

Level: 1

Traits

1

1

+1

+3

 $1+0$

1-2

Stats

Max

/10

+3.

10

d10

 $+2$ 

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Abilities

Arcane Adept

Add +2 to all rolls to handle and deal with magic (non-combat).

Arcane Knowledge

Once per Page: Reroll any d20 + Intellect roll and take the new result.

Spells

You have 2 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Blight Touch

Use 1 Spell Point: Add +d4 to all Attack rolls for the Page.

Bone Shield

Use 1 Spell Point: Add +d4 to all Defense rolls for the Page.

Use 1 Spell Point: Add +d6 to all rolls for Strength, Dexterity, and Constitution on the Page.

Severin Mortis

Death Weaver Level: 3

Traits



Str



Dex



Con



Int



Wis



Cha

Stats



Hp

Max
/16

Atk
+5



Def

+4

Dmg

2D8



Notoriety



Minions



Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Arcane Adept



Add +2 to all rolls to handle and deal with magic (non-combat).

Investigator



Add +2 to all rolls to search and investigate.

Student



Add +2 to all rolls to recall history and knowledge.

Intimidating



Add +2 to all rolls to threaten and intimidate.

Arcane Knowledge



Once per Page: Reroll any d20 + Intellect roll and take the new result.

Raise the Dead



When you defeat an enemy in combat, roll a d6. On a 5 or 6, gain 1 Minion.

Soul Trap



You can acquire and save a second boon.

Spells



You have 6 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Blight Touch



Use 1 Spell Point: Add +d4 to all Attack rolls for the Page.

Bone Shield



Use 1 Spell Point: Add +d4 to all Defense rolls for the Page.

Skeletal Minions



Use 1 Spell Point: Add +d6 to all rolls for Strength, Dexterity, and Constitution on the Page.

Severin Mortis

Death Weaver Level: 5

Traits



Str



Dex



Con



Int



Wis



Cha

Stats



Max
/24



Atk
+7



Def
+6

Dmg

3D8



Notoriety



Minions



Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Arcane Adept



Add +2 to all rolls to handle and deal with magic (non-combat).

Investigator



Add +2 to all rolls to search and investigate.

Student



Add +2 to all rolls to recall history and knowledge.

Intimidating



Add +2 to all rolls to threaten and intimidate.

Arcane Knowledge



Twice per Page: Reroll any d20 + Intellect roll and take the new result.

Raise the Dead



When you defeat an enemy in combat, roll a d6. On a 5 or 6, gain 1 Minion.

Soul Trap



You can acquire and save a second boon.

Spells



You have 11 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Blight Touch



Use 1 Spell Point: Add +d8 to all Attack rolls for the Page.

Bone Shield



Use 1 Spell Point: Add +d8 to all Defense rolls for the Page.

Skeletal Minions



Use 1 Spell Point: Add +d10 to all rolls for Strength, Dexterity, and Constitution on the Page.

