

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?

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.



ESPIRIMANCER

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

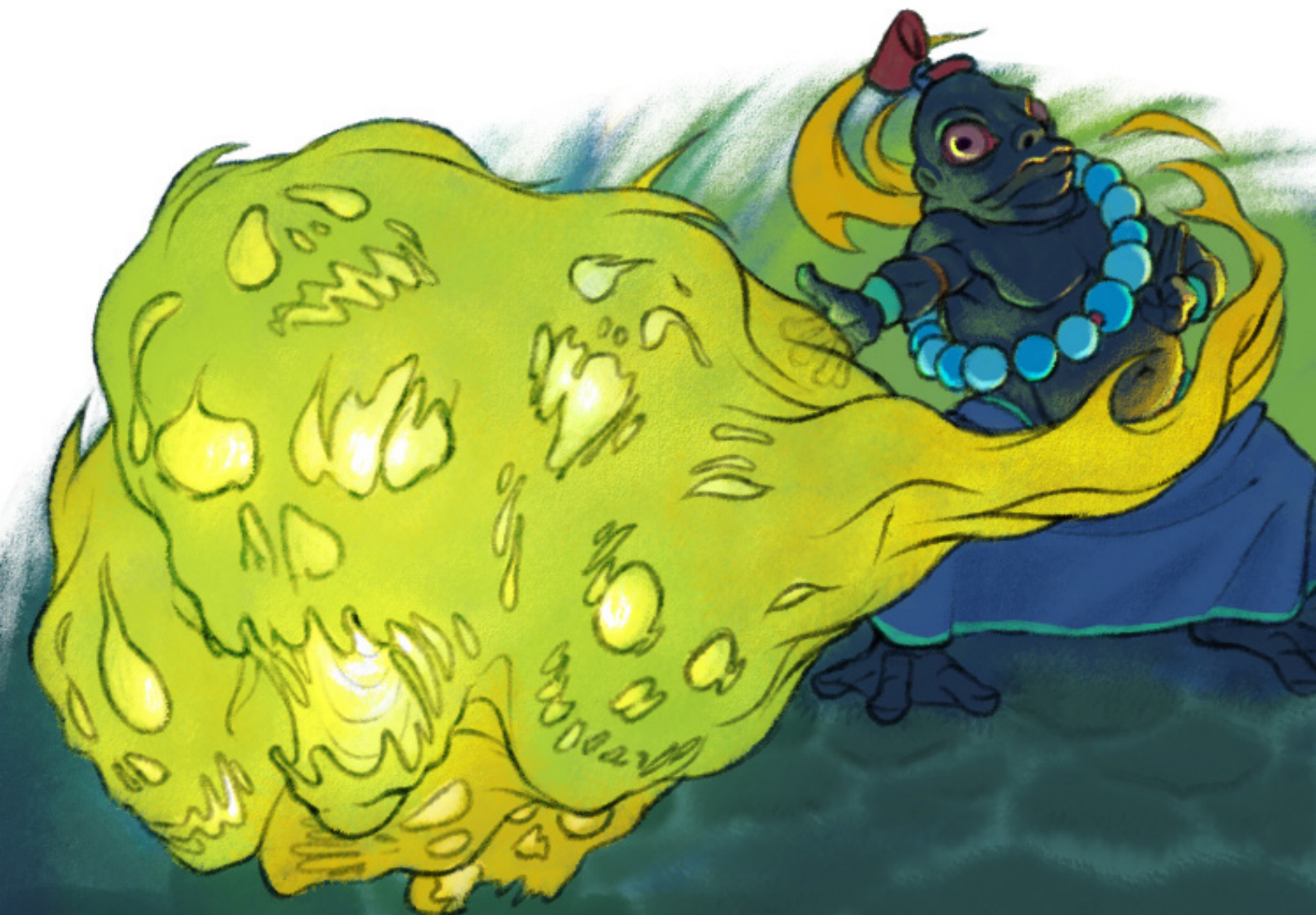
Knowledge

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.



ANIMA

A Daggerheart™ Compatible Domain

Designed and illustrated by Christophe Zerr



Anima is the domain of the mystical powers of life energy itself. Walking this path is usually shunned upon as it touches on the sacred, the intimate and the essence of our very existence. Anima offers the power to animate inanimate objects or living flesh, dealing with death and following forgotten rites.

Animation – Life stealing – Intimidation – Curses – Beyond death

This new Domain contains **25 hand-illustrated cards**. There are 21 Domain cards as per usual: 3 level 1 cards, and then 2 cards per level up to level 10. But it also has 4 “Death Lock” cards to use when a character picks the **Immortal Rite** (one of the two level 10 Anima cards).

Death Lock cards are not considered Domain cards. They cannot be Vaulted or added to your Loadout. They do define your character in a peculiar way and should be picked *very carefully*.

You will find all printable cards on the three first pages and then a few pages with just the cards' wording for easy quick reference.

This Domain would work really well with Wizard, Sorcerer, Guardian and Seraph Classes.

Version 1.0 May 27th 2025

• First public release

Special thanks to Blade Bound.

Illustrations and the Anima symbol are under CC-BY-NC-SA 4.0 Christophe Zerr. Contact: cxzman@free.fr

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ABILITY

DEAD EYES

Keen eyes look for movement and life in a crowd to spot their targets. By spending time with the dead, you've learned from them how to escape attention.

In a random crowd, or if you move alongside a group, you are harder to spot. Whoever wants to identify you does so with Disadvantage.

Also, as long as you stay perfectly still and hold your breath, you are considered *Hidden*.

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SPELL

MEMORY REMAINS

You are attuned to the sensible and mystical realm of spirits lingering in this material world, still clinging to reality.

You may spend 1 Hope to open yourself to the memories attached to an inanimate object you touch or a place you visit. The more time and dedication you give, the deeper and clearer memories will come back to you, from more recent and vivid, to more ancient and fuzzy.

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SPELL

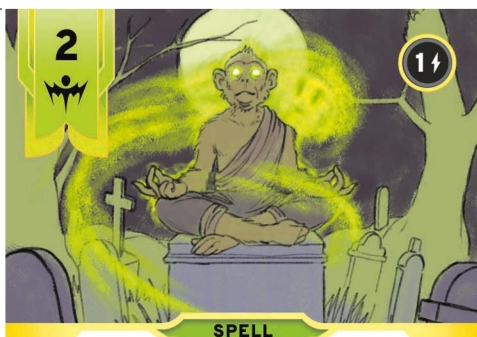
THE GIFT OF LIFE

You know that life is a gift, and it takes life to give life.

As such, once per rest, you may mark 1 Hit Point to animate an object you touch about the size of a fist by splashing it with a bit of your blood. It will burst to life, move about, shake and stir.

Ideal to create a little familiar, a construct friend or an autonomous self-powered clockwork.

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SPELL

COMMUNE

When visiting the resting place of a dead creature, you may take a minute in peace to focus and contact their resident soul. They can then converse with you for a while, but only in symbols, emotions and signs.

If the target never had a proper burial, you'll have to recreate one from scratch using a Work on a Project move during Downtime, based on testimonials and memories you can glean. Only one such place can exist for a single soul, creating another one will not help you Commune.

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SPELL

DANCING BLADE

By reaching beyond and inviting spirits into this world, you may infuse any weapon with the mind of a long dead soul, ready for action.

Once per Long rest, you may mark 1 Stress to temporarily animate a weapon you touch. This weapon is able to fly, to attack on its own and to get its own Spotlight, like a character. The weapon has your Attack score, your Proficiency and otherwise has a Difficulty of 12.

You decide on the actions of the weapon, but at any point during its life, you may give it full autonomy and free will by clearing 1 Stress.

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ABILITY

EARTH RITE

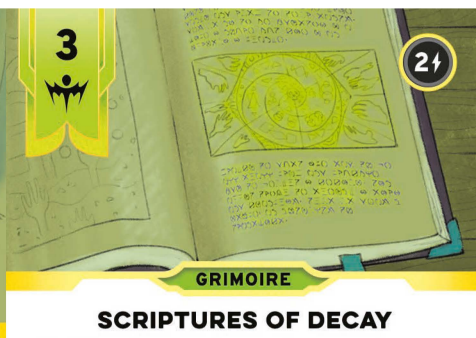
You observe and practice the ancient Earth Rite, binding yourself to the soil, the earth and the worms within. You come out a muskier person.

When you pick this card, gain these permanently:

- Become resistant to damage coming from toxic and caustic threats.
- Become immune to diseases.
- Raise your Damage Thresholds by 1.

Then place this card into your vault permanently.

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GRIMOIRE

SCRIPTURES OF DECAY

Mortal Life: Pick a single living creature within Close range and make a Spellcast Roll against them. On a success, once per rest, they must mark 1 Hit Point, or 2 Hit Points on a Critical success. If this defeats the target, you heal as many Hit Points.

Fresh Soil: Once per rest, within Far range, you may turn to mud a Very close range patch of ground, making whoever is standing there temporarily *Restrained*.

Erosion: Touch some inert matter and mark 1 Stress to make it rapidly decay and erode. The material is utterly destroyed within a few dozen minutes of uninterrupted focus. Erosion does not work on living matter.

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ANIMA CARDS

1 DEAD EYES

Ability – Recall 0

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3 EARTH RITE

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