

MORTIS BASIC

Dark Fantasy Role-playing Game



OHR GAMING NETWORK

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- ◆ **Daniel Comeric** | Danielcomeric.com
- ◆ **Pawel Dobosz, Maciej Zagorski**. The Forge Studios.
- ◆ **Josh Diffey**, numerous pieces of art throughout the book. A fantastic friend. Support his work here: [Pwniverse](http://Pwniverse.com).
- ◆ **Meta-Works**, pieces of work detailed as: Ghoul King, Empire Dwarf Fort, The Lost Shrine, In the Forest, Necromancy Symbol, Blood Magic Symbol. Support his work here: [Meta-Work Deviant Art](http://Meta-Work.DeviantArt.com)
- ◆ **Ridrith**, cover design Thieves of Light, Red Moon Knights, Burning Keep, Demon Ship.
- ◆ **Perplexing Ruin**, numerous pieces throughout the book. Please support them by visiting their Patreon here: [Perplexing Ruin Patreon](http://PerplexingRuinPatreon.com).

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Campaign Primer

CAMPAIGN PRIMER

What is Mortis?

- ◆ Mortis: Basic is a simple, easy to run role-playing game based in a grim, dark and gruesome setting. Elements of horror and dark fantasy are prevalent. The general style of play is that of other OSR games. That means there's less of a focus on rules found in a book, and more emphasis placed on spontaneous rulings from the game master to keep the game going. Players are expected to engage with the fantasy as much as possible, and have the game master arbitrate the outcomes of their actions in real time. Game balance isn't a concern, player skill and ingenuity are key to success in Mortis.

In the Wake of a Fallen Empire

- ◆ You explore in the shadows of the old empire, having collapsed only ninety years ago. The Immortal Emperor Minas lies murdered by demons and the rest of his glorious empire died with him. Now masterless knights, brigands, undead, demons, and things too horrifying to name stalk the lands. Men and women fortify themselves behind wooden walls, cities are dens of corruption and greed. False lords and merchant princes battle for control of what little is left, sacrificing lives without ever truly considering the cost.

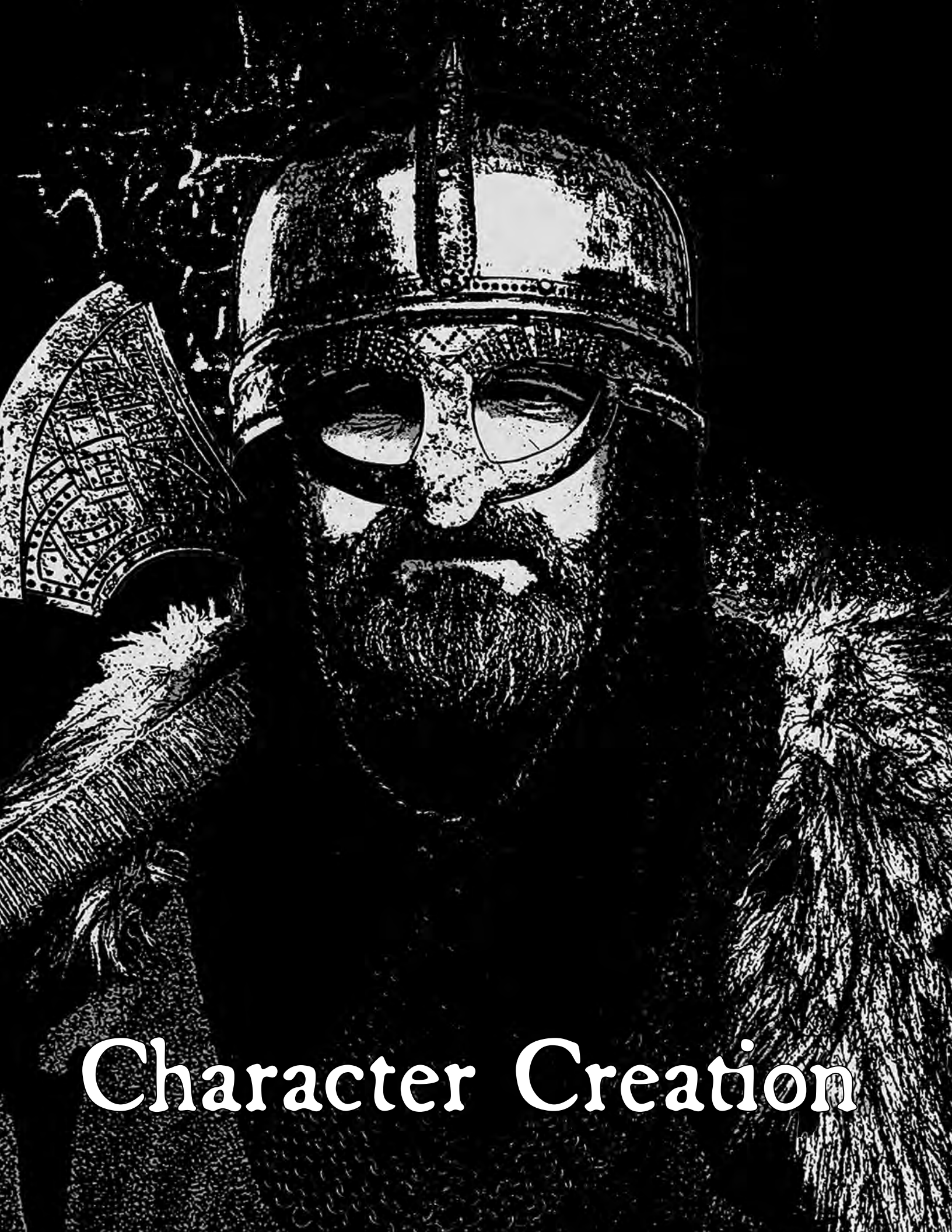
The Wytch Spires and the Dreamer

- ◆ Wytch Spires dot the landscape, these spires are prisons and places of power where the greatest of the legions demon commanders convene and plan the downfall of the last remaining bastions of civilization. These places are living nightmares made manifest. The few that are "abandoned" draw even darker things to their lightless halls.

The Enemy in the Dark

- ◆ When the sun goes down, the dread begins. Mortis's surface world is filled with grim tales of the restless dead, silent gods, and religious organizations who crusade against wytyches and normal folk alike. The living know they do not dwell alone. The border between the worlds of light and shadow are hard to find but easily crossed. Barbarity, savagery, cunning, and a powerful sword arm are the only things a person can count on to get them through the day. The ochre sun sets on Mortis, a fragmented world enshrined in gloom and fell secrets. Demons, ghouls, shadows, and monsters haunt the surrounding countryside. Men murder and wage war over malignant, foul lands. Gods no longer acknowledge the pleas of their most faithful adherents, instead they deliver plagues, scorn, and curse them. It's up to you to devise a path forward, to find or build a sanctuary on Mortis. This is not a campaign for heroes, honorable knights, or kind-hearted bards. It is a place for adventurers, cut-throats, mercenaries, and occultists. Strive to be better. Save who you can. Survive. That is the creed of any man or woman trying to survive Mortis.





Character Creation

CHARACTER CREATION

I. Roll Attribute Scores

- ◆ **Rolling Attributes:** Level one characters begin with a pool of 12 (twelve) D6 dice, selecting each attribute down the line you may choose to spend as many of the twelve dice as you wish on each attribute. Once you are out of dice, any attribute that was not rolled for, is automatically a 1 (one). *The maximum score of any attribute is 16 (even if you roll over that amount when choosing to spend your die).*

Example: You want a high body score, so you choose to roll 4D6 dice. You get a 16! Your body score is a 16. You have 5 dice left to spend. You roll 2 dice for mind and get a 7, then roll 2 dice for influence and get a 4. Furthermore, you roll your last dice for Magick and get a 3. Your final array is: 16 body, 7 mind, 4 influence, 3 magick.

Want to choose an array instead for quick creation? Choose from one of the following:

- ◆ 16, 8, 6, 6.
- ◆ 9, 9, 9, 9.
- ◆ 15, 15, 3, 3.
- ◆ 14, 12, 5, 5.

Mortis uses a **ROLL UNDER** system. Character traits and attributes determine the character's core rolls and abilities in the world. The four character attributes are as follows:

- ◆ **Body** - Body is a character's command of their physical prowess and agility. Raw strength, lifting gates, dodging, climbing, sneaking, balancing, are all examples of what the body attribute represents.
- ◆ **Mind** - Mind is a character's command of their ability to discern the world around them. Recalling lore, crafting objects, tinkering with machines, intuition, tracking are all examples of what the mind attribute represents.
- ◆ **Influence** - Influence is a character's command of social abilities and managing difficult situations. Provoking, intimidating, interrogating, hiring henchmen, resisting fear, are all examples of what the influence attribute represents.
- ◆ **Magick** - Magick represents a character's ability to resist spells, illusions, and other magical effects.

Roll Under Example:

If you have a Body of 12, you'll want to roll a 12 or under to succeed on the test.



CHARACTER CREATION

II. Choose your Class

Your class defines your character's fighting style, theme, and role-playing potential within the world of Mortis. Choose wisely, and then jot it down on your character sheet.

The Fighter

Cut-throat mercenaries, brutal marauders, lordless knights, cruel warlords, and reckless brigands can all be considered fighters.

- ◆ **Hit Points:** 12 Hit Points.
- ◆ **Special Abilities:** Fighters are expert warriors, capable of easily overpowering their foes. Fighters add their level to both their attack and damage rolls. *IE: A level 5 fighter was a +5 bonus to their attack and damage rolls.*
- ◆ Fighters can choose a bonus fighter talent at levels 1, 5, and 9.

The Wytch

Demonologists, elemental shamans, witch doctors, sorcerers, or mages can all be considered wytches.

- ◆ **Hit Points:** 6 Hit Points.
- ◆ **Special Abilities:** The Wytch can cast any spell, but each spell cast drains the wytch of hit points equal to the spell's level.
- ◆ If wearing armor, wytches must roll a percentile die for Spell Failure. The chance of failure is equal to 10% for every point of non-magical armor. If the spell fails, hit points are expended, but no effect is produced. *IE: A mage wearing leather armor +2 AC has a 20% chance of failure.*

The Thief

Rogues, assassins, brutes, and bandits can all be considered thieves.

- ◆ **Hit Points:** 8 Hit Points.
- ◆ **Special Abilities:** Thieves can use legerdemain which represents the thief's ability to pick-pocket unsuspecting folk, pick a lock, conceal their weapons, etc. When a thief makes a roll relating to legerdemain, they make that roll with advantage. If a thief attempts to use a legerdemain ability while wearing medium or heavy armor, they do so at disadvantage.
- ◆ Thieves add their level to Armor Class when not wearing armor.
- ◆ When a thief attacks a target who is unaware of their presence, roll a D4. On a 1, the thief deals maximum damage plus their level. On a 2, the thief deals double damage plus their level. On a 3, the thief deals triple damage plus their level. On a 4, the thief deals quadruple damage, plus their level. If the target of a thief's attack has an amount of HD equal to half the thief's level, the target automatically dies without having to make a roll.



CHARACTER CREATION

The Techmancer

Mad scientists, automaton priests, ancient researchers, and lost technology users can all be considered a Techmancers. (*Hobbs cannot be Techmancers*).

- ◆ **Hit Points:** 6 Hit Points
- ◆ **Special Abilities:** Techmancers choose from a number of lost technologies to have in their possession at the start of the game. Pick one from the following list:
 1. **Sun Sword** (Plasma Blade), 1D6 damage, ignores AC bonuses granted by armor.
 2. **Tech Suit** (Medium Armor), +3 AC, wrist-mounted bolt thrower (1D4 damage).
 3. **Shock Glove** (Melee Weapon), 1D8 damage, on a critical hit with the shock glove the target of the attack must save vs. body or be stunned for 1D4 rounds.
- ◆ Techmancers have the uncanny ability to create stranger devices, understand technology, and unlock the secrets of lost tech. Once per session, a Techmancers may choose to succeed on any test related to the use, understanding, or creation of a technological device or piece of tech that they find.

The Monster Hunter

Vampire hunters, war alchemists, traveling crusader, and demon slayers can all be considered a monster hunter. (*Only human characters can be monster hunters*).

- ◆ **Hit Points:** 10 Hit Points.
- ◆ **Special Abilities:** A monster hunter is immune to disease and takes half damage from all poison attacks because of the foul experiments used in their creation.
- ◆ A monster hunter is granted a wyitch charm that vibrates in the presence of monsters that are within 30' of the monster hunter. In addition, they begin with a silvered sword (1D6 damage), and a steel dagger (1D4 damage).
- ◆ A monster hunter can see normally in darkness, in addition they make their first attack during an encounter at advantage because of their lightning fast reflexes.
- ◆ Monster hunters are master alchemists, when crafting potions they make the roll with advantage.
- ◆ All monster hunters are part of a Black Enclave, a secretive group of mages and warriors who train and specialize in killing monstrous foes.



CHARACTER CREATION

The Cultist

Mad prophet, crazed cleric, zealot, doomsayer, mad man, skull shaman.

- ◆ **Hit Points:** 8 Hit Points.
- ◆ **Special Abilities:** The cultist is capable of casting minor miracles, these powers are derived from their gods, patrons, or otherworldly entities that have intrinsically linked themselves with the cultist. Miracles can be just as destructive as they can be helpful. A cultist can cast a number of miracles per day equal to their cultist level.
- ◆ Cultists can attempt to destroy up to 10 + their cultist level in hit points worth of foes. This increases to 20 at 6th level, and to 40 at 10th level. This ability can be used once per day. The cultist must choose one of the foe types below, this choice cannot be changed later.

Foe Types:

- ◆ Undead.
- ◆ Elder Things.
- ◆ Celestials.
- ◆ Humans.
- ◆ Monsters.
- ◆ Fae.
- ◆ Beasts.
- ◆ Orcs.
- ◆ Goblins.
- ◆ Dwarves.
- ◆ Elves.
- ◆ Demons.
- ◆ Devils.

IE: If a level 3 cultist is facing six small demons, they use destroy foe. 13 hit points worth of imps are immediately killed. Each Imp has 3 hit points, 4 of the six imps are destroyed by the power of the cultist's god.



CHARACTER CREATION

The Pyromancer

Fire reader, flame dancer, portent reader, zealous warrior, war alchemist.

- ◆ **Hit Points:** 8 Hit Points.
- ◆ **Special Abilities:** The pyromancer can craft a number of anointed oils equal to their level, it takes 24 hours to create one additional oil, a mixture of rare ingredients, ceremony and blessings are needed to ensure that the fires burn brightly. These oils cannot be shared among group members as that would be considered sacrilege among the pyromancers.
- ◆ Anointed oils of Aodh can be used to do the following:

Oil Uses:

- ◆ **Aodh's Hand:** Applied to melee weapon, +2 fire damage, and emits enough light for the weapon to act as a torch. Burns for 1D6+2 rounds.
- ◆ **Aodh's Rage:** Ranged fire bomb, explodes. 2D4 damage. 10% chance of friendly fire.
- ◆ **Aodh's Light:** An extremely bright torch that turns for 12 turns instead of the normal 6. Lanterns last for 24 turns of the normal 12.
- ◆ **Aodh's Wisdom:** Aodh is the saint of wisdom, fire, and humanity. He valued the mind of men. Get inventive with uses for the anointed oils.
- ◆ As a patron of the flame, anytime the pyromancer takes fire damage, reduce the damage taken equal to the pyromancer's level. This can reduce fire damage taken to 0.

- ◆ Pyromancers are well respected and feared all throughout Mortis. A pyromancer has advantage on influence tests when conversing with common folk and her fellows from the Circle of Pyromancy.



CHARACTER CREATION

III. Choose your Race

Your race determines additional bonuses, as well as how the world interacts with your character. Some races have long storied histories lost or shrouded in war, suffering, and bloody defeats.

- ◆ **Human** - Humans begin the game with one talent of their choice.
- ◆ **Khawv Dwarf** - Khawv dwarves take half damage from poison and gain advantage when rolling saves vs. poison.
- ◆ **Dhagax Dwarf** - Dhagax dwarves are conquerors and have a hatred for the race of men, but this hatred pales in comparison to their hatred of elves. When fighting using their ancestral weapons, axe, pick, or war hammer, Dhagax Dwarves gain a +1 bonus to their attack and damage values. This increases to +2 at level 5, and to +3 at level 10.
- ◆ **Badda Dwarf** - Badda are islander dwarves who mark their skin and flesh with ritual scarification practices and intricate, horrifying tattoos. Create and describe a tattoo for your character. Badda dwarves have advantage when attempting intimidation tactics.
- ◆ **Tuatha** - Tuatha have advantage on saving throws against all magick spells that target them.
- ◆ **Orkon** - Orkon increase their damage by die by one step. D4 - D6 - D8 - D10 - D12.
- ◆ **Halfling** - Halflings gain +2 to their AC.
- ◆ **Half-Giant** - Half-giants critically hit on a 19-20, in addition they can carry 14 slots worth of equipment instead of the normal 12.
- ◆ **Nolden** - Nolden are an enigma among the races of Ayotha, often seen as the living embodiment of a dark omen and of terrible things to come.
- ◆ **Luminous** - Can call upon their light to blind their enemies. All targets in the encounter must save vs. magick, or be blinded for 1D4 rounds. This feature can be used once per day.
- ◆ **Trollkin** - Trollkin are monstrous beasts made out of stone, they do not require food or water and do not gain any benefits from eating or drinking. Furthermore, they gain an additional 2 hit points every level.
- ◆ **Hobbs** - Hobbs are weak, pathetic, and die easily when they are alone. Cowardly creatures by nature, they excel in stealth and staying out of sight. Slightly larger than a dwarf, they are grotesque monsters, not often welcome into villages or cities. As a result of that, when a hobb makes a roll to hide or to remain out of sight (if circumstances support this action) they do so with advantage.
- ◆ **Groundling** - Groundlings are hideous, chattering rat-men. Immune to disease, groundlings also have a particular dangerous bite attack that deals 1D4 damage, a target must save vs. poison or become afflicted with grounding disease. Grounding disease forces the target to roll a body save every round, failing the save forces them to suffer 2 hit points of damage.
- ◆ **Rakashan** - The Rakashan are proud lion-men from Legendwyr. Knightly, and robust, these beasts value honor and martial prowess above all other things. The Rakashan can roar, causing all enemies to save vs. fear during an encounter.

CHARACTER CREATION

IV. Roll for Equipment

Before rolling, choose from one of the four paths: Adventurer, Mercenary, Seeker, or Treasure Hunter. This will determine which column you reference when rolling for your equipment result.

- ♦ **Adventurer** - Mixture of decent equipment and miscellaneous items.
- ♦ **Mercenary** - Better weapons and armor, but less useful miscellaneous items.
- ♦ **Seeker** - Travels light, carries more silver and miscellaneous items.
- ♦ **Treasure Hunter** - Silver, and items made for exploring ruins.



Roll 1D6 on the table below to determine which equipment pack your character will start with. Make sure to include this information on your character sheet.

ADVENTURER	MERCENARY	SEEKER	TREASURE HUNTER
1. Dagger (D4), 2 silver.	1. Dagger (D4), 2 silver.	1. Dagger (D4), 2 silver.	1. Dagger (D4), 2 silver.
2. Cudgel (D4), 3 torches, backpack, waterskin, 1 week of rations, 10' pole, wooden cross, 4 silver pieces.	2. Spear (D6), dagger (D4), 3 torches, backpack, waterskin, 1 week of rations, 50' rope, 2 silver pieces.	2. Dagger (D4), 4 torches, backpack, waterskin, 1 week of rations, 10' pole, 6 silver pieces.	2. Cudgel (D4), dagger (D4), sling (D4), pouch with 20 sling bullets, 3 torches, backpack, 1 week of rations.
3. Mace (D6), leather armor (+1 AC), 4 torches, backpack, waterskin, 1 week of rations, 10' pole, 5 silver pieces.	3. Battle Axe (D8), leather armor (+1 AC), 4 torches, backpack, waterskin, 1 week of rations, 10' pole, 2 silver pieces.	3. Dagger (D4), 6 torches, backpack, waterskin, 1 week of rations, 50' rope, vial of holy water, silver mirror, 10 silver pieces.	3. Spear (D6), dagger (D4), 5 torches, backpack, waterskin, 1 week of rations, 10' pole, 50' of rope, map case, paper.
4. Leather armor (+1 AC), Warhammer (D8), 4 torches, backpack, waterskin, 1 week of rations, 10' pole, 50' of rope.	4. Brigandine armor (+2 AC), spear (D6), dagger (D4), 4 torches, backpack, waterskin, 1 week of rations, 50' rope, 4 silver pieces.	4. Dagger (D4), 6 torches, backpack, waterskin, 1 week of rations, 50' rope, 2 vials of holy water, 10' pole, 18 silver pieces.	4. Sword (D6), light crossbow (D6), case with 30 bolts, 2 torches, backpack, 1 week of rations, 10' pole, silver mirror, iron stake.
5. Brigandine armor (+2 AC), shield (+1 AC), broad axe (D8), 4 torches, backpack, waterskin, 1 week of rations, 2 small sacks, 3 stakes and mallet, steel mirror, 6 silver pieces.	5. Chain coat (+3 AC), helm (+1 AC), boar spear (D10), light crossbow (D8), case with 30 bolts, 5 torches, backpack, waterskin, 1 week of rations, 50' rope, 6 silver pieces.	5. Dagger (D4), leather armor (+1 AC), 5 torches, backpack, waterskin, 1 week of iron rations, 50' rope, 2 vials of holy water, flask of mead, 10' pole, 2 flasks of oil, 25 silver pieces.	5. Leather armor (+1 AC), sword (D6), 4 torches, backpack, 1 week of rations, 50' of rope, 10' pole, silver mirror, lantern, 3 flasks of oil, rope ladder, 6 silver pieces.
6. Brigandine armor (+2 AC), helm (+1 AC), sword (D6), 5 torches, backpack, waterskin, 1 week of rations, 50' rope, 10' pole.	6. Half-Plate (+4 AC), helm (+1 AC), Dane axe (D10), crossbow (D8), case with 30 bolts, 4 torches, backpack, waterskin, 1 week of rations.	6. Axe (D6), 4 Torches, backpack, waterskin, 1 week of rations, 50' rope, silver mirror, lantern, 4 flasks of oil, 40 silver pieces.	6. Sword (D6), dagger (D4), short bow (D6), leather armor (+1 AC), 5 torches, backpack, waterskin, 1 week of rations, 50' rope, 10' pole, 8 silver pieces.

CHARACTER CREATION

V. Equipment Tables

All players can carry up to 12 slots worth of equipment. All items (within reason/stacks of 5/10/20) cost 1 slot to carry. Weapons and armor have different slot values based on their defenses, features, etc.

- ♦ **Armor Class** - All players begin with a base armor class (AC) of 10. That number is further augmented by the type of armor worn, including helms and shields that provide additional bonuses to AC.
- ♦ **Defense** - Most armors also provide flat damage resistance vs. physical attacks, the amount is reduced and afterwards damage is calculated. *IE: Having a defense of 2 would reduce 12 damage to 10.*
- ♦ **Heavy Armor** - Heavy armor cost 2 equipment slots, but it also causes the wearer to have 1 fatigue while wearing it.

WEAPONS

WEAPON NAME	DAMAGE VALUE	TYPE	SLOTS
Dagger, Club, etc.	1D4 Damage.	Light.	1 Slot.
Spear, Axe, etc.	1D6 Damage.	One-Handed.	1 Slot.
Hammer, Sword, etc.	1D8 Damage.	Half-Handed.	2 Slots.
Halberd, Great Axe, etc.	1D10 Damage.	Two-Handed.	2 Slots.
Warrior's Bow, etc.	1D8 Damage.	Ranged.	2 Slots.
Musket, Crossbow, etc.	1D10 Damage.	Ranged.	2 Slots.

ARMOR

ARMOR NAME	AC BONUS	DEFENSE VALUE	SLOTS
Round shield, etc.	+1 Armor Class.	-	1 Slot.
Skullcap, Full Helm, etc.	+1 Armor Class.	-	1 Slot.
Gambeson, Corslet, etc.	+1 Armor Class.	-	1 Slot.
Brigandine, Hide, etc.	+2 Armor Class.	1 Defense.	2 Slots.
Chain Coat.	+3 Armor Class.	1 Defense.	2 Slots.
Half-Plate.	+4 Armor Class.	2 Defense.	2 Slots, 1 Fatigue.
Plate.	+5 Armor Class.	3 Defense.	2 Slots, 1 Fatigue.



CHARACTER CREATION

VI. Talents

Some races allow you to take special abilities called *talents* during character creation. If this applies to your chosen race, look through the talents and jot them down on your character sheet. To see the full list of talents, please click on the box to expand the list below. Additional talents are gained every level after first.

Talents marked with (Fighter) do not mean that ONLY fighters can take them. All classes can take these talents. This merely denotes the fighter talents that can be taken as per the fighter class ability.

- ◆ **Acrobat** - You can tumble out of danger at just the right moment, escaping bodily harm. When making tests related to balance, avoiding physical traps, or losing your footing, you roll with advantage.
- ◆ **Animal Companion** - You've raised an animal from when they were young, you share a bond with the creature, and they are willing to assist you in combat or in other less dangerous ways. They are capable of understanding simple commands.
- ◆ **Arcane Researcher** - You're a trained researcher, you have advantage on mind saves to discover hidden meaning in scrolls and books.
- ◆ **Armor Master** - When wearing medium or heavy armor, you reduce all physical damage you take by 2.
- ◆ **Beast Tamer** - Natural beasts are less likely to attack you, or engage with your party, if encountered in the wilds.
- ◆ **Berserker Rage** - Using a mix of madness inducing herbs and blood magic, the berserker is capable of drawing themselves into a rage so volatile that they can barely tell friend from foe. Vicious and powerful, their rage personifies all the strengths and weaknesses of unbridled fury. When reduced to zero hit points but not killed outright, the berserker becomes frenzied and continues fighting for a number of rounds equal to your level. Attacks that hit cause maximum damage. The berserker always attacks the nearest creature whether friend or foe.
- ◆ **Brutality (Fighter)** - Your damage dice now explode. When you roll the maximum result on your damage die, you may continue to roll the die as long as you roll the maximum result. IE: You roll a D8 and get a result of 8. You would roll again and tally up the total for your final damage result. Brutality only works with weapons that deal D8 and above damage.
- ◆ **Combat Prowess (Fighter)** - On a failed attack roll, you still deal damage equal to half your level (minimum 1).
- ◆ **Crushing Critical** - On a critical roll when attacking with a weapon, instead of dealing maximum damage you deal double damage. IE: A large two-handed weapon deals 20 damage instead of the normal 10.
- ◆ **Deadly Combatant (Fighter)** - Your critical threshold increases by 1, IE: You now critically strike on a 19-20. This is augmented further by escalation and racial features.
- ◆ **Demon Blooded** - You take half damage from fire spells and abilities, but take double damage from ice spells and abilities.
- ◆ **Demonologist** - You are capable of summoning a minor demon, an imp who will assist you in minor ways.
- ◆ **Die Hard (Fighter)** - When you are hit with an attack that would kill you, you survive instead. This can only happen once. In addition, you gain +2 additional hit points every odd level.

CHARACTER CREATION

- ◆ **Dual Wield Mastery (Fighter)** - While wielding two light weapons, roll two damage die and take the highest result to determine your damage value.
- ◆ **Duelist Mastery (Fighter)** - While wielding a light weapon without a shield or weapon in your offhand, on natural roll of 20 you may attempt to disarm the target. Creatures or beasts with natural weapons are not required to make a save, instead add +2 damage to your result.
- ◆ **Engineering** - You are capable of using lost technological marvels to create, modify, or destroy objects. When you make a roll related to lost technology, engineering, or fixing mechanical devices, you make the roll at advantage.
- ◆ **Executioner (Fighter)** - When you deal the killing blow to an enemy, you instantly regain 2 hit points.
- ◆ **Favored Enemy** - Choose a specific type of foe, when fighting that foe you always have advantage on your attacks. You may choose between the following: (Undead, demons, devils, orcs, goblins, elder things, lizard men, groundlings, or beasts.) In addition, you have a vast array of knowledge concerning the foe in question.
- ◆ **First to Fight, First to Die (Level 5+)** - While in combat, all of your attacks deal double damage. However, you always take double damage.
- ◆ **Flame Prophet** - You can read the flames, weaving your hands through fire to tell of futures unseen. Roll a D6, on a 1, you gleam a vision of the "future".
- ◆ **Great Weapon Mastery (Fighter)** - While wielding a two-handed weapon, reroll damage less than 3. You must use the new roll, even if it is less than 3.
- ◆ **Horse Lord** - Trained to fight from the saddle, you gain a +1 attack and +1 damage bonus when fighting from horseback. In addition, if you are required to make a roll to keep control of your mount, you do so with advantage and a +2 bonus to the roll.
- ◆ **Leader of Men (Level 5+)** - You are able to attract a number of devoted men-at-arms to your cause equal to your level. These warriors trust in your judgement, hoping for you to lead to them victory. If you regularly put them in dangerous situations or take advantage of their trust, they will abandon or turn on you. Usually at the most inopportune time.
- ◆ **Monstrous Attacker (Fighter)** - The first melee attack you make during an encounter does double damage. This increases to triple damage at level 5+ and to quadruple damage at level 10.
- ◆ **No Secret is Hidden** - You're able to search and find hidden doors, stashes, and additional secrets by rolling a 1-3 on a D6. The GM will let you know when you need to make this roll.
- ◆ **Opportunist (Fighter)** - Foes never have a chance to retreat from your onslaught of attacks. When an enemy attempts to fall back, you are able to make an attack of opportunity against them with advantage.
- ◆ **Second Chance** - You never go down without a fight, when you reach zero hit points, roll a die equal to your hit die + your level and heal for that much instead. This can only happen once per day.
- ◆ **Shield Mastery (Fighter)** - While wielding a shield, your shield now grants a bonus of 2 AC instead of the normal 1. In addition, you can choose to have your shield splinter and reduce the full damage of an attack. However, once you choose to use this feature the shield is destroyed.

CHARACTER CREATION

- ◆ **Signature Weapon (Fighter | Level 5+)** - Your weapon is the most important thing in your life. It is your livelihood, your ally, the thing that ensures that you get to live to fight another day and that you don't go to bed hungry. Choose a weapon type, light (D4), one-handed (D6), half-handed (D8), two-handed (D10), or ranged (D8/D10). Then choose two enhancements for your weapon:
 - **Brutal:** +1 Damage, +1 weight.
 - **Perfectly Balanced:** +1 Attack.
 - **Serrated Edges:** +1 Damage, +1 weight.
 - **Foemourn:** Glows in the presence of one type of creature. Foe types: Undead, Demons, Monsters, Goblins, Orcs.
 - **Well-Crafted:** -2 Weight (Min 1).
 - **Keen Edge:** Increases critical threshold by +1.
 - **Slaying:** Choose a foe type, when you critically strike a foe of the chosen type, deal quadruple damage. Foe Types: Undead, Demons, Monsters, Goblins, Orcs, Elder Things.
- ◆ **Sorcerous Warrior** - The spellcaster has trained to use spells while fighting proficiently in armor and wielding martial weapons. The caster can wear up to brigandine armor, shields, and helms without suffering a spell failure chance.
- ◆ **Speak with the Dead** - You are able to use a ritual to speak with the dead, conjuring their soul to ask them questions and hopefully receive answers. The ritual takes roughly an hour to prepare, and you will need six candles, a ring of blood, and ground bone dust of the person you are trying to communicate with. Roll a D6, on a 1-3 your ritual is a success, and you can ask the summoned dead up to three questions. If you roll a 6, you've just pissed off a spirit.
- ◆ **Survivalist** - You are a survivor, often living a nomadic lifestyle, you make due with what you can find while in the wilds. Torches you prepare burn twice as long as normal, when scavenging for food from wild beasts, you roll with advantage.
- ◆ **Vampiric Lineage** - You can drain blood from an enemy once per combat encounter, healing for an amount equal to your level x 3. You have disadvantage on all tests while in sunlight.
- ◆ **Vigor of Battle (Level 5+)** - Once per combat encounter, you may take an additional attack action without penalty.
- ◆ **Wytchborn** - You have an innate ability to use magic, you're able to cast 1st level spells.

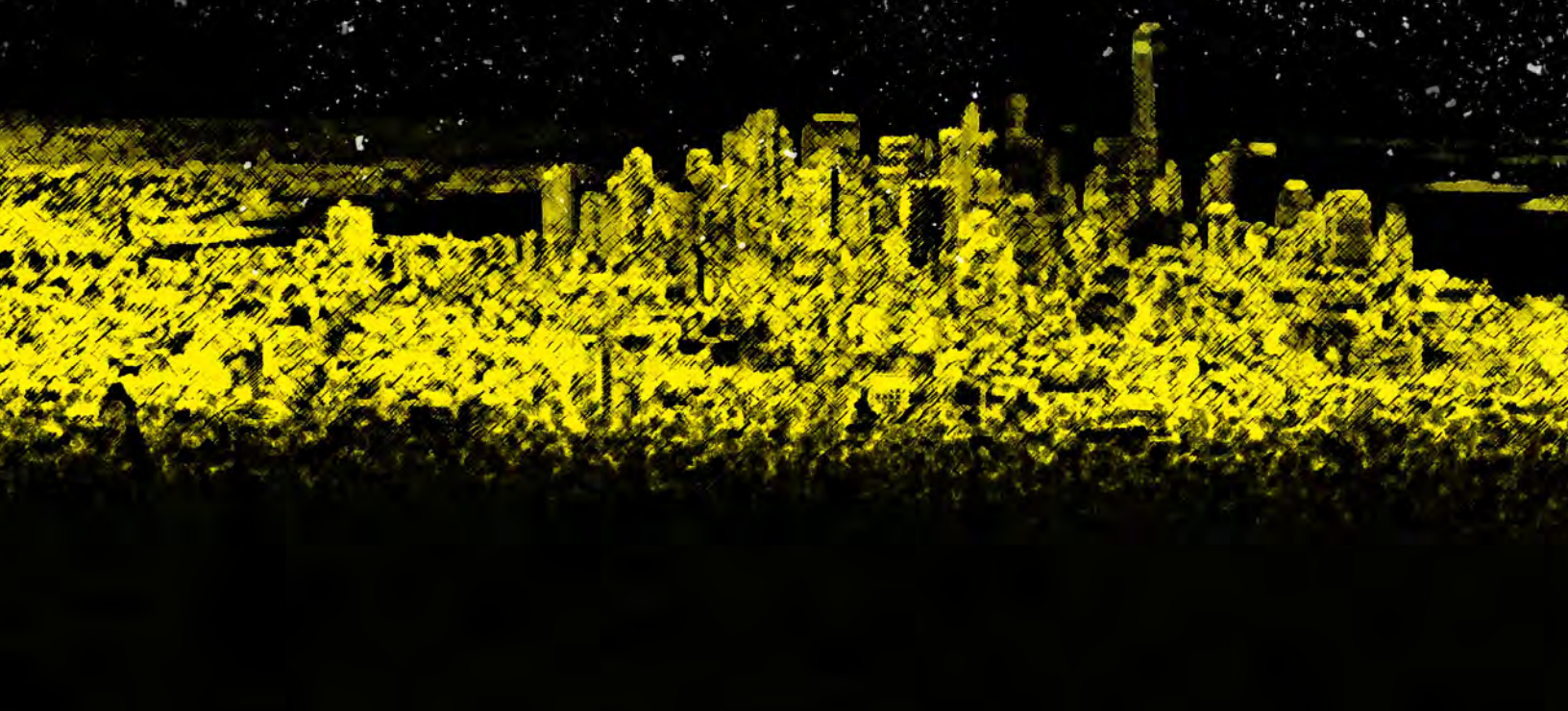


Spellcasting Rules

Spells

&

Miracles



CHARACTER CREATION

VI. Spells & Eldritch Rituals

◆ The Price for Destroying Reality

Only a single spell can be cast or maintained by the caster, that means if the wytch casts a spell to maintain a shield over themselves to increase their defenses, the moment they cast any other spell, that shield ends.

- ◆ Casting spells disrupts the world around the caster, but it also draws them ever closer to their end. Anytime a caster uses a spell, they are required to pay a number of hit points equal to the level of the spell.

IE: To cast a 1st level spell, the character casting the spell must sacrifice one hit point. Even if the spell fails (if the caster is wearing armor) hit points are removed, but the spell fails to do what the caster wanted it to do.

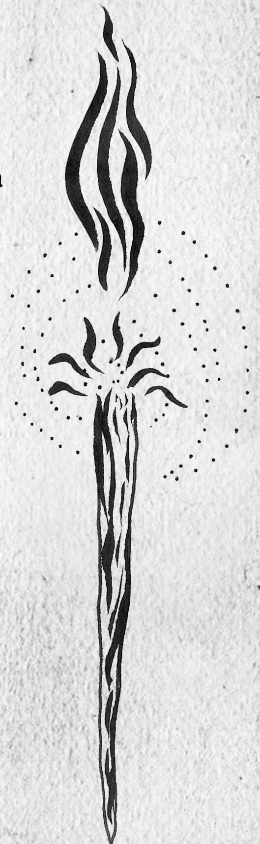
- ◆ **Eldritch Rituals** allow the sorcerer to cast spells by appeasing the laughing, dark gods who watch from the shadows of the world. A magic user can sacrifice one or more humanoids with enough hit points to cast the spell instead. A spell cast using an eldritch ritual takes a number of rounds equal to the spell's level, and costs three times the normal amount of hit points to be used.

IE: A sorcerer can cast Eldritch Bolt (a level 5 spell) for 15 hit points, and it takes 5 turns to cast. Hit Points, sacrificed in this way, are permanently removed.

Sorcery & Spellcasting in Mortis

When a caster chooses to use magic, they are taking their life into their own hands. Magic is a dangerous force, one not naturally inherent to the world. Though it's not universally despised, some nations are more accepting of magic than others. The Northern Realms are less intrusive in the lives of mages, but in the Southlands and the Free Cities with high populations of Briagothians and Nemedians, after leaving behind the ravaged world of Ainerth they have no interest in dealing with magic. With such little tolerance and believing what they already know to be true, using magic in public places is a recipe for disaster.

This varies from town to town and city to city, so before players go casting a spell, remind them maybe it's best to check out the town itself. Read the people and figure out what their customs are like and what the general attitude of the town is. A lot of this is up to the players to figure out for themselves. This is a role-play focused campaign and setting and those who want to be a caster, while ignoring the elements of the world, will probably end up paying the price. Small rural villages are more likely to claim witchery or devilish magic and attack the spell caster outright, but even this isn't always true. Just most of the time.



CHARACTER CREATION

VII. Spells List

FIRST LEVEL SPELLS

- ◆ **Detect Magic** - The sorcerer can detect sources of magic, or faint residual energies of magic that have been used in a small area in the last twenty-four hours. This spell lasts a number of rounds equal to the caster's level.
- ◆ **Elemental Shield** - The sorcerer surrounds herself in a swirling energy, one that reduces elemental damage (fire, ice, lightning) by an amount equal to their level. This spell lasts a number of rounds equal to the caster's level.
- ◆ **Glamour** - The sorcerer can use their power to change the appearance of himself, others, food, clothing, etc. The target of the glamour is sculpted to look more pleasing or deranged. This spell lasts a number of rounds equal to the caster's level.
- ◆ **Language of Eld** - The sorcerer conjures the memories of long, dead civilizations. This allows the sorcerer to read, write, and speak any language they come into contact with as if they were fluent speakers of the times. This spell lasts a number of rounds equal to the caster's level.
- ◆ **Living Flame** - The sorcerer conjures a small source of fire into the palm of their hand, though it cannot be used to lash out at enemies, it does provide a source of light. This spell lasts a number of rounds equal to the caster's level.

SECOND LEVEL SPELLS

- ◆ **Bone Thrower** - Using the bone of a creature that has been dead for longer than a week, you are able to see a brief vision of how they died.
- ◆ **Curse of Weakness** - A single target must save vs. magick or become weakened, suffering disadvantage on their attacks until they save. A save can be attempted at the end of their turn.
- ◆ **Eldritch Defense** - The sorcerer conjures an ethereal suit of armor around their body, increasing their defenses. The caster's AC becomes 11 + half their level (min 1).
- ◆ **Inflict Wounds** - The sorcerer touches a target and causes them great pain, tearing flesh and muscle. Target must save vs. magick or suffer 1D10 points of damage. All resistances are ignored.
- ◆ **Shadow Sight** - The sorcerer grants themselves the ability to see in total darkness for a number of minutes equal to their level.

CHARACTER CREATION

THIRD LEVEL SPELLS

- ♦ **Courage** - The sorcerer touches one of their allies, causing them to become immune to fear. If the target is already feared, the condition immediately ends.
- ♦ **Javelin of Ice** - The sorcerer conjures a javelin of magical ice that can be thrown at a single target. If the attack hits, the target takes 1D10 frost damage and has a 10% chance of instantly freezing to death.
- ♦ **Manifest Claw** - The sorcerer's dominant hand contorts and tears apart, forming into a monstrous claw. The sorcerer's melee attacks now deal 1D10 damage. Can no longer wield normal weapons. 25% this mutation becomes permanent.
- ♦ **Purify** - The sorcerer touches one of their allies, capable of healing a single target of a poison or disease of up to rank 3. The sorcerer may also choose to remove blight from a small area.
- ♦ **Words to Wind** - The sorcerer words carry on the wind for up to three miles, sending short messages to allies or enemies alike.

FOURTH LEVEL SPELLS

- ♦ **Breath of Frost** - The sorcerer opens their maw and a freezing wind washes over whatever unfortunate creatures stand directly in front of them, causing 4D6 frost damage. 5% chance of the spell failing and causing the caster's tongue to freeze and break apart in their mouth.
- ♦ **Deathly Warriors** - You summon three phantasmal warriors that make attacks against a chosen target(s). The phantasmal warriors attack with a +3 bonus and deal 1D6 damage, ignoring armor resistance.
- ♦ **Dragon's Breath** - A single target must save vs. magick or suffer 1D6 x caster's level fire damage and gain the burning condition for one round. Dragon's Breath can also be used to target groups of enemies with a save vs. magick, but only deals 1D4 fire damage to each target.
- ♦ **Safe Fall** - The sorcerer uses fell power to float harmlessly to the ground below instead of falling to their death and dying in violent fashion.

FIFTH LEVEL SPELLS

- ♦ **Binding Chains** - A number of targets equal to the caster's level must save vs. magick, or they cannot move until they succeed on a save that occurs at the end of their turn.
- ♦ **Word of Chaos** - The sorcerer conjures a beam of elemental energy, target must save vs. magick or suffer 1D6 fire, ice, and lightning damage. Roll 1D12. 1-6 Deal extra 6D6 damage. 7-12. Take 6D6 damage.
- ♦ **Eldritch Strike** - The sorcerer fires three glowing bolts that automatically hit visible targets of their choosing. Each bolt deals 1D4 + caster's level in damage.

CHARACTER CREATION

SIXTH LEVEL SPELLS

- ◆ **Teleportation** - The sorcerer can magically teleport himself and a number of allies as he desires. However, for every character besides himself, the chance of spell failure increases by 10%. The sorcerer may teleport up to one mile away, for every mile after the first, there is a 10% chance of spell failure. The spell works, mind you, but not in a way that you're going to want it to.
- ◆ **Flame Storm** - The sorcerer conjures a flaming storm that utterly destroys everything and anything in its path. All creatures who fail a magick save vs. Flame Storm in a 30-foot radius take 8D10 fire damage. Flame Storm has a 25% chance of miscasting, causing the storm to drop on the sorcerer instead.



CHARACTER CREATION

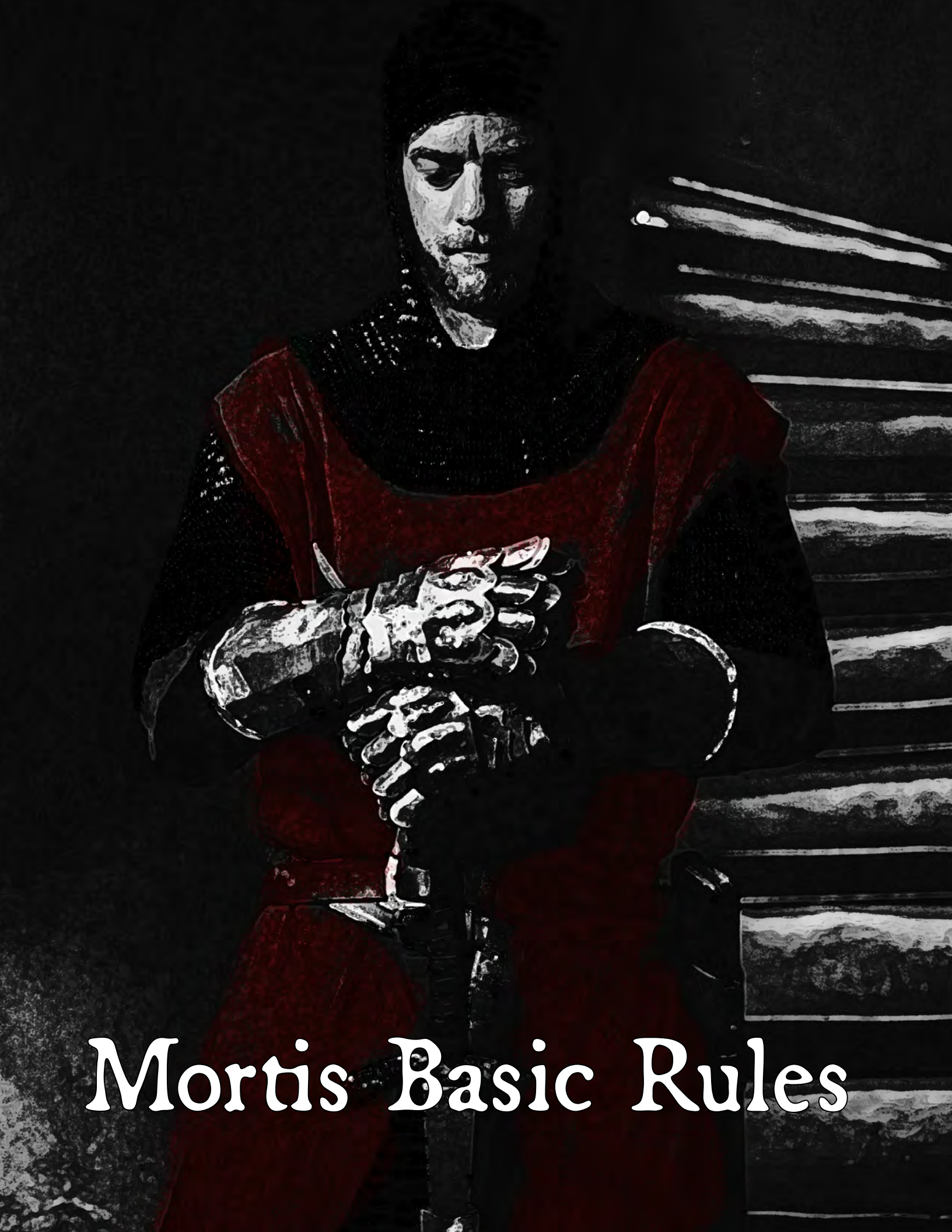
MIRACLES IN MORTIS

- ◆ **Abjure** - Drive away a number of targets no larger than you until they succeed a mind save on their turn. You can drive away a number of foes equal to your cultist level. Cannot be used on a target twice.
- ◆ **Confessional** - Sense whether a statement just spoken was truthful, or force target to save vs. mind. On a failed test, they may blurt the truth as they know it in answer to a direct question just asked.
- ◆ **Last Rites** - Can be used as a reaction to a killing blow against an ally, no action needed; they survive with 1 hit point. They die after a number of rounds equal to your level, or upon losing all hit points, whichever is first.
- ◆ **Lay on Hands** - Restore D6 hit points to a target with fewer than 6 hit points.
- ◆ **Oath** - Make a promise to, or agreement with, another willing party. Specify a penalty for breaking it. The spell exacts that penalty upon whoever breaks the oath first, if ever.
- ◆ **Purify** - Gesture to clear a person or object of all poisons, diseases, and toxins of rank 5 or lower.
- ◆ **Sanctuary** - While resting someplace safe, you may declare that place a sanctuary. This allows your allies and yourself to safely recover and to use gained experience points to level.
- ◆ **Fortitude** - Grant a bonus equal to your level (minimum 1), divided among targets however you like, to the AC of any allies in arm's reach at the time of casting. A target can only benefit from one casting of this spell per day. It lasts for one encounter.
- ◆ **Infusion** - Grant up to 10 hit points to a target

you can see, potentially above their maximum. When the effect wears off, the target takes damage equal to the amount of hit points this miracle granted.

- ◆ **Might** - Add your level as a bonus to your attack roll and damage for one attack.
- ◆ **Smite** - Hurl lightning from an open hand for D8 damage, attacking with advantage against metal-bearing targets.
- ◆ **Soothe** - A creature you and your allies have not threatened tests mind or else shifts in attitude from hostile to wary, or wary to neutral. Cannot cast twice on the same target.
- ◆ **Thunderclap** - All targets in earshot test vs. mind or are deafened and unable to act or spend stamina points until your next turn begins.
- ◆ **Open the Sky** - Change weather by your next turn, spending hit points for each effect beyond the first: rain; hail; snow; winds; extreme heat or cold; or lightning (targets bearing metal roll D8 on their turn and take damage equal to an even roll).
- ◆ **Regeneration** - Touch a target to heal 1D4 attribute points and hit points. This can bring a target back from death, but they lose 1 level and 1D6 body permanently. Those healed using regeneration cannot be healed again until they take additional attribute damage.
- ◆ **Sun Rays** - Attack all (and only) enemies you can see for D8 fire damage.





Mortis Basic Rules

RULES OF THE GAME

Mortis Basic: Rules of the Game

♦ **Escalation & Combat:** Starting on the second round of combat, an escalation die (D6) begins to turn, representing a bonus to the critical threshold of all combatants taking part in combat. All enemies and players begin to critically strike on a progressively lower number as the combat continues. IE: On the third round of combat, the Escalation die is a 3. Players and monsters now land critical strikes on a roll of 17-20. This is further augmented by certain racial traits and talents. Many enemies, especially "boss" enemies gain new abilities or change the battlefield once the escalation die reaches a certain threshold.

♦ **Healing & Fatigue:** Characters automatically recover all lost hit points at the end of any combat or narrative scene. A character can recover attribute damage in a sanctuary with a weeks long rest per attribute.

♦ **Death & Dying:** When a character is reduced to zero hit points, every point of damage they take afterward reduces attributes starting with body, followed by mind, influence, and finally, magick.

- **Body:** If a character's body attribute reaches zero, they automatically fail all body tests. In addition they immediately gain 5 fatigue and can no longer retreat from battle without help.

- **Mind:** If a character's mind attribute reaches zero, they automatically fail all mind tests. In addition, they become delirious, can't cast spells, speak, or form coherent thoughts.

- **Influence:** If a character's influence reaches zero, they automatically fail all influence tests. In addition, they must make a morale test and pass or become paralyzed with fear, causing them to rout from the battle immediately.

- **Magick:** If a character's magick attribute reaches zero, the character immediately dies. The fates are not kind.

♦ **Fate Points:** All players begin the game with a single fate point. Fate points can be used to do one of the following things:

- Your saving throw is an immediate success.
- You heal for an amount of HP equal to your level.
- You increase your AC by +2 for one round.
- You deal maximum damage on a successful attack.

♦ **Stamina:** Characters have a pool of stamina points equal to their level x 2. Stamina can be used to add a +1 attack bonus for every stamina spent. Stamina can also be used to attempt a dodge roll. A successful mind or body test means the character dodges, taking half damage.

♦ **Initiative:** When combat breaks out, roll 1D6. On a 1-3 the enemy goes first, on a 4-6 the players go first. Re-roll the initiative die at the top of every round.

♦ **Attacking:** Roll a D20, unless you're a fighter or have a talent that says otherwise, don't add any bonuses to your attack or damage rolls.

♦ **Critical Hit:** On a critical hit, you deal the maximum damage of your weapon and ignore all resistances/defenses of the target.

♦ **Critical Miss:** During an attack, when a player or an NPC rolls a 1 that's a critical failure. Narratively you fail your attack, but usually something bad happens as well. It's up to the GM to play out that narrative.

♦ **Advantage & Disadvantage:** Based on factors determined by the GM or a talent, having advantage means you roll 2D20 and take the best result. Having disadvantage means you roll 2D20 and take the worst result.

RULES OF THE GAME

- ◆ **Actions in Combat:** On their turn, a character may attempt any action they like. This action may be casting a spell, dashing towards a foe, making an attack, attempting a stunt, or any other action deemed reasonable by the GM. Players should feel free to describe their actions in-depth to the GM in an attempt to convey situational bonuses and setup the scene for the next player or NPC.
- ◆ **Movement:** During combat movement is approximate, PCs and the GM deal in general, relative positions on the battlefield versus worrying about the exact feet of movement that players can take. Combat is dynamic and fluid and there's a greater focus on theater of the mind versus set distances. The GM will tell you if you're able to get to an opponent in one turn or not. Don't be afraid to ask.
- ◆ **Mortis Gameplay:** When you want to shoot an arrow at an enemy across a room, or when you want to run across a field and attack two enemies who are in the thick of melee with one of your allies, you don't need to calculate distances or consult a chart to see if your bow or movement allows you to move or shoot that far. Ask the GM 'do I think I can make that shot?' the GM then gives you an answer and tells you what to roll. This goes for all sorts of actions. If you want to attempt to use your body attribute to rush down an enemy and shoulder them to the ground, or use your attempt to use your mind attribute to determine a weakness in a defensive tower, ask the GM if that's something that would be feasible. You live and die based on your ingenuity and personal skill. Get creative. Take victory from the jaws of defeat, because you'll often be facing overwhelming and unfair odds.
- ◆ **Morale:** Monsters, NPCs and PCs all have a morale rating, usually between 5 and 9. When they face more danger than they were expecting, the referee will roll 2D6 and compare the result to the NPC's morale rating. If the roll is higher than the rating, the NPC will attempt to flee, retreat, or parley. Morale rolls can be triggered by defeating half of an enemy group, defeating a group's leader, or reducing a lone enemy to half hit points. Other effects may trigger a morale test at the referee's discretion. PCs begin with a morale rating of 9.



RULES OF THE GAME

- ◆ **Leveling:** Whenever a PC accumulates 1000 XP, they gain a level. As a guideline, PCs receive 50 XP for low-risk accomplishments, 100 XP for moderate-risk accomplishments, and 200 XP for high-risk accomplishments. The referee should freely notify the PCs of how much XP different objectives are worth when asked. PCs can also be awarded bonus XP for playing their character well, or playing extremely well during a game.
- ◆ **Advancement:** When a character reaches a new level they choose a new talent and gain 2 hit points.
- ◆ **Advancement changes after level 10.** Most characters retire upon reaching level 10, but for those who continue to adventure into the dying lands, they may yet find more fortune in their attempt to stop the onslaught of the king and serpent. XP required past this point is exponential, with advancement changing entirely. Upon reaching level 11 and above characters may raise a single attribute point by one up to a maximum of 16.

LEVEL:	REQUIRED XP:
1	Starting Level
2	1000 XP.
3	2000 XP.
4	3000 XP.
5	4000 XP.
6	5000 XP.
7	6000 XP.
8	7000 XP.
9	8000 XP.
10	9000 XP.
Epic Advancement	
11	20,000 XP.
12	30,000 XP.
13	40,000 XP.
14	50,000 XP.
15	60,000 XP.
16	80,000 XP.
17	100,000 XP.
18	150,000 XP.
19	200,000 XP.
20	250,000 XP.

