



ESPIRIMANCER

A Daggerheart™ Compatible Class



ESPIRIMANCER

Espirimancers are a rare sight on the roads, for most of them have been shunned by their community, hunted for a reward, or even sometimes massacred on sight.

Why? Because they toy with death itself, and they indulge in the forbidden arts of soul harvesting. It just so happens that most communities tend to prefer having their loved ones cared for and respected long after their final repose.

They adhere to a variety of spiritual funeral ceremonies to do so, and so they see in Espirimancers people who would steal their beloved of their eternal rest by reaping their soul away on their last breath!

But here's the thing: they're not always wrong.

DOMAINS

Anima and Codex

STARTING EVASION SCORE

9

STARTING HIT POINTS

7

CLASS ITEMS

The crystalized soul of someone you never met in person, or a broken dagger that slowly drips blood.

ESPIRIMANCER'S HOPE FEATURE

Ritual Recall: Spend 3 Hope to add 1 Soultrap token on your sheet, up to your Spellcast trait.

If you already have the maximum amount of Soultrap tokens, **clear 1 Stress** instead.

CLASS FEATURES

Essence Inventory

Take the **Essence Inventory** sheet matching your Subclass. As an Espirimancer, you can store Captured Essences of various qualities, and keep track of what creature it came from with a name. An Essence is an energetic fragment of the soul of a dead creature that you're keeping with you.

You can hold up to 4 Captured Essences in your Essence Inventory.

The Stolen Repose Ritual

This most iconic and despicable Espirimancer's ritual takes a lot of time to prepare. It requires quietude and focus, ideally in a remote study or an arcane laboratory... none of which is readily available to the travelling and adventurous Espirimancer, unfortunately, but they make do with what they have.

During a Long rest, add Soultrap tokens on your sheet up to Spellcast trait. Soultrap tokens are needed to catch the Essence of the dying.

Essence Catching

Whenever a living creature within Close range expires, you may **spend 1 Soultrap token** to make a **Spellcast Reaction Roll** against the dying creature. On a success, you steal part of their soul as they die, and you add 1 Captured Essence on your list with a starting quality of **1d4**. On a failure, **mark 1 Stress** instead.

Essence Catching can only ever be attempted once per dying creature, by any Espirimancer.

BACKGROUND QUESTIONS

- ◆ When you started learning these dark and despised arts, how did your community and your loved ones react?
- ◆ You remember the first time you fully realized how malleable death really is. What happened and how gruesome was it?
- ◆ Blessed with forgotten knowledge, access to unthinkable power and cursed with misplaced ambitions, where do you see yourself in a decade? What's your goal now?

CONNECTIONS

- ◆ Once you've learned the nature of my powers, what magical service that you couldn't ask of anyone else did you ask of me?
- ◆ You caught me doing something in my sleep that spooked you out big time. What was it? Did you tell me about it?
- ◆ You know that most communities despise me for what I do, but somehow you chose to defend my honor. For what personal reasons?

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ESPIRIMANCER SUBCLASSES

CRYSTALOMANCER

Play the Crystalomancer if you want to follow the Stone Tradition of condensing the captured souls into gemstones that you can then exploit to your benefit... or, you know, just sell for profit.

Spellcast Trait

Knowledge

FOUNDATION FEATURES

Crystalization: The Essence you capture coalesce into crystalline form. It is more stable and can be sold to reagent merchants. You may store up to 6 Captured Essences in your Essence Inventory.

Echoes Of Talent: When you catch a Captured Essence with a quality of 3 and above, it also keeps 1 of the dying creature's Features, if relevant.

Waste: Sacrifice 1 Captured Essence and throw it within Close range. Make a **Spellcast Roll** against all targets within Very Close range of the impact, deal **d6** magical damage using the Essence's quality to those you succeed against.



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CRYSTALOMANCER

Foundation

SPELLCAST TRAIT: KNOWLEDGE

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MANAMANCER

Play the Manamancer if you want to follow the Fire Tradition of directly fuelling your magical powers with the fleeting essence of the dead.

Spellcast Trait

Knowledge

FOUNDATION FEATURES

Fleeting Essence: During rest, you may only keep up to 1 Captured Essence and must sacrifice the rest, but you may **clear 1 Stress** per Captured Essence you sacrifice this way.

Essence Of Fear: Sacrifice a Captured Essence to terrorize a group of targets within Far range. Make a **Spellcast Roll** against them, those who fail temporarily get *Weakened*. *Weakened* targets lower their attack rolls by the quality of the Captured Essence.

Essence Of Mystic: Whenever you make a **Spellcast Roll**, you may **sacrifice a Captured Essence** to add its quality to the roll.

