

MEDITERRAE



PLAYTEST PACK 5

On the shores of the internal sea of Mediterrae, great heroes embark on epic journeys to obtain the last Vestiges of Divinity, facing mythical monsters and rival nations on the verge of an all-out war.

*Mediterrae is in Beta, an open project still in development that needs your help to grow. There are a lot of ways to **support** it: you can **PWYW** on our [Itch.io](https://itch.io) page, **follow** us on our [Instagram](#), **playtest** it and let us know your feedback on the [Google Form](#) or on [Telegram](#), or **talk** about it with friends.*



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DRUID

WARDEN OF THE WILD

Foundation

SPELLCAST TRAIT: INSTINCT

Beast Life: Choose a creature category of Tier 1 or 2 from your Beastform list, according to your Tier. It becomes your **Favored Form**. When dropping out of any other Beastform, you default back to your Favored Form, instead of your humanoid one. You can transform into your humanoid form as if it were an option from your Beastform list.

Nicolai A. Abildgaard

Daggerheart Compatible. Terms at Daggerheart.com



DRUID

WARDEN OF THE WILD

Specialization

Hybrid Form: When you transform into your humanoid form, you retain all the advantages and features of your Favored Form. Your appearance also retains aspects of your Favored Form.

Evolution Path: You can update your Favored Form, choosing a **Tier 3** creature category or stat block.

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DRUID

WARDEN OF THE WILD

Mastery

Wild Magic: You can cast spells from domain cards while transformed in your Favored Form.

Apex Predator: You can update your Favored Form, choosing a **Tier 4** creature category or stat block.

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WARRIOR

CALL OF THE STRATEGIST

Foundation

Strategic Command: After a successful "Attack of Opportunity", you can give a **Command** to an ally within Close range. The ally can make a reaction roll, using a trait of their choice, against a target within their primary weapon's range. On a success, choose one effect:

- **Strike:** The ally deals damage to the target equal to their primary weapon's damage.
- **Hinder:** The target is temporarily *Restrained*.
- **Run:** The ally can move within Close range.

Giovanni Jacopo Caraglio

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WARRIOR

CALL OF THE STRATEGIST

Specialization

Battlefield Experience: Add the following **Commands** to the list.

- **Harm:** The ally deals **d6** physical damage to the target, using their Proficiency. The target becomes *Vulnerable* until their next successful attack.
- **Taunt:** The target becomes *Taunted* until their next successful attack. The next time the *Taunted* target attacks, they have disadvantage against targets other than the ally.
- **Dodge:** The ally gains a +2 bonus to their Evasion until the next time an attack fails against them or the end of the scene.

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WARRIOR

CALL OF THE STRATEGIST

Mastery

Leadership: Reaction Rolls caused by the "Strategic Command" feature are made with advantage. Add **d6** physical damage, using your Proficiency, to damage rolls caused by the "Strategic Command" feature.

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