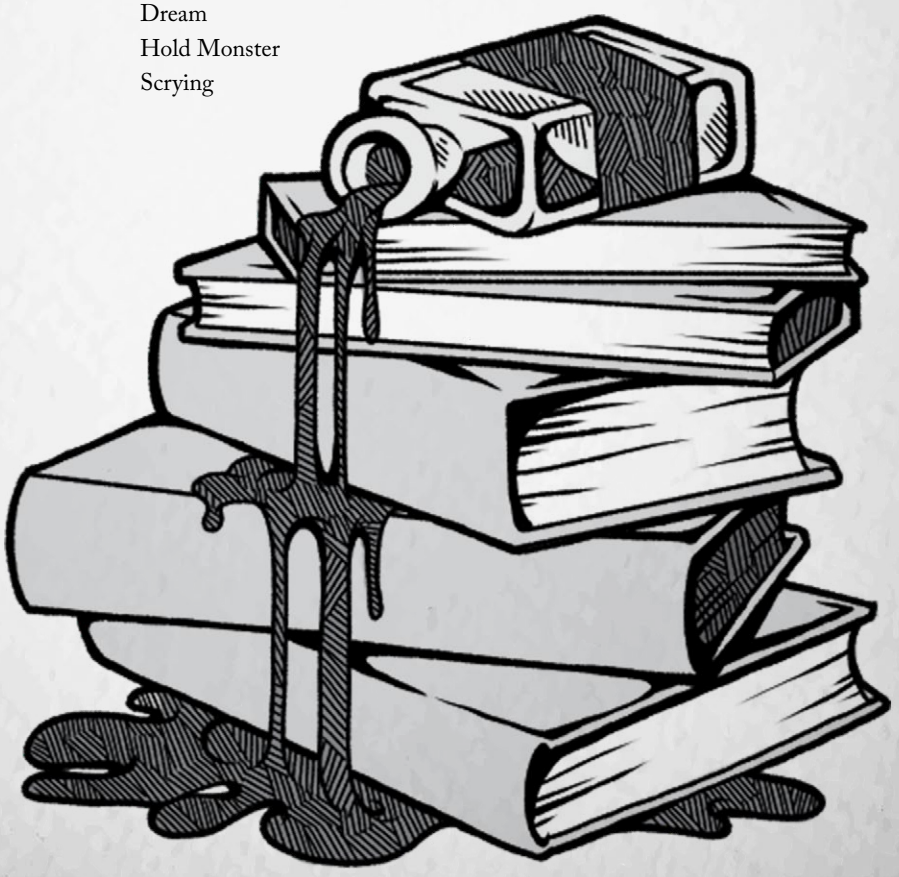




TABLE: WITCH HUNTER

Level	Proficiency Bonus	Features
1	2	Sense Corruption, Hunter's Mark 1/day
2	2	Fighting Style, Smite Witch
3	2	Hunter's Tradition
4	2	Ability Score Improvement
5	3	Extra Attack
6	3	Hunter's Mark 2/day
7	3	Hunter's Tradition feature
8	3	Ability Score Improvement
9	4	Hunter's Mark Improvement (3rd)
10	4	Hunter's Mark 3/day
11	4	Improved Smite Witch
12	4	Ability Score Improvement
13	5	—
14	5	Hunter's Mark 4/day,
15	5	Hunter's Tradition feature
16	5	Ability Score Improvement
17	6	Hunter's Mark Improvement (5th)
18	6	Hunter's Mark 5/day,
19	6	Ability Score Improvement
20	6	Hunter's Tradition feature

Witch Hunter

Class Features

As a witch hunter, you gain the following class features:

Hit Points

Hit Dice: 1d10 per witch hunter level

Hit Points at 1st Level: 10 + your constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your constitution modifier per witch hunter level after 1st.

Proficiencies

Armor: All Armor, Shields

Weapons: Simple Weapons, Martial Weapons, Firearms

Tools: Herbalism Kit, Cleansing Kit

Saving Throws: Dexterity, Wisdom

Skills: Choose three skills from Athletics, Arcana, Insight, Intimidation, Medicine, Perception, Persuasion, and Religion, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a martial weapon and shield, or (b) two martial weapons

(a) five javelins, or (b) any simple melee weapon

(a) explorer's pack, or (b) a dungeoneer's pack

Chain Mail

Sense Corruption

Witch Hunters gain one of the most potent ways of sensing their quarry. A witch hunter gains the ability to sense the corruption brought on by daemons and witchcraft. As an action, all corruption can be sensed within 60 feet. You automatically can sense the presence of anyone with corruption, as well as the corruption score present. You automatically detect the presence of an undead or daemon, and can sense lingering corruption on a place, or object. Anything with total cover, or invisible to your normal senses, is immune to this effect while they have cover or remain invisible to your normal senses.

You can use this ability a number of times per day equal to 1 + your charisma modifier.

Hunter's Mark

Witch Hunters are implacable foes of the creatures they hunt. Once per day a witch hunter can place a hunter's mark on a target within 30 feet. This is a nonmagical effect. You gain an additional use per day of this ability at level 6, 10, 14, and 18. You treat Hunter's Mark as being cast as a 3rd level spell at level 9, and as a 5th level spell at level 17.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.



Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Smite Witch

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can choose to deal extra damage in addition to the weapon's damage. The extra damage is 2d8, and the type is the same as the weapon you are using. The damage increases by 1d8 if the target is an undead or a daemon.

This ability can be used a number of times per day equal to 3 + the witch hunter's charisma modifier.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Improved Smite Witch

By 11th level, you are so skilled in the hunt that all your melee weapon strikes carry extra power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 damage of the same type as the weapon being used. If you also use your Smite Witch with an attack, you add this damage to the extra damage of your Smite Witch.

Hunter Traditions

Witch Hunters are almost always trained by mentors, monster hunting schools, and through apprenticeships. Regardless, there are different traditions passed on by these trainers that help define the witch hunter.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level.

Tradition of the Knight

The Tradition of the Knight is perhaps the oldest of the common traditions. Dating back to the Age of Darkness, the Tradition of the Knight epitomizes the virtues of chivalry, devotion to the cause of the hunter, and dedica-

tion to law. Typically, these 'Knights' do not travel much, but instead dedicate themselves to local governments, kings, and other ruling bodies as their personal hunters. The Tradition of the Knight epitomizes lawful behavior, and it is very rare to see one working as a mercenary or as a freelance hunter. In addition, most, if not all, follow good or at least neutral alignments.

The tradition is most often taught through apprenticeship with a local witch hunter who lives in a community. Tradition states that the apprentice serves as a squire of sorts as he learns from the witch hunter the needed skills to pursue their dangerous work.

Cleansing Wash

Starting at 3rd level, you can choose to bath in blessed water during your short rest. Simply using a day's worth of water is fine. After your wash you can all the effects of a Lesser Restoration. You can choose to wash another party member. You can do one wash per short rest.

Aura of Fearlessness

Starting at 7th level, you and friendly creatures within 10 feet of you gain a +4 bonus on any saving throw to resist the frightened, charmed, or paralyzed condition.

At 18th level, the range of this aura increases to 30 feet.

Devoted Purity

Beginning at 15th level, you are always under the effects of a protection from evil and good spell.



Knight Champion

At 20th level, as an action, your weapon gains incredible power. For one minute a day you deal an additional 10 radiant damage against undead, daemons, and witches with every successful attack, and gain resistance against all physical damage against these foes. In addition, during this time, you gain advantage on all saving throws against the spells and abilities of undead, daemons, and witches.

You must finish a long rest before being able to invoke this power again.

TRADITION OF THE SPELLBREAKER

The Tradition of the Spellbreaker is one of the most commonly seen of all the witch hunting traditions. Surprisingly starting among the Electus, the spellbreaker tradition is known to be highly effective against witchcraft. The spellbreaker utilizes training that allows them to dispel magics, remove curses, and otherwise resist all forms of magic.

This tradition is taught by several different orders. Some are mercenaries. These seek patrons and jobs to earn coin and continue their travels. Others live in the order, and travel when called upon by either wealthy patrons, or by peasants willing to pay for the extermination of magical dangers. Some spellbreakers even choose to hunt other kinds of monstrosities merely because their innate resistance provides them with the opportunity to do so.

Spellbreak Reaction

Starting at 3rd level, your training in combat against magic using enemies starts to pay off. If you threaten an enemy in melee combat, and that enemy casts a spell, you can use your reaction to perform a single attack on that enemy. If struck, that enemy must make a concentration check, DC 10+ ½ the damage dealt, or lose that spell.

Dispelling Strike

Starting at 7th level, you can strike in such a manner that it rends magic itself. You can strike a target and affect it as though you had cast Dispel Magic on the target. Treat your wisdom modifier as your spellcasting ability modifier.

You may attempt a dispelling strike 1 + charisma modifier times per day, a minimum of 1 time.

Innate Resistance

Beginning at 15th level, you have been exposed to magic so many times, and in such differences, that your body

Table: The Betrayer Spell Slots

Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3	2	3	2	—	—	—
4	2	4	3	—	—	—
5	2	4	3	—	—	—
6	2	4	3	—	—	—
7	2	5	4	2	—	—
8	2	6	4	2	—	—
9	2	6	4	2	—	—
10	3	7	4	3	—	—
11	3	8	4	3	—	—
12	3	8	4	3	—	—
13	3	9	4	3	2	—
14	3	10	4	3	2	—
15	3	10	4	3	2	—
16	3	11	4	3	3	—
17	3	11	4	3	3	—
18	3	11	4	3	3	—
19	3	12	4	3	3	1
20	3	13	4	3	3	1

begins to learn to resist magic itself. You gain advantage on all saving throws against magic.

Magic Bane Aura

At 20th level, as a bonus action, you can emit a powerful aura of anti-magic for one round. This field works for up to 10 + charisma modifier rounds per day. The aura is identical to an Antimagic Field spell, and ends just before the beginning of your next turn. It requires another bonus action to emit the field in the next round.

You must finish a long rest before being able to recharge the rounds of this power again.

Tradition of the Betrayer

A vile tradition in the eyes of most witch hunters, the betrayer is one who augments their hunting with none other than the very magic that the witch hunter fights. To the betrayer the risk is worth the reward. For if one witch hunter using magic kills even two witches, the balance has shifted in their favor anyway.

The tradition is nothing new, but has few adherents. Betrayers are almost universally taught by apprenticeship, as few orders are willing to back such a heinous tradition. Betrayers make the best of it though. They study the magic of the occultist, and use its power to help hunt the scourge of witchcraft. Betrayers gain no additional abilities at 7th, 15th, and 20th level.

Spellcasting

Upon reaching 3rd level you gain the ability to cast a small number of spells by binding daemonic power to yourself in a similar manner to an occultist.

Cantrips

You learn two cantrips of your choice from the occultist spell list. You learn an additional occultist cantrip of your choice at 10th level.

Spell Slots

The betrayer spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st level spell Mage Armor and have a 1st level and a 2nd level spell slot available, you can cast Mage Armor using either slot.

Spells Known of 1st Level and Higher

You know three 1st level occultist spells of your choice, two of which you must choose from the abjuration and evocation spells on the occultist spell list.

The Spells Known column of the betrayer spellcasting table show when you learn more occultist spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the occultist spells you know with another spell of your choice from the occultist spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability

Charisma is your spellcasting ability for your betrayer spells, since the power of your magic relies on your ability to project your will over daemonic energy. You use your charisma whenever a spell refers to your spellcasting ability. In addition, you use your charisma modifier when setting the saving throw DC for a betrayer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your charisma modifier

Spell attack modifier = your proficiency bonus + your charisma modifier

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your betrayer spells.

War Magic

Starting at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Render Weakness

Beginning at 15th level, after making a weapon attack against any creature, you can choose to render a weakness to a single damage type to that creature until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

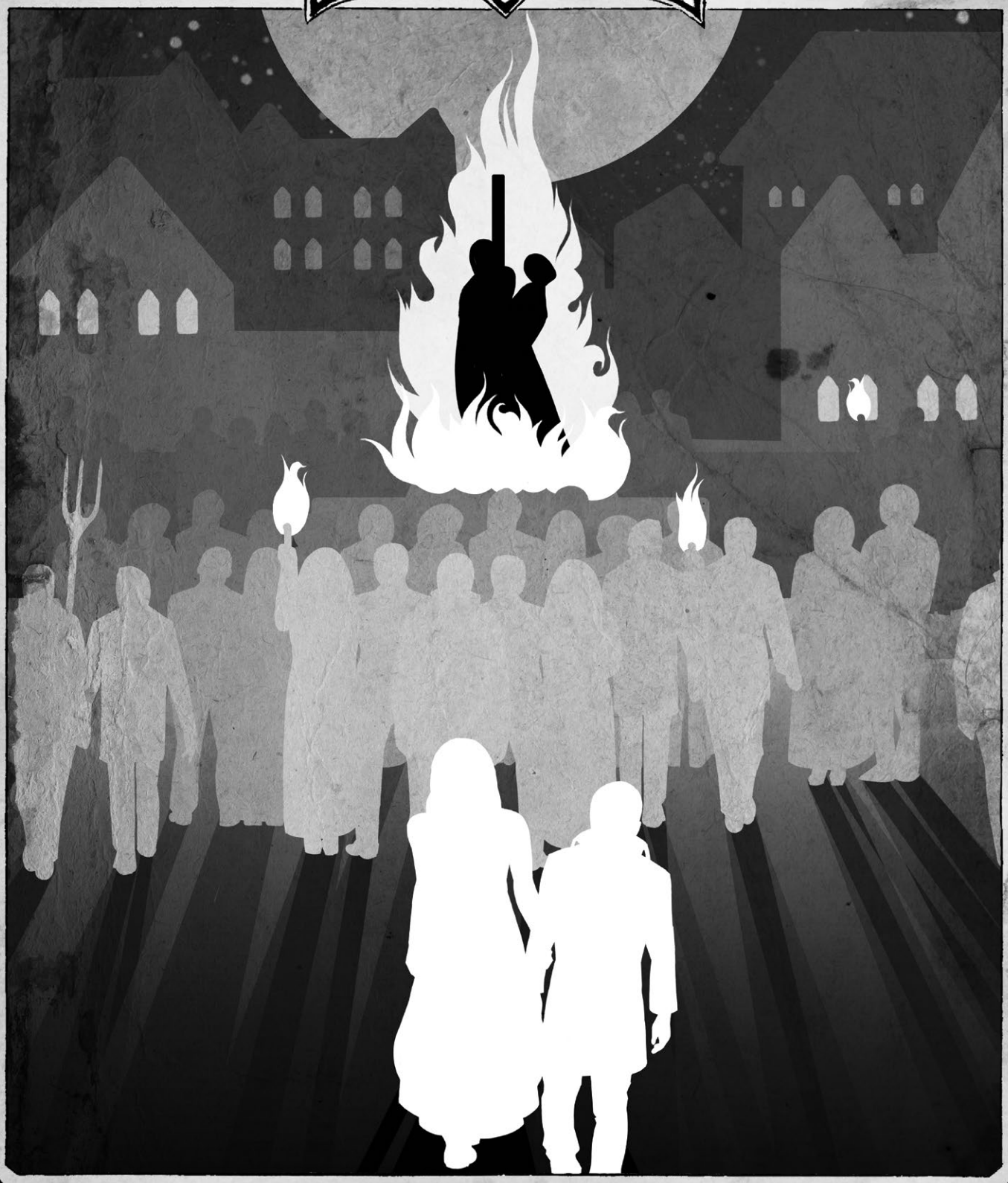
Daemonic Infusion

At 20th level, as an action, you can infuse the strength of the daemonic energy you use to your own body granting you several benefits for one minute a day. You gain resistance to bludgeoning, piercing, slashing, fire, and necrotic damage. In addition, every successful melee attack deals an additional 5 damage of the physical damage type it normally deals. In addition, during this time, you gain advantage on all saving throws against the spells and abilities of undead, daemons, and witches.

You must finish a long rest before being able to invoke this power again.



Chapter 3: Character Options



STARING BACK

"The abyss gazes back."

"I'm sorry, Vala," Eric choked out. It was hard to speak sharply and clearly between the tears.

Vala shook her head, her hand gripping her husband's own. She squeezed, and felt the wood between her shoulder blades scratch her back. "No, don't be. We did it right."

The couple were both tied to the stake that was covered in kindling and wood to make the pyre that would be their execution and grave. They were not beaten or even dishevelled amongst the other members of the Verum Fides. Dozens of men and women surrounded them on all sides wearing their armor and equipment, but sporting a tabard with a black spot painted upon it. A symbol to ward any corruption from a pyre.

It wasn't long ago the two of them joined the Verum Fides. Revenge. It drove them to become members and hunt down evil beings. To hunt their own monster, one Doctor Ipsken, who himself was a Lycanthrope, a Werewolf, and feasted upon human flesh. It took a number of years, and the loss of a number of friends, but they did it. It was sometime last month that they finally tracked him down and gave him death.

They were relentless. Years of dogged searching. They found several Lycanthropes during that time, but never him. They discovered disembodied spirits. They battled blood sucking vampires. They even tangled with witches and once even exchanged blows with a daemon.

"They're wrong, aren't they," she asked him, turning her head to the side.

"Yes."

"Are you sure?"

"Yes!"

She sighed as she looked out. Another witch hunter put another bundle of sticks up against the pyre. She wondered whether so much fuel was needed. Fire was one of the worst ways to die. The hunters were positive that it was needed. They said they were corrupted. That their time hunting the werewolf had corrupted their minds, body, and soul.

"Yes I know. Look. LOOK! If we were corrupted we would see it. It shows physically, yes." Eric called out.

She nodded.

"We aren't showing any signs. No lesions. No nothing. Our minds are sharp. None of the magic we employed is affecting us."

"Then why are they doing this?"

"I don't know. They're wrong. I know."

"How? How are you so certain," she asked him, shedding a tear.

STARING BACK

"Because... because you are as beautiful as the day I met you. Because I love you more now than I ever have. Because I feel it, Vala. I'm sorry."

She smiled for her last time.

The hum of the prayer was all around Arden Eisbich and Lady Bananseid. A holy chant that helps protect those around from the burning of the corrupted.

"I don't understand," said Arden to the Lady beside him. He took a deep breath. "It seems... barbaric. Especially considering the two of them ARE Verum Fides."

Lady Bananseid shook her head. "Ain't to be understood. It's all wrong. But it has to be. They've touched too much. Fought too far into their lands. Changes you."

Arden pointed at them. "I understand that." As he said so Eric's head began to show. The side of it slightly lost muscle control at some time. The skin on the left side of his face was hanging on his skull like wet clothes. A result of botched magic. Eric was an alchemist, but when he started using parts of the monsters he hunted it started to become dangerous.

And Vala. Poor Vala. She had lost almost all of her eyesight, and she always smelled of sulfur. On top of that she had begun to lose her hair. She barely survived their fight against the Daemon.

"THAT happened because they wouldn't slow down!"

Eric nodded at her. "Cleansing?"

"Yeah."

"Can't they cleanse them now?"

"Nope. Too far. Once you get so far there isn't any way to go back. The evil leaves a spot that won't rub off. The two of them... in the body and mind now."

The two stood and watched as the last of the wood was stacked under them, and another of the witch hunters began to soak the pyre with oil.

"Corruption has claimed you too far my brother, my sister. For that you must die."

Each of the witch hunters then raised their forearm across their chest in a loud thud.

"Die well."

With that said a torch was thrown upon the pyre and it lit up with a flash.

"We have to move on now. There is more to do," the Lady said.

Arden nodded. She turned first.

Arden could not take his eyes off of their two comrades hands gripping each other as they screamed and writhed under the fire. Nor did anyone miss the last breaths of 'I love you' before...



Personali Electiones



Backgrounds

Broken One

Sometime in your past you were subjected to some kind of injury, disease, or were born with a condition that left you marked in a visible way. A terrible disease may have left pock marks or small scars on the face. Being caught in fire might leave burn scars. People judge by looks, and unfortunately you are judged quite quickly.

Skill Proficiencies: Intimidation, Medicine

Equipment: Mask or medical device to hide/deal with the damage. Common clothes, sack, a dagger (just in case), and a belt pouch with 5 gp.

Hideous Feature

d6	Feature
1	Birth Defect. You were born with this disfigurement.
2	Injury. A terrible injury has scarred you permanently.
3	Occult. A touch with the occult has caused a strange effect on you.
4	Disease. You are infected with a terrible disease that, though not infectious, is the source of your pain.
5	Branded. Your disfigurement was punishment, just or not, for something that occurred in your past.
6	Body Modification. Your disfigurement was purposeful by you, perhaps for religious purposes.

Feature: Extreme Reaction

People never really *just* notice you. Children stare. Hell, adults stare. For most it is a kind of shameful fascination. The truly good hearted often pity you. Some might give you meals for free. Offer alms. Steep discounts on room and board. They do whatever they can to help relieve whatever suffering you are under, and are careful not to inflict more. Others though, they're the worst. They outright fear you. Kids run screaming from the sight of you, and you are thrown out of anywhere deemed respectable. They find you offensive, and anything any 'Normal' person says about you the guards might take as being true.

Suggested Characteristics

d6	Personality Trait
1	I avoid mirrors and other reflective surfaces.
2	My clothing covers most or all of my body as much as possible.
3	I refuse to be treated as less than what I am. I don't let anyone help me.
4	I live life as fully as possible because I believe death is only a few steps behind me.
5	Due to my injuries I sometimes have difficulty communicating with others.
6	I'm unhappy, and find the sour note in any event.

d6	Ideal
1	Hope. Life can sometimes be terrible, but one must never give up! (Good)
2	Self-reliance. In the end I have to take care of myself. (Neutral)
3	Bon Vivant. Enjoy what you can today, because tomorrow is no guarantee! (Chaotic)
4	Fairness. Despite their reactions I have to give everyone a chance. (Lawful)
5	Retribution. These people don't understand the pain I suffer when they laugh. Perhaps they'll understand it if they scream. (Evil)
6	Coward. I've suffered too much already. I'll do whatever it takes to save myself. (Any)

d6	Bond
1	From the bottom there is nowhere to go but up.
2	If there is a cure I will find it.
3	Somewhere in this world I can be accepted... even loved.
4	My suffering must have a reason.
5	Those that have brought this pain to me will suffer far worse.
6	I was abandoned by everyone before. It is likely to happen again.

d6	Flaw
1	I hope that everyone will pity my condition.
2	I am tired of people pointing. Instead I get angry when someone points out my deformity.
3	I'm not brave. I just see no value in my own life.
4	I am willing to sacrifice myself for a lost cause.
5	My mistreatment has left me coldhearted and cruel.
6	I don't want friends. I want to suffer alone.

MERCENARY

The world is a dark and terrifying place, this is common knowledge to all but to a rare few the skill of combat becomes a unique and advantageous commodity. Whether to leave the toil of rural life, swell their pockets with fortunes, or seek personal glory mercenaries dedicate their life to their most profitable asset: their martial prowess martial prowess and use it to loosen the coins of any who can afford it. Whether that be as a trainer, guardian, or enforcer.

Skill Proficiencies: Intimidation, Perception

Tool Proficiencies: Vehicle (land)

Equipment: Common Clothes, a dagger, 15 gp, old baubles of past battles, dead friends, or lost loves.

BATTLE HISTORY

d6	Specialization
1	Footman: You learned your skills as infantry in an organized army you are no longer a part of.
2	Apprenticeship: You learned your skills from another mercenary.
3	Victim: Damaged and left alone in the wake of battle you learned to survive on your own.
4	Impoverished: You started the hard way. Without coin, you learned skills in street fights until ready.
5	Familial: You are part of a family of mercenaries and your skills were taught from youth.
6	Noble: You are a noble in search of excitement.

Feature: The Job Board

You don't find it hard to find work. Little side jobs are always available, and you know how to find it. Late night taverns, side streets, the guy running cups on the street always has the skinny on something. Either way you shouldn't have to spend more than one night finding something to earn some coins.

SUGGESTED CHARACTERISTICS

d6	Personality Trait
1	I may be a merc, but even I have ethics.
2	Make sure to look good doing it. Always put on a show.
3	Always train. Always push. Life is short, and blades will make it ever shorter.
4	Caring for your equipment is the best way to ensure it works when you need it.
5	This isn't a job. It's a lifestyle. I can do nothing else.
6	This is just a job. No morality to get in the way.

d6	Ideal
1	I don't care. Tell me the job and show me the coin. (Neutral)
2	Once I take a job I finish it. (Lawful)
3	It's never a bad thing to leave a job on fire. (Chaotic)
4	Fairness. Despite their reactions I have to give everyone a chance. (Lawful)
5	I hope you can survive on morals. Me, I prefer coin to questions. (Evil)
6	Your reputation is everything. (Any)

d6	Bond
1	I won't betray a client no matter the prize.
2	My blade supports my family. My children will not live in squalor.
3	I'm escaping a dark past and have to keep moving.
4	My companions help me survive, and I help them survive.
5	I want to stop this work, but the debts I owe are too great to stop.
6	If only I earn enough they will finally notice me, and the two of us can be married.

d6	Flaw
1	I'll let my blade talk for me.
2	If they didn't want to die they'd have fought harder.
3	I've failed several jobs and don't have the confidence I used to.
4	In truth I want an honorable end to my life.
5	Until I finish this job those I care for are in danger.
6	Companions are a means to an end.

PEASANT

You are the common man. Born to a family that worked in the fields, as servants, or perhaps even as laborers. Your youth was spent working, not learning. You had little time for education or formal training in anything, as you were busy working to live. The life of a peasant made you tough, and able to understand the natural world.

Skill Proficiencies: Animal Handling, Nature

Equipment: Common Clothes, a shovel, backpack with 10 gp worth of various trade goods, and a belt pouch with 5 sp.

LABOR

d6	Specialization
1	Farmer: You were raised on farmlands growing vegetables or fruit.
2	Rancher. You raised animals for meat, furs, and leathers.
3	Forester. You grew and chopped trees for lumber, and hunted game for food.
4	Servant. You grew up in a noble or merchants home as a serf overlooking some kind of labor.
5	Laborer. You were a laborer in a small town or village. You did whatever needed to be done.
6	Landless. You never grew up with a home, but instead did what odd jobs you could to get by.

Feature: No One

You are just someone no one notices. You don't stand out. People who don't know you personally may have difficulty remembering exactly how you look, or give a description so vague that it matches every other peasant. Guards will only pay attention to you if you are actively doing a crime. Oth-



erwise they may just pass over you during searches. You only stand out when you are in a place peasants shouldn't be. The court of royalty, or walking the wealthy streets. People may not know who you are, or remember you five minutes later, but they know you aren't supposed to be there.

Suggested Characteristics

d6	Personality Trait
1	A hard day's work is its own reward.
2	I'm thirsty for education. Something I was denied.
3	Take care of your tools and they take care of you.
4	I can always tell the weather, where north is, and know whether you can eat that or not.
5	If something needs to get done I'm the one to do it.
6	I'm a frugal adventurer, trying to save a pence.

d6	Ideal
1	Charity. I can't turn down another person in need of a good meal. (Good)
2	Tradition. I'm a laborer. My father was a laborer. His father was a laborer. My son will be a laborer. (Lawful)
3	Simplicity. I'm not looking to make things easier or harder. I'm just going to do it the way I know how. (Neutral)
4	Practical. Even if he died we still need to finish the crop work. Dead men won't feed us in the winter. (Evil)
5	Resentment. Damn the nobles! It's not like they're out here breaking their backs! (Chaotic)
6	Small World. I'm not interested in politics, magic, or even swordplay. Here, on this land, this is my place. (Any)

d6	Bond
1	A fence. Some good crops. A beautiful partner. A few children. That's all I want out of life.
2	Even here I won't forget the life I led before.
3	I won't ever return to that mud-shack life.
4	One day I'll find where I'll set my claim to land. Someday.
5	The day will come that I will sit on that throne. Mark my words!
6	A few more coins and I'll be able to save the ranch.

d6	Flaw
1	What's a bank? I've no idea what this city life is like.
2	Killed that man. Had to run away to avoid the headsman.
3	I didn't want to go to war so I ran away.
4	I spend my money on the best of everything and blow it so quickly I'm going to have to go out and get more very soon.
5	I suspect everyone is as honest and hard-working as the people I grew up with.
6	God is the only thing a person like me can look up to.

Slave

You have been the property of someone or something for most of your life. Perhaps you were born into it, or perhaps you were just unlucky when the slavers came by and took you to your new owners. Perhaps you were a labor slave, toiling endlessly in mines, farms, or other such work. Perhaps you were one of the ones expected to die in a fighting pit, and have instead somehow survived. Maybe the work was easy, but never ending. You opened doors, carried a mistress's dress tails, or something like that. Perhaps you were for pleasure, used by nobility if you were attractive, or set up in a brothel against your will.

Skill Proficiencies: Performance, Survival

Languages: If your master had a different native tongue than your own you now speak that language.

Equipment: A tool you are proficient in, a club, set of clothes appropriate for the kind of slave you are, a small pouch with 1 gp in it.

Past Slavery

d6	Purpose
1	I was enslaved to do hard and dangerous labor such as mining.
2	I wasn't a person. I was a pet for someone else.
3	I was well respected as a slave. Despite my place my master always kept me at their side.
4	They taught me to fight for the entertainment of others.
5	I dealt with house chores such as cooking and cleaning.
6	I was a machine. Open and shut. Light or unlight.

Feature: Hardy

You are hardier than most. A youth of heavy labor, constant work, and little rest means that you are able to suffer hardships that would crush others. Once per day you can choose to restore one level of exhaustion if you take one minute to rest.

Suggested Characteristics

d6	Personality Traits
1	Trepidation fills my heart when I see ropes, chains, and whips.
2	The scars I bear are ugly. I cover them whenever possible.
3	I have never gotten over the fact I no longer need to bow my head to everyone.
4	I never speak first, or last.
5	Doing work is just habit for me.
6	I never complain about hardship.

d6	Ideal
1	Equality. All people are born deserving of respect and kindness. (Good)
2	Becoming. Once a slave. Now a slaver. (Evil)
3	Classist. Society needs status to operate. (Lawful)
4	Abolitionist. No one is free until we break all bindings on every man, woman, and child. (Chaotic)
5	Indifference. Once I was a slave. Now I no longer am. (Neutral)
6	Fearful. I'll do anything not to go back there. (Any)

d6	Bond
1	I am branded a slave in this land. There is no where I am safe.
2	Far away from here my family is waiting. I will join them soon.
3	This small thing is all I have of my former life. It means more than all the gold I could carry.
4	I am looking for others who share my passion for freeing slaves.
5	My home is in ruins. I have no future except the one I must make myself.
6	We were to be married. I thought they were dead, but I heard a rumor...

d6	Flaw
1	My former master is alive and seeks me even now.
2	I put up a brave front, but inside I am terrified.
3	I've learned to hoard food and supplies even from others around me.
4	In secret I am afraid of freedom, and feel more comfortable when someone tells me what to do.
5	I can't share. I might need that one day.
6	I have a hard time lying to others about anything.



Feats

Close-Quarters Gunfighting

You have worked hard learning ways to fight in close with one-handed firearms. You gain the following benefits.

- Increase your Dexterity score by 1, to a maximum of 20.
- Being within 5 feet of an opponent you do not impose disadvantage on ranged attack rolls with one-handed weapons.

Corruption Resilience

Prerequisite: Corruption (4+)

Having dealt with corruption already, your body has grown resilient to the worst effects while maintaining some benefit. You treat the worst effects of your corruption as one less than your actual corruption. Major is treated as minor, severe as major. Those that read your corruption will still see its true value.

Explosive Expert

You are practiced with explosives and other compounds and gain the following benefits.

- Increase your Dexterity score by 1, to a maximum of 20.
- When throwing an explosive or alchemical compound you increase the range from 20/60 to 30/90.
- Reroll any die which results in a 1 when rolling damage with an alchemical compound. You must take the reroll even if it is another 1.

Night Person

Prerequisite: Dhampyr

You are used to travelling at night and are more aware at that time.

- You have an instinctive knowledge of when the sun will set, rise, and what time it is.
- In dim light or less you have advantage on Perception checks.
- By remaining completely still in any shadow that can provide the ability to hide a Dhampyr slowly blends with the shadows granting them advantage on Stealth checks in darkness.

Pugilist

You've learned the art of the fist fight.

- Increase your Strength score by 1, to a maximum of 20.
- Your unarmed strike deals 1d4 bludgeoning damage unless another ability makes it higher.
- You have advantage on your attempts to escape a grapple.

Rifleman

You are well trained in the use of rifles and other two-handed weapons. You gain the following benefits.

- Increase your Dexterity score by 1, to a maximum of 20.
- You can add one point of damage whenever striking a target with a shot from a two-handed firearm.
- You deal a critical hit on a shot of 19 or 20 with a two-handed firearm.

Sensitive to Corruption

Like a Witch Hunter you have the ability to sense corruption, but you are naturally sensitive to it. You gain the following benefits.

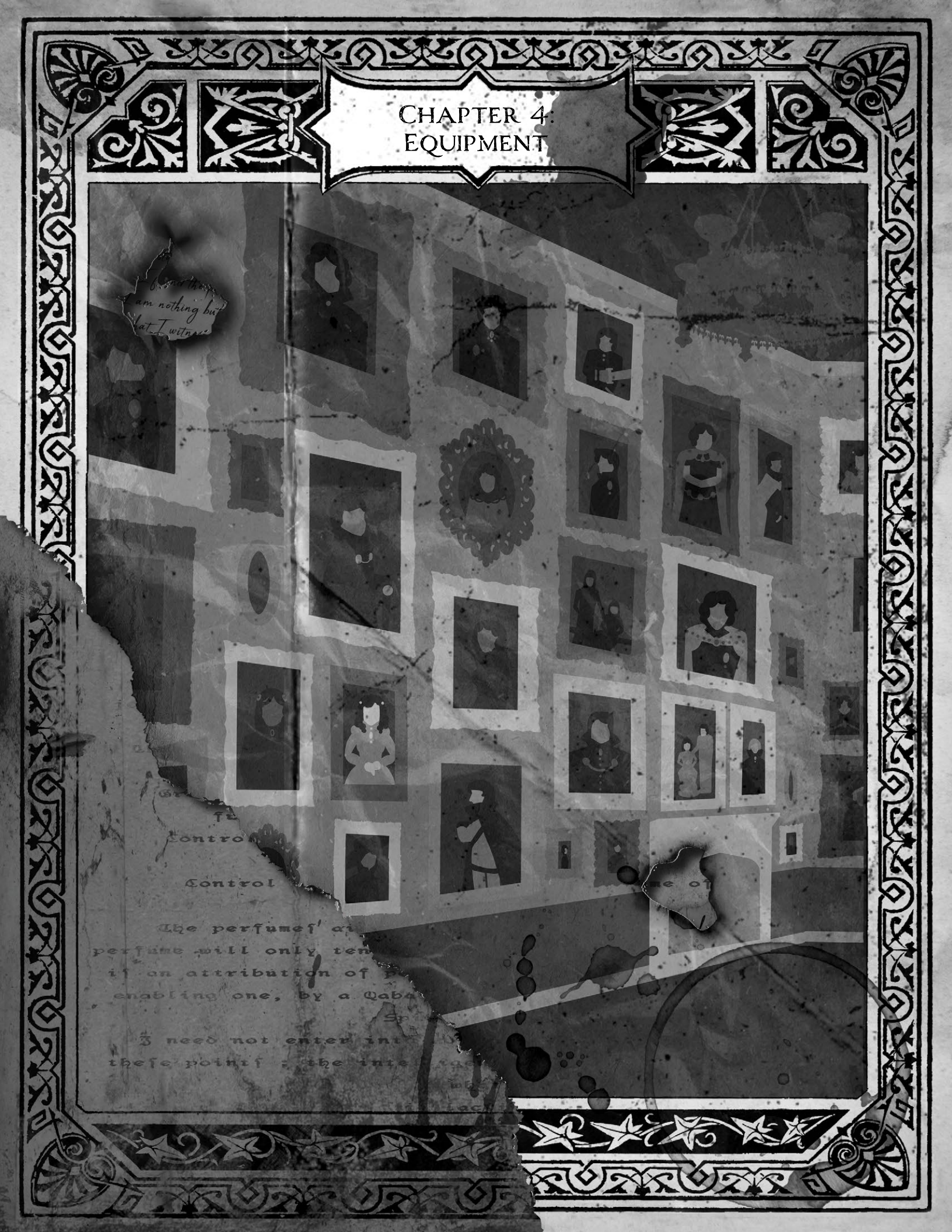
- You gain the Witch Hunter ability to Sense Corruption.
- You make any saving throw against corruption at disadvantage.
- You have the ability to allow one person to reroll a corruption saving throw, provided it was not a saving throw needed from leveling up. You can do this once before requiring a long rest to do so again.

Witch Coven

Many witches travel in covens. Those that make a habit of it gain special qualities in the presence of other witches and corrupted lands.

- When standing in an area with a corruption score of 1 or greater, the witch may call upon the corruption of the land to infuse her magic. Add +2 to the save DC of any spell cast. You may do this once per long rest.
- If you and another witch cast the same spell at the same target in any given round anyone requiring a saving throw must do it at disadvantage.
- Increase your Charisma or Wisdom score by 1, to a maximum of 20.

Chapter 4: Equipment



Chapter 4: Equipment

When you make your decision, don't you dare look back, girl. You either stay and accept, or you go and never return.

That's what she said, that's what she taught me. And so the fault is her own I am this way. My mother, so full of regret. To think of her self-imposed shan- woman so scared, culled the life from her a favor. Nothing left to pity now.

Would it have broken her even more to see me as I am? She thought me to be the sweet flower and not the thorn. A flower to be plucked by some other bind and left to wither in stagnant water as she w- I feel. I am neither flower nor thorn. I alwa-

To channel that arcane power is setting an all-consuming fire w- and letting it burn until you are hollow. Liken it to a forest fire i- barren landscape left in the wake of such magnificent destructi- of growth that follows. Of course it will hurt. Pain here is ine- what separates those who cannot and those who will.

One cannot move loose ends when one desires for things greater than mediocrity. For things that transcend this reality... for things so far beyond being human. I despise the word. Human. Boring. Lesser. To be born human feels like being born the lamest of the flock. I have to work that much harder to see the results I desire.

being followed. I- sense it. Sense them. The- ALL that I have worked for. I speak of witchcraft as burning ourself from the inside in order to allow room for new growth. They would urn all of me to the core of what I am. would be ash and bone. I would be nothing. The fire is not what scares. cannot believe it. Me. Being scared. hen I thought fear was so beyond me. ow it has come to this. I will find a way. As I always have. Get it together. Paranoia does not suit you.

I saw them! There is no doubt now.

They call themselves the Verum Tides. I sp
on them and everything they stand for.
not me they were after, but an old crone.
village midwife. There was a surprising
strength to her... it took four men to hold
down and tie to her to the pyre. I risked mys
then, too, standing so close, but... I must
admit I found the process so enlightening. I
feel I am nothing but wrath in body and min
after what I witnessed. They felt so entitled to
take her life, and did so with impunity.
Perhaps I should be mocking her too, for
etting
Still c

This morning I burned a pile of old journals. Old notes about my prior experiments. It was a shame to be rid of those memories too. I have seen bodies in many ways, and I have seen them in the many forms death takes. Not like this. The way she burned reminded me of those books. Burning parchment. Burning leather. It cracks and curls up on itself before fully charring and blackening. Did her blood boil her from the inside? I g to know. I must commend her attitude during the ess. She wanted to frighten them. To remind them place, that even as she burned, she still rose above smoke. She laughed and laughed. Muttered old them the secrets they themselves sought to old them about themselves. One of them vomited lm.

It was near the end when her eyes met mine. Such intensity. She kep her eyes to me even as they burst from the heat. She spoke to me. Not with words. With a spell. She said she had something for me. She told me where to go. That this was a lesson and we are the same. Her wor s now mine. Bef she went quiet... she told me something that me feel like my reality was not what it seemed... I cannot wr yet... It feels like falling through an endless S toward nd all understanding. A thing that that will embrace

It changed me. It changed everything I know about the world.

For the first time in my life I feel thankful.

CHAPTER 4:
[illegible]NT

It feels like touching the divine. Taking a piece of it for yourself. How it hurts! How it burns! No words can possibly describe it in full. My hands were the first to change. My fingers, all red and swollen with irritation, with infection. My fingertips and nails were hot like fire and leaked with blood and pus. They fell off one by one. I was a bit concerned by then, I must admit. Thought I contracted plague or sickness related to my pursuits. The skin turned green and then black. It felt like the bone within were shifting, or... something was growing there to take their place. How glad I am of it. Such radiant pain.

These new hands of mine. I feel a great gift was bestowed upon me.
Witch hunters speak of it as some festering darkness, unravelling of the self. Corruption. It is so, so far from that.
It is transformation. Metamorphosis.

I am greater because of it. All I see is proof of my power, proof of my work. I see my reflection in the mirror and feel the urge to [illegible] success. My face. The changes to my body.
All of it reflects who I truly am.

Chapter 4:
Equipment



Vasa Ornatus



Equipment

For the most part, the world contains little in the way of true magical items. These rare artifacts are wicked, and often quite coveted. Most must make due with scientific invention. Not to be underestimated, scientific advancements have been most amazing when pursued in war, and it shows.

Many nations embrace new technologies as they become available. Not all are within the expense to equip their military with, but all at least attempt to gain whatever advantage is afforded them. Conflict is forever the great shaper of destiny.

Witch Hunters, in particular, have been instrumental in the advancement of scientific pursuits. Unlike many, the witch hunters quickly embrace new technologies for their hunts, and the firearm in particular owes a great deal of its popularity to them.

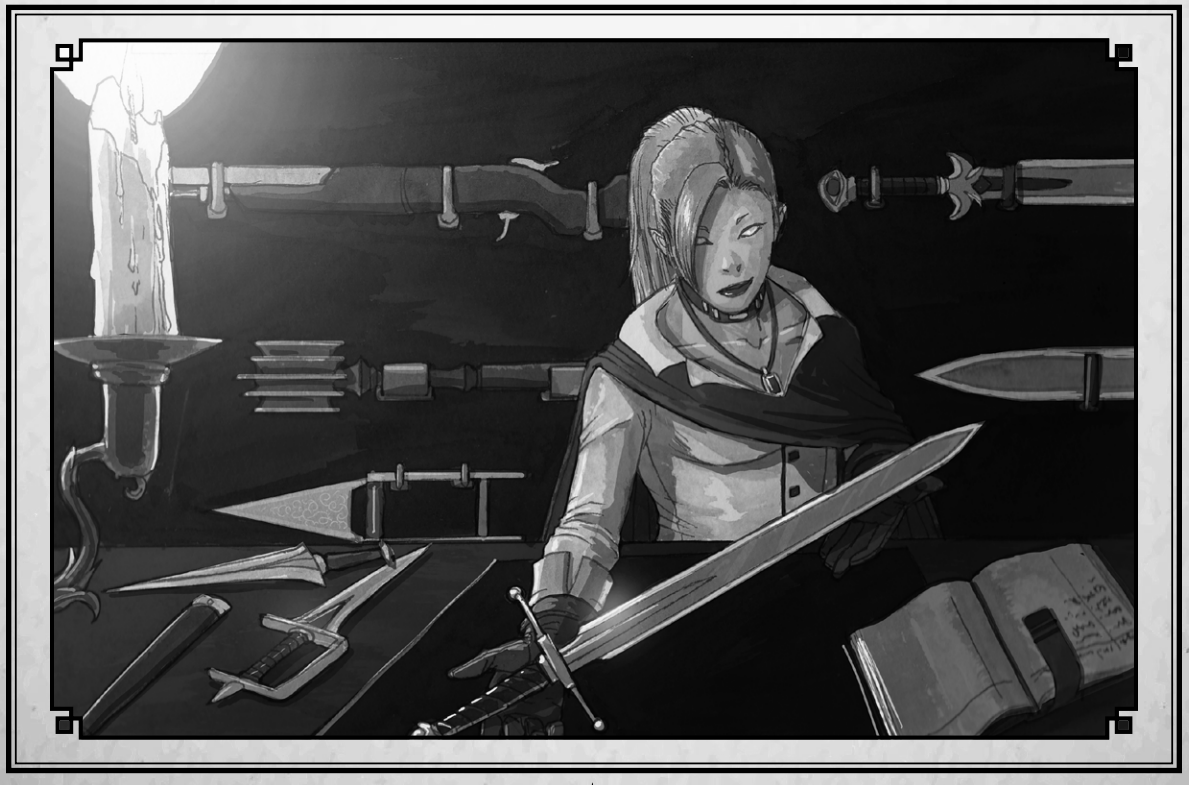
Firearms

Firearms are fairly new to the world, the knowledge of gunpowder only recently reaching Vaetia from the far flung lands. This technology was first brought to the land by a foreign witch hunter who effectively used it not merely to fire tiny rockets, but also in bundles tied together set aflame that exploded with all the effectiveness of a witch's fire.

Builders in Vaetia took the powder that was used and developed it. The first primitive firearms were developed at that time. Though adopted on battlefields, the firearm was difficult to use, dangerous to fire, expensive to make, and gunpowder still difficult to produce. This limited its military usage across Vaetia for the first century or so. Primarily firearms became the bemusement of the nobility, or the use of adventurers, while gunpowder was used in the creation of bombs.

That changed around 1400 with the invention of the gun. The gun was easier to reload, and did not require a great deal of training to be lit and fired on the field. Now various countries have taken greater interest in this emerging technology. The process of gunsmithing is still expensive, and a rare talent. Many armies may have regiments of firearm wielding soldiers, but most are archers. Still, for the first time in history one can purchase firearms throughout most of Vaetia. Even common families can sometimes have a single pistol in the home.

Firearms utilize bullets, which differ from sling bullets in that they are not simply rounded stones. Bullets must be carefully manufactured. Bullets are different for



Firearms

Item	Cost	Damage	Weight	Properties
Pistol	20gp	1d10 piercing	3 lb	Ammunition (range 30/90), loading
Gentleman's	50gp	1d6 piercing	1 lb	Ammunition (range 15/45), loading, light
Light	35gp	1d8 piercing	2 lb	Ammunition (range 30/90), loading, light
Double barrel	150gp	1d8 piercing	3 lb	Ammunition (range 20/60), reloading (2)
Pepperbox	250gp	1d8 piercing	5 lb	Ammunition (20/60), reloading (3)
Revolver	500gp	1d10 piercing	3 lb	Ammunition (30/90), reloading (5)
Light	600gp	1d8 piercing	2 lb	Ammunition (30/90) reloading (4), light
Large	750gp	2d8 piercing	5 lb	Ammunition (30/90), reloading (4), unwieldy
Rifle	35gp	1d12 piercing	10 lb	Ammunition (90/270), loading, two-handed
Revolver	150gp	1d12 Piercing	12 lb	Ammunition (90/270), reloading (2), two-handed
Lever-action	500gp	1d12 Piercing	12 lb	Ammunition (90/270), reloading (6), two-handed
Shotgun	300gp	1d10 piercing	8 lb	Ammunition, loading, scattershot, two-handed
Sawed-off	300gp	1d10 piercing	5 lb	Ammunition, loading, scattershot
Double Barreled	750gp	1d10 piercing	10 lb	Ammunition, reloading (2), scattershot, two-handed

the four types of guns typically found in Vaetia: Pistols, Revolvers, Rifles, and Shotguns. A potential firearm user must have and stock the appropriate ammunition.

Firearms have different loading properties. Many have the loading feature, and can be used like a crossbow. You can make a single attack with a loading weapon per action, regardless of the number of attacks that action grants. For example, a 1st level Fighter and a 20th Level Fighter use the Attack Action - each can only shoot one shot. You reload a weapon as part of your attack action in order to have the weapon ready for the next round.

Firearms that have the reloading property have a number of attacks they can make before they must be reloaded. With a reloading (6) weapon a 1st level Fighter can only make one attack in their attack action. However, a 20th level fighter can make four attacks. In the next round they can make two more attacks because they still have two left from the previous round. He can spend his bonus action to reload, fire 2 more times for a total of 4 attacks, and still have 4 shots in the firearm for the next round. He can also reload as a normal action if he wishes to use his bonus action for something else.

Imprecise is a new firearm property. Imprecise weapons do not add their user's dexterity ability modifier to damage rolls, nor can they deal sneak attack damage.

Unwieldy is a new firearm property. Unwieldy weapons can be fired both one, and two-handed. If fired one-handed the attack is done at disadvantage.

Scattershot weapons have no range increments, and cannot target a single target. Instead the user fires them in 30-foot cone dealing their damage over a large area. Scattershot weapons are automatically imprecise unless the target is within 5 feet of the attacker.

Firearms can be crafted, repaired, and maintained only by someone who is proficient with the Gunsmithing Kit.

Pistol

A pistol is a one-handed ranged firearm. Pistols can easily be preloaded and carried. Standard pistols have a single chamber and no sight. Pistols are perhaps the most numerous of the firearms and are generally available everywhere.

Gentleman's Pistol

A Gentleman's Pistol is a tiny pistol with a single chamber. The entire weapon is not much larger than a human palm. It is named so because it is often carried by noblemen and the wealthy as a last ditch protection. Because of the small size of the gun, it is often used by assassins as well, and anyone wanting to sneak it past security. You can use sleight of hand to hide a Gentleman's Pistol on you with advantage.

Pistol, Double-Barreled
A unique pistol design that has two chambers, two hammers, and two triggers. This pistol is rare, but sometimes seen among sport shooters and hunters.

Pistol, Pepperbox
One of the most famous pistol designs. In this design a bullet is put into each barrel, and as the weapon is fired the entire barrel spins lining up the next barrel for a shot. A design that is rare, and improved upon with the revolver.

Revolver
The most advanced sidearm developed. Really only seen in the hands of the rich, as well as adventurers and military officers, the revolver takes what made the pepperbox pistol good and makes it better. By only spinning a central chamber in the gun, the revolver makes it easy to have a multi-shot weapon.

Revolver, Large
This large revolver is one of the most dangerous handguns in the world. So powerful is its kick back that most find it impossible to shoot one-handed.

Rifle
A rifle is a long barreled two-handed firearm with greater range and stopping power than a pistol. Most contain a single chamber that is loaded, and then moved into position and locked by a 'Bolt'.

Rifle, Revolver
An early attempt to make a multi-shot rifle. The Revolver rifle is effective, but the ammunition for a rifle is much larger than a pistol and the revolving chamber can sometimes jam.

Rifle, Lever-Action
The best design known for the rifle. A lever allows the firearm to be loaded with multiple shots, each loaded into place one after another with a lever the user moves after each shot.

Shotgun
A blunderbuss is a short, wide bored firearm that fires pellets rather than bullets. It has almost no range, but can fire the pellets over an area dealing damage to multiple targets at the same time. Instead of targeting a single individual the blunderbuss targets a 30-foot cone from the point of the attacker.

Shotgun, Sawed-Off
A regular shotgun that has been sawed off near the chamber so that it can be lifted and fired with one-hand.

Shotgun, Double-Barreled
A larger shotgun with two full barrels. Two pieces of shot can be loaded into a double-barreled shotgun.

Explosives
The first common use of gunpowder, and still the most common. Explosives utilize gunpowder to literally burst apart, causing fire damage to anything caught in the blast radius. Explosives can be crafted with the Alchemy kit.

Each explosive has a range property, which is the distance one can toss or throw the explosive as a single action. Explosives almost always explode outward in a sphere from a selected point. Explosives do not have range increments, nor do they require attack rolls unless the character is attempting to strike a very specific target such as through a window, or a crack in the wall.

Many bombs use a fuse that is lit to help time the explosive. Unless otherwise, crafted bombs are set with a fuse that burns out at the end of a single action. Mean-

Explosives

Item	Cost	Damage	Weight	Properties
Bomb	50gp	3d6 fire	1 lb	Range (60), Dex (12), 10-foot radius
Smoke	25gp	—	1 lb	Range (60), Cloud of Smoke 20-foot-radius
Fragmentation	100gp	5d6 piercing	1 lb	Range (60), Dex (15), 20-foot radius
Gunpowder Keg	250gp	7d6 fire	10 lb	Range (10), Dex (12), 30-foot-radius
Dynamite Stick	10gp	3d6 bludgeoning	1 lb	Range (60), Dex (12), 5-foot radius
Fuse Cord, roll	25gp	—	5 lb	—

ing, once thrown, the explosive immediately goes off. It requires one action to set a new fuse that lasts up to ten rounds. When throwing or setting an explosive, roll initiative for the explosive. After the set number of rounds, the explosive goes off.

BOMB

The most common explosive is the bomb. A spherical clay device with a fuse attached. The fuse is set on fire, thrown, and explodes on impact. A successful dexterity saving throw reduces the damage by half.

BOMB, SMOKE

A smoke bomb is made primarily to create a large cloud of smoke that makes it difficult to see and breathe in. Anything caught in the 20-foot radius cloud is effectively blinded while in it, and anyone on opposite ends lose line of sight. Creatures caught in the smoke must make a DC 10 constitution save or cough for that round, giving them disadvantage on attack rolls. Creatures continue to cough until they move out of the smoke and make a successful constitution saving throw. The smoke dissipates away after one round, and only lasts for five rounds. Any wind higher-than-normal will dissipate it earlier, or blow it away.

BOMB, FRAGMENTATION

A fragmentation bomb is designed not to do damage from the explosive burn, but from the fragmentation of the casing or other small particulates within. Like other bombs, the fragmentation bomb has a fuse. A successful dexterity saving throw reduces the damage by half.

DYNAMITE

A single stick of dynamite can be lit and thrown as a single action. Multiple sticks can be bound together and set as an explosive, or thrown. Each additional stick increases the damage by 1d6 (maximum 10d6), and increases the radius by 5 feet (maximum 20 feet). Unlike other bombs which deal damage through fire or fragmentation, dynamite does through concussive force. Used indoors, underground, and around objects the dynamite will most often destroy anything around it and collapse tunnels if it deals enough damage to the environment, at the GM's discretion.

POWDERKEG

A large and heavy collection of black powder that has not been made into ammunition. Kegs are fairly heavy and can only be thrown a very short distance. Fuses can be set, but the gunpowder is also very dangerous and can sometimes be set off with any spark, such as being struck by a bullet.

FUSE CORD

Fuse cord is used to set explosives. Each roll has over one hundred rounds of time attached to it, and the fuse burns at about one foot per round. If an explosive is re-fused to last longer than one action, you use this fuse. If not in combat the fuse can be set to any length. Once lit a fuse can be put out with water, or by cutting or removing the fuse before it reaches one round left in time.

Armor

Armor is still necessary for protection in this age. However, the way it is used, and the kind that is used, has changed dramatically. Heavy armor is rare, but still employed by monster hunters and adventurers alike. Though men may use firearms, it is rare for a monster to do so.

However, in recent years the range of armors has begun to widen. The evolution of technology has made inventors of blacksmiths, and many unique creations come from the modern forges of Devara.

PADDED CLOTHES

A basic set of clothing that is made in multiple layers of quilted cloth, silks, or similar material stacked and sewn in layers. Also called a gambeson.

MILITARY UNIFORM

Similar to Padded Clothes, except made of better, lighter materials mixed with woven metalwork in between. Military uniforms differ across the world, but all offer the same basic protection. Though wearing one may get someone who is not associated with that military into trouble.

LEATHER JACKET

A thick leather jacket that goes over the shoulders and down the sides usually to the waist. Inexpensive and common among anyone looking to get into some trouble.

Vest of Sheet Metal

A vest of sheet metal is simply a large sheet of metal the size of a human chest that hangs from the neck, and across the waist with a rope. Crude, but effective protection.

Combat Coat

Specifically designed of leather and strips and studs of metal. The combat coat is commonly large, covering the entire body, but it is also rather heavy.

Hide

Crudely made out of thick furs and pelts. Hide armor is primitive but highly effective for its rather primitive design. Hide armor is rarely used by civilized peoples. Monstrous creatures, barbarians, and those that live in the wild will sometimes prefer them.

Boiled Leather Outfit

Boiling leather is a great way to make it soft and supple. By constantly boiling and shaping you can create remarkably hardened leather in a shape that can be used on various parts of the body almost like plate armor.

Military Light Armor

Military Light Armor is a light breastplate, epaulets, and gloves combined with a helmet usually. Military Light Armor is fairly common in most nations.

Junk Plate

Junk Plate is rarely used by anyone who can afford better. Made of various scrap metals welded together to fit over the body, it is needlessly heavy, but is effective at protection.

Machined Piecemeal

Piecemeal armor is various pieces of armor set upon the body while leaving the joints free to move to increase mobility. Modern blacksmiths have new machines that let them work the steel in superior methods to fit better and be useful

Armor

Armor	Cost	Armor Class	Strength	Stealth	Weight
Light Armor					
Padded Clothes	5 gp	11 + Dex modifier	—	Disadvantage	8 lb
Military Uniform	15 gp	11 + Dex modifier	—	—	5 lb
Leather Jacket	10 gp	11 + Dex modifier	—	—	8 lb
Vest of Sheet Metal	10 gp	12+ Dex modifier	—	Disadvantage	10 lb
Combat Coat	50 gp	12+ Dex modifier	—	—	15 lb
Medium Armor					
Hide	10	12+ Dex modifier	—	—	12 lb
Boiled Leather Outfit	50 gp	13 + Dex modifier	—	—	20 lb
Military Light Armor	100 gp	14 + Dex modifier	—	Disadvantage	40 lb
Junk Plate	75 gp	15 + Dex modifier	Str 9	Disadvantage	35 lb
Machined Piecemeal	400 gp	15+ Dex modifier	Str 11	—	25 lb
Heavy Armor					
Chain Mail	75 gp	16	Str 13	Disadvantage	55 lb
Gear Battlesuit	1,000 gp	17	Str 15	Disadvantage	60 lb
Trench Armor	2,500 gp	18	Str 15	Disadvantage	40 lb
Shields					
Metal Parasol	25 gp	3	—	—	4 lb
Basic Shield	10 gp	2	—	—	6 lb
Ripper Shield	50 gp	2	—	—	10 lb

in battle. Machined piecemeal is the lightest protection one can get while still having the ability to move about.

Chain Mail

An old design, but still used by those who can't afford better. A set of Chain Mail is a heavy set of linked rings that provide remarkably good protection for such a simple design. Repairing it can be costly and time consuming. It includes heavy gauntlets.

Gear Battlesuit

This armor is the result of trying to bring plate mail back to the battlefield. It resembles old style plate armor, except various machined gears are placed near the joints with lighter material to make moving around slightly easier.

Trench Armor

Trench armor is used by military units that aren't required to move around much to perform their duties. Trench armor consists of four heavy metallic plates that cover the neck, chest, and abdomen. Chain or heavy leather usually covers the arms and legs to provide mobility, but additional plates cover the face, top of the head, and the arms and legs. Wearing Trench Armor reduces the wearers speed by 5 feet or 1 square.

Metal Parasol

The Metal Parasol appears like a regular parasol when unopened. When needed it can be opened as a reaction or bonus action to provide the +3 bonus to AC. However, it requires two hands to open the parasol and to benefit from its AC bonus.

Basic Shield

A basic known shield. Usually made of metal or wood.

Ripper Shield

A round shield about two feet across. The edge of the shield is covered in razors that with a flick of a switch in the back of the shield begin to spin. This shield can be used as a weapon in the off-hand while still benefiting as a shield. It deals 1d6 + strength modifier damage, and is considered a light weapon.

Weapons

Weaponry in Devara have begun to evolve from the old origins, however, many melee weapons remain. After all, firearms are still expensive, and firearms aren't always the best answer against supernatural threats. There are two types of weapons: simple and martial. Firearms require their own proficiency to use.



Baton

A baton is a basic cudgel made of wood or metal. Most are solid pieces, but more well designed models may actually expand to make them easier to carry. Batons are basic weapons and can represent many forms of small blunt weapons.

Garrote

A sharp wire often held between two small pieces of wood. A garrote can only effectively be used against a creature equal in size, or one size smaller than the wielder and additionally can only be used when advantage is gained over the target. On a successful hit, your target gains the grappled condition, and you deal damage to the target automatically every round you maintain the grapple. You maintain advantage over the target as long as you maintain your grapple. A grappled creature immediately is considered to be choking, potentially causing unconsciousness before death.

Cane

A common cane can become a useful bludgeoning weapon in a pinch. Indeed, many a gentleman carry them for precisely that purpose.

Stiletto

A stiletto is a small thin dagger-like weapon that is easily thrown even long distances.

Switchblade

A switchblade is a spring loaded bladed weapon that can easily be hidden. When attempting a sleight of hand check to hide a switchblade on yourself you gain advantage on the roll. These weapons are often very illegal in many cities.

Sword Cane

Effectively a large sheathe for a small thin blade, a sword cane can easily be hidden and most would not have suspicion of seeing the cane as a normal walking stick.

Bolas

Bolas are a unique weapon employed sometimes by lawmen, but often by bounty hunters. A bolas is a set of weights held together by rope or chain and thrown at a target. Bolas wrap around a target, bludgeoning them and potentially grappling them. A DC 12 Dexterity Saving Throw can prevent them from being wrapped up and not tripping on the ground where they are. Once trapped by the Bolas the target must either spend a full round removing the bolas, deal five points of damage to the weapon to break it and free themselves, or burst out with a strength ability check DC 12.

Weapons

Item	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Baton	5gp	1d4 bludgeoning	1 lb	Light, Finesse
Cane	5gp	1d4 bludgeoning	1 lb	Light
Garrote	1gp	1d4 slashing	—	Finesse, Light, Two-handed, Special
Stiletto	20gp	1d4 piercing	1 lb	Finesse, Light, Thrown (15/45)
Switchblade	30gp	1d4 piercing	1 lb	Special
Sword Cane	50gp	1d8 piercing	4 lb	Finesse, Special
Simple Ranged Weapon				
Bolas	1gp	1d4 bludgeoning	2 lb	Light, Thrown (30/90), Special
Martial Melee Weapons				
Cutlass	12gp	1d8 slashing	3 lb	Finesse, Light
Boot Knife	25gp	1d3 piercing	1 lb	Special
Ball and Chain	55gp	1d10 bludgeoning	14 lb	Heavy, Reach, Two-handed
Chain Whip	100gp	1d6 slashing	4 lb	Light, Reach
Gauntlet Sword	200gp	1d6 slashing	3 lb	Finesse, Light, Special



Cutlass
A common weapon employed by sailors and pirates alike. The curved blade makes cutting rope easier.

Boot Knife
A boot knife is a hidden weapon that can be released as a bonus action and used to attack as an off-hand weapon. Rearming the boot knife requires an action. While deployed, walking can be difficult and all terrain is considered difficult, and normally difficult terrain is impassable.

Ball and Chain
A strongman's weapon that couldn't be any simpler. A heavy iron ball set at the end of a long chain. When spun to get momentum the heavy ball can slam into targets causing massive damage. It also can be used against opponents at reach.

Chain Whip
Similar to a leather whip, and still partly made of leather. A chain whip attaches several chain link across the end of the whip that help deal higher damage at the cost of a little weight.

Gauntlet Sword
A uniquely designed weapon employed by those with unique fighting skills, assassins, and some occultists. The Gauntlet Sword is a metal and leather gauntlet that hides a blade on top of the arm that is employed by a simple mechanical device. When deployed the user grasps a single handle while the blade comes from above his hand. He can then attack with the weapon. Releasing the grip sends the sword back into the gauntlet.

Magic Items
True magical items are all icons and powers of evil. In order to craft a truly magical item, the magician or witch must use not only daemonic magics, but also infuse it with corrupted spirit. For this reason, magic items are rare in the world, and those that do exist are feared, coveted, and powerful. You will never see a simple 'Magic Sword' in Memento Mori. Instead you will find 'Fleshrazor, the Murder Blade'.

Any character using a magic item, or possessing a magic item, risks terrible corruption. Possessing a magic item and using its power automatically increases that character's corruption score by 1. Some incredibly potent magic items may increase it by 2, or even more. This cannot be removed as long as the item is possessed by the character. A character can remove the risk by wrapping a magic item in leathers, linen, or some similar thing, and never using it while in their possession. A character that gives up their magic item, or destroys it, can restore their corruption as normal.



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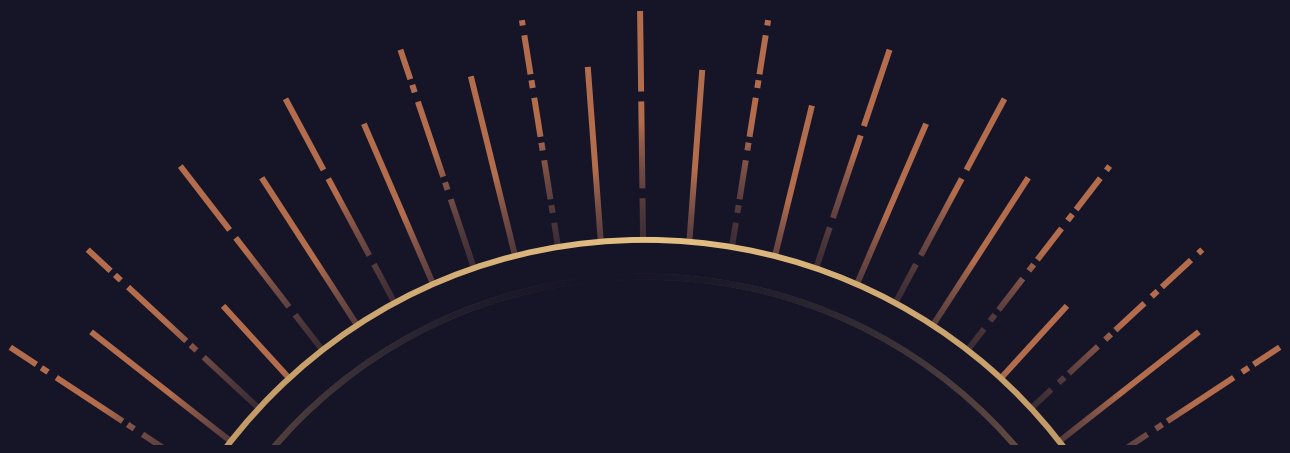

Memento Mori: Ars Technica

Stolen from the Occult Libraries of Skadova you hold in your hands a dreaded tome. Within its pages are the mechanics for running a Memento Mori campaign. Use it, at great risk, to navigate the world of Vaetia, or use pieces of its dark knowledge to embark in your own world.

