



HARVESTER

Servants of Tsumi, the Moon Titan, the Harvesters are the death priests of Arden Eld. They travel from land to land, sanctifying burial sites, performing funeral rites, and helping lingering spirits move on.

Tsumi is the protector of cycles, and so the Harvesters also perform fertility blessings, oversee harvest festivals, and see to the cultivation and protection of the land and nature.

This dual nature makes Harvesters fierce warriors, able to make the battle bloom or rot with a single swipe of their greatscythes.

Traits

Mark of Tsumi: Your attacks gain *on hit*: After the attack resolves, deal fray damage as an effect to all foes marked by you, and bless all allies marked by you.

Soul Cycle: When you attack, you may first consume all *blessing* tokens on allies or allied summons in range 2 of your target, gaining bonus damage on your attack for each blessing consumed. If 4+ blessings are consumed, additionally *boost* the attack's damage.

Gardener of Kin: You can stack 2 marks on characters

Balance: Your attacks gain *slay*: *cure* an ally in range 3

ABILITIES

SOW

Light Magic Ranged Attack
Mark, Combo
Range 3

You throw out a poison seed that bursts into thorny death.

Attack: *Auto hit*: Inflict *poisoned* on your target

Effect: Mark your foe.

Effect: Bless an ally in range 3 of your foe

Combo: REAP

Light Physical Melee Attack
Pierce

Attack: On hit, deal light damage.

Effect: Auto-hits your target marked by Sow. You can make this melee attack against your marked target regardless of distance or line of sight.

TALENTS:

- I. If Sow hits an already poisoned foe, it deals piercing fray damage
- II. If you are bloody, increase the range of Sow to 6.

MASTER TALENT: KIN CUTTER

Reap travels in an *arc* area between you and your target, with no maximum distance. Characters caught within take piercing fray damage.

HARVEST

Heavy Physical Melee Attack
Arc 3, Pierce

Attack: *On hit*: Deal light damage. *Miss*: Light damage. *Critical hit*: Critical Damage

Effect: *On hit*: foe is staggered

Area Effect: *Bless* and *cleanse* allies in the area. Foes take light damage and are *staggered*.

TALENTS:

- I. If you are bloody, you may cast as Arc 6
- II. Critical Hit: *Cure* all allies in the area as well

MASTER: FULL MOON

Ability gains range 3. It's still treated as a melee attack.

BLOOD GROVE

2 actions

The wilderness boils with explosive growth, fed by the blood of the battlefield.

Terrain effect: Grow a blast 1 area of undergrowth. Allies and allied summons inside gain *cover* from all directions and the area is difficult terrain for foes. The area disappears at the end of the next round, or if you use this ability again.

Effect: If a foe is *slain* inside, extend the duration of the zone until the rest of combat.

TALENTS:

- I. The zone also grants *dodge* to affected allies
- II. Enemies take 1 piercing physical damage for every space they voluntarily move in the zone

MASTER TALENT: HUNGRY GROVE

When the zone's duration is extended, also increase its size to blast 2

KINCHEWER

1 action, summon

Vines coil from the earth into a fanged and flowered nightmare.

Summon: *Summon* a carnivorous plant in unoccupied space in range 5, a *sturdy* size 1 companion (hp= 2x health, defense=yours). When you summon the plant, and as a 1/turn free action on any subsequent turn, you can direct the plant to bite an adjacent foe. That foe must physical save or take piercing fray damage, and become *marked* by you and *immobilized* while marked as the plant chews on them. They can repeat the save to end all these effects at the end of their turn. It

also ends if the plant is defeated or the mark ends. The plant lasts until defeated, or until you use this ability again to summon a new one.

TALENTS:

- I. Foes being devoured take bonus damage from abilities
- II. If a foe is *slain* while being devoured, the plant grants a blessing to an ally in range 2

MASTER: DEEPROOT

If a foe is slain while being devoured, the plant uproots itself. It gains vigor 2 and at the start of your turn it can move up to 3 spaces. Foes take +1 curse on saves to avoid its devour effect.

GROWING SEASON

1 actions, mark, summon

Blow magical spores in the air, which are disturbed by the chaos of combat. Where they fall, the fruit of life and death blooms.

Mark: Mark an ally or foe in range 3. While marked, after that character makes an attack, summon a sprouting edenfruit in an adjacent unoccupied space.

Summon: An edenfruit is an intangible summon with a blessing token on it. Allies that pass through the space can pick up the blessing token and be *cleansed*. The fruit is then destroyed. Foes that pass through the space destroy the fruit but are *poisoned* and *staggered*.

Fruits last until the rest of combat or until destroyed.

TALENTS:

- I. Foes that pass through a fruit must also magic save or become *pacified*.
- II. Roll a d6 at the end of a marked character's turn. On a 5+, summon a fruit in an adjacent space.

MASTER: BOUNTY

When fruits are destroyed, they pop, extending their triggered effects to a blast 1 area effect around the fruit.

ROT

1 action, combo, mark

Leaves shrivel. Hair Curls. Wounds fail to heal.

Mark: Mark a foe in range 3. That foe must magic save or become *poisoned* while marked, and at the end of its turn, loses all *vigor*. The foe can then repeat the save to clear the mark and this effect.

COMBO: REGENERATE

Mark: Mark an ally in range 3. While marked, that character has *regeneration* 1. This effect an mark ends if they take at least 1 damage to hp.

TALENTS:

- I. If you're bloody, also gain *regeneration* 1 while your ally is marked by regenerate
- II. Rot cannot be saved against if your target is bloody (it can be cleansed normally).

MASTER: WILD GROWTH

When you *cure* your regenerate target, summon a Vine Thrall in an unoccupied adjacent space. You can target your rot target with *cure*, for the same effect. You can have up to 4 vine thralls at once.

Summon: Vine thrall, size 1 summon, 1 hp, defense=yours. At the start of your turn, all vine thralls can move up to 3 spaces and deal fray damage to an adjacent foe as an effect.

LIMIT BREAK: DEATH SENTENCE

1 action
3 Resolve

A flash of the scythe, and the line between life and death is blurred.

Summon: You slash an adjacent foe with your scythe, knocking their soul out of their body. Draw a line 4 area effect from your foe facing directly away from you and place the soul in the last available space. The soul is an intangible *summon* placed by you. It takes no action or movement.

While they have their soul knocked out, foes can act normally. However, the soul can be targeted by abilities and actions, and has the same stats as the body. It transfers all damage and effects to the body, and in addition damage transferred this way can't be reduced by armor or resistance. Abilities that are able to target both the body and soul of

the foe (such as AoEs) can target only one or the other and must choose.

A foe can end this effect and re-unite with their soul by moving back into its space. It also snaps back to them, ending the effect, at the end of the next round, or if they are defeated.

MASTER: LUNAR BECKONING

At the end of any of your turns, as an effect you can teleport the soul to an adjacent space to you if it's in range 3 of you. In addition, when your foe reunites with their body, they teleport to their soul's location (instead of their soul snapping back to them).