

Tzim (Xovus) Meshir

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March 30, 2022

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PART 1

BACKGROUND

CHAPTER 1: INTRODUCTION

DARK GRAY VIASHINO WITH A TINT OF green colors you can still see under the right light. His once vibrant yellow eyes has faded to something lesser echoing what he once was before he was turned to the Vampire he is today.

For over a century, Meshir has walked the streets of Ravnica, done what's needed to be done. He has not always been the Vampire he is today.

APPEARANCE

Meshir has a creepy and mysterious look, while it does not scream vampire when you see him the decades of living like one has formed both his looks, lifestyle and view of life.

In life he was a green colored Viashino with bright vibrant eyes, but the colors have faded when years passed and now he is almost dark grey. You only notice the green tint in the right light, but the eyes are still yellow, a lesser more pale yellow, but still yellow.

He is dressed mostly in dark colors, favors leather who is the right mix between protection, stealth and comfort.

Like most proud Orzhov he Orzhov insignia clearly visible on his chest. The symbol is clearly visible even from a distance showing the people of Ravnica who he represents, and who stands behind him.

BEHAVIOR

He likes to use necrotic, blood and fire magic to manipulate or kill his foes. But when physical action is needed he is not afraid to use his mace or drain his victims of their precious blood.

EVENTS

A timeline of important events in Meshir's life.

TIMELINE

Age	Year	Event
0	9967	Born in district 28 (Izkum Meshir)
31	9998	Everything changed (turned)
33	10000	My 30 year depression starts
54	10021	Boros warrant
		Left the 28th district
55	10022	Arrive in district 10, go underground
56	10023	The Dark Viashino
63	10030	I found myself & depression ends
78	10045	In debt to Hood family (for 22 years)
		Legal problems with Boros solved
98	10065	Met young Adam Hood
100	10067	The debt to the Hoods are resolved
103	10070	Introduction to Izkri
104	10071	Introduction to Vazzix
106	10073	Introduction to Ø (Dash)
110	10077	Xovus discovers plane walking - he sparks
		Xovus is officially using Tzim on Ravnica

BORN AND FAMILY

Izkum was born in the proud **Orzhov family Meshir**. A family with nine generations of history. Meshir is a splinter of family from a Viashino tribe.

He started his life at 9967 ZC born in to the proud Orzhov family Meshir and was named Izkum after his mother's grandfather. He followed his father's footsteps and went in to the lucrative medical field. You can't believe what people are willing to pay when they are dying!

Izkum made some good money running his business. As a good Orzhov all his time and effort went in to the accumulation of wealth. When he was in the middle of his life he started to feel that the cards were stacked against him. He has never committed the time to start a family and now he was starting to get older. The other races lived longer, they had more time to accumulate wealth, to buy a good spot for the afterlife. If there only was a way to live longer.

IZKUM MESHIR

From birth at 9967 until he was turned at 9998 ZC he used his birth name Izkum. It's usually good business to keep your name when you had built a good reputation so in the Meshir family it was uncommon to change their given name unless something huge and life changing happened, or sometimes for a clean slate business reasons.

MESHIR FAMILY

The Meshir family is an unusual Viashino Orzhov family. Nine generations back in 9742 ZC a guildless Viashino called Meshir was able to buy himself a spot inside the Orzhov guild. There are little known information how that was

done, but some form of transaction was made and several high ranking Orzhov members helped Meshir and his family in to the guild.

MESHIR - THE FAMILY HERO!

The tale told inside the Meshir family is that their ancestor was so rich and successful that the guild asked him to join, the transaction on the records was mostly for show. Plenty of stories are told to the children in the family about business deals, trade schemes and other heroic acts he did.

EVERYTHING CHANGED

At 9998 ZC when Izkum was 31, in the middle of his life. He had started to feel that there was not enough time. It was unfair that some races had many Viashino lifetimes to accumulate money to buy a good place in to the afterlife.

An individual contacted him and offered him a choice, time. Izkum was not sure what type of magic it was initially and he promptly told him no when he realized what was asked of him. The individual was insistent and finally sold the idea to go through with it.

He had to sell most of his possessions, his business and use all his savings to pay the individual of the gift of time.

A new world opened itself for Izkum, by Viashino tradition he took himself a new name to signal the change of life. He called himself **Vichum** from this point of life.

THE GOOD YEARS

These are the years I refer to as "The Good Years". I had newly been turned and the world was open for me as a fresh vampire. I lost contact with most of my old life here except my close family.

THE DEPRESSION

The first years until The Dissension at 10,000 ZC was good years but with everything crashing down so did life for Vichum and that threw him in to 30 years of depression.

These were dark times, Vichum wandered the streets of Ravnica searching for a meaning of life. He slowly drifted deeper in to his darker and more evil nature. Killing to survive, blood to drink and money to gain.

These dark times lasted for thirty years between 10,000 and 10,030 ZC.

Two decades in at 10021 ZC Vichum killed the wrong person, he never knew who that was really. He was hungry, angry and careless, that human just was at the wrong place. Vichum was identified and he got an arrest order from Boros on him. He went under the streets living in dark

shady places doing favors for colorful people to help him stay hidden.

THE DARK VIASHINO

He left the underground at nights, in dark valleys to feed and to from time to time to kill. In XXX around 10,0023 ZC there were rumors about a dark killer hunting the streets scaring the people living there. They called him The Dark Viashino.

The turning point was at year 10,030 when Vichum walked in to a Rakdos bar called The Culture. He got to know "Losty" (Lost & Found) who back then only worked in the bar.

Losty helped Vichum to find legal ways to drink blood. The friendship added a meaning to existence once again that Vichum had not felt since he was alive.

FRIENDS & FAMILY

Izkum had few friends at this stage of the life, his parents had all died and had since then lost most contact with his living siblings.

I FOUND MYSELF

I found my now old good friend Losty at 10030 ZC, that was a turning event and I found my way back to the good old greed and love for profit and once more life.

Since then I have made several friends, connected with some of the Meshir family branches living in district 10. I have become a close friend of the Hoods after two decades of service for their solution to my legal troubles. I'm also from time to time invited to Meshir's Izzet cousins who we share some ancient blood with.

To mark this new milestone of my life I have once again changed my name, this time to **Xovus**, with is the name I'm known as when the story starts.

CONNECTIONS

For information about my friends and family see the chapter *Connections*.

DOWNTIME

When Xovus is not drinking & eating at The Culture, playing a game with Ø or hanging with Losty he tends to do these things.

GAMBLING

Xovus has got a taste for gambling. He never spends what he can not lose but on a boring night, or a easy victim. Who can not choose to gamble a little?

WORK AND MISSIONS

Xovus has picked up plenty of contacts over his years, some times someone like him to solve a problem. Fix things. Back in the day he did everything for the right price but these days he tries to stay in the gray areas, that's where the interesting money is anyway!

He also do plenty of missions for the Meshirs, the one living in Plaza West loves to use him for his services as a body guard or muscle when needed during hard business deals. His closer family in Griffin Heights usually asks him for help for more closer to family matters.

Xovus also tries to do deeds for the guild to when possible, a favor and good standing is always good.

FAMILY

Family is all for the Meshirs, it's not uncommon that he is invited to family dinners. Usually the dinners are large, grand and there to show off to the other family members. But it's also a good time and place to form new contacts and conduct business.

ROAM

Xovus also like to roam the streets like the old days, some times he also finds his way under the streets looking for old places where he hide from the law back in the day.

CAROUSING

From time to time a more generic carousing can be relaxing, spending quality time with Neverhilda or some exotic remote plane to relax, and maybe some he is able to combine it with profit.

CRIME

Xovus is not afraid to break the law for profit. After all these years he has collected some less law-abiding friends in the underworld. Some time it makes sense to solve problems with intimidation, pain or plain old death.

RELIGIOUS SERVICE

As an Orzov priest there is always work to do...

TRAINING

There is always time for more training in the church

WORK

It happens, rarely ...

ASK MY CONTACTS FOR INFORMATION (RESEARCH)

Asking around people I know in the underworld for information using my various contact ...

PART 2

DAILY LIFE

CHAPTER 2: CONNECTIONS



XOVUS HAS FOUND A FEW FRIENDS, contacts and connections over the years. This chapter will list them. This is not a complete list.

LOST & FOUND

My best friend, and also my oldest friend! We found each other at '30 at The Culture. As two lost souls trying to find our self we have a special connection.

THE NAME LOST & FOUND

Xovus know that Lost has no knowledge about his life before 10,000. He got the name *Lost & Found* and called him self *Lost* when Xovus first met him. He usually refer to him as *Losty*. Today *Lost & Found* uses the name *Found*.

BACKGROUND

I found *Losty* when searching for candidates for food in bars in precinct one. He was working for *Monika* in bar *The Culture*. Later on *Losty* took over the bar when *Monika* died.

He is the main reason I got out of my depression. *Losty* helped me to find the fun in the chaos of life again. He also introduced me to the blood trade in *The Culture* that helped me to feed my self without worrying about the law.

Losty is old, probably older than Xovus. He is a *Devkarin* and has lost all memories of his life before 10,000 ZC. He follows the *Rakdos* lifestyle and has a way of life that fit well with Xovus. *Losty* sometimes dreams about events before year 10,000. It can trigger behavior changes. Some times he pushes him self and others to the brink of death to trigger memories.

MESHIR FAMILY

The *Meshir* family is not a big fan of *Losty*, they think the chaotic nature is a bad influence on Xovus. But what do they know, they probably only know a small portion of the darkness of Xovus past anyway.

VARIOUS CONNECTIONS

Olga is a detective and old regular hookup of *Losty*. They had some form of relationship in the 30 and 40s.

Losty know a group of 20 year old girls that uses *The Culture* to find victims for date-kill sex.

Early on one of the girls tried to pickup Xovus but *Losty* stopped her hinting it was probably a bad idea. It's safe to

assume the exchange would have been bloody.

INTRODUCTION TO THE HOODS

Losty is *Adams Hoods* (great) grandfather. The *Meshir* family know the noble *Hoods* family, but it's shallow and more business oriented. What *Losty* did was to properly introduce Xovus to *Eveline Hood*, a then young lawyer that helped him out of my legal troubles with *Boros*. *Eveline* is *Adams* mother.

LEGAL CAUSES AND FIXES

For more information about *Eveline* see the *Adams* section, and for background about my legal problems see *The Depression* in Chapter 1.

THE CULTURE

The Culture is a *Rakdos* club in precinct one that Xovus uses as home base for most of his day to day business. At night he feeds on willing guests, exchanging blood for money.

When there is time he spend some quality time with *Losty* doing something fun, or just observing guests.

The close proximity to *The Culture*, and *Losty*, is a large part why Xovus choose to buy a old broken down apartment in the precinct.

HEARTSTOPPER

A drink at *The Culture* that *Losty* like to offer customers. It stops the heart and you die for six seconds.

ADAM HOOD

Adam is the son of *Eveline* and {*Adams Father*} *Hood* that he did business for to pay back debt.

BACKGROUND

Xovus got to know *Eveline Hood* via introduction from *Losty* at '45. *Eveline* is *Adams* mother and she helped Xovus out of his legal troubles. Xovus was in debt to the *Hoods* for twenty years, slowly paying it off by doing whatever the *Hoods* liked me to do.

Over the years a form of respect and friendship slowly started to build up between Xovus and the *Hoods*. He first met their son *Adam* back in '65 when he was ten. Back then he was just a curious boy but has since then grown up to be a good friend to Xovus.

CONNECTION TO LOSTY

For more information how Adam is connected to Losty, see *Introduction to the Hoods* under the section *Lost & Found*.

HOODS AND MESHIR FAMILIES

The branch of the Meshir family living in the tenth district has business connections with the Hoods. They invite each other to fancy dinner parties to conduct business, or perhaps to show off. The Hoods is a much more noble family and for the Meshirs it's good to stay well connected with them.

During Xovus *Chaotic Years* he had lost most connection with the Meshirs, but through the Hoods he once again was invited back in to the Meshir family. His connection is still a little strained but Xovus got his family back, and they got a stronger connection to the Hoods.

LEGAL HELP

With some convincing from Losty, Eveline helped Xovus with his legal problems. She quickly cleared up things. Xovus never really know how she did it, he never asked. He was free to once again move freely in almost all districts of Ravnica, except the 28th district where he committed the crime.

THE DEBT

It took Xovus 22 years to pay back the deed Eveline did for him, that's remarkable fast and Xovus suspects that Losty had something to do with it. Xovus did pay a small part of the debt back in plain zinos but most of it was payed via different "missions" and other tasks the Hoods asked him to do. With his background, there was few limits to that he was willing to do to cut a few more zinos, and days, away from his debt. At 10067 ZC Xovus was finally able to resolve the debt with the Hoods with a final contract contained two final requirements:

- Keep Adam safe from harm, protect him and be there for him when he need you.
- In the future, we will ask you for a final task, this can't be refused.

Xovus had become a good "old uncle" type of figure for Adam over the last two years when the contract was signed. Xovus did gladly protect Adam to pay of his debt to the Hoods. The second item was harder to agree to, but after 22 years, Xovus agreed to the terms to finally feel free again to gain his own wealth.

THE CRIME

For more information about the crime, see *The Depression* section under the chapter *Introduction*.

IZKRI TAILOR

Distant blood since nine generations back from Xovus lineage. For Izkri Xovus is that weird remote blood relative. They have both been invited to the same rare family gatherings over the years hand have build up an somewhat functional relationship.

BACKGROUND

Then Izkri was

HOWERELEDY "HOWY" MESHIR

Howy is an eccentric banker related to Xovus. He lives in Plaza East alone where he spends his days doing what's most important, gains wealth. He is single and do not care much about relationships unless he as some economic gain from them. For that reason Xovus has rarely crossed path with Howdy.

BACKGROUND

Howdy have gained wealth and can just throw a few million zinos around for investments. He has lived in the district for his hole life, he is by Viashino standard around mid age, at 40.

NEVERHILDA

Neverhilda is an apprentice of the order of X. The is a dwarf X that trains in the city of X, the capital of the realm of X in the plane Eldraine.

INTRODUCTION

Xovus got to new Neverhilda with the intention of finding a trusted friend that he could consume blood from, but one thing led to another and chemistry happened. Xovus and Neverhilda has been together in some form or another since Xovus first ever plain walk and found him self lost in the plane.

HAL

Hal, knight of Garenbrig is a friend that I spent the first three weeks with recovering after my first plane walk. He is really friendly and happily guided my on a week long journey over the lands of X for me to talk to the mirror X.

CHAPTER 3: PLANE WALK



PLANE WALKER is a person that has the ability to travel to other planes. This is a rare ability and for most people planes are an unknown concept.

MY FIRST JOURNEY

On my first plane walk ended up in the realm of Eldraine (3), my first controlled jump after that took me to Kaladesh (7). After that I made an easy jump to Dominaria (6) where I immediately jumped to Mercadia (2). I then moved on to Ikororia (18) and then finally back to Ravnica (15). I then took a short visit to 19 before returning and meeting up with the rest of the team.

MAP OF PLANES

1: Iquatana	2: Mercadia	3: Eldraine	4: ?
5: Serra's Realm	6: Dominaria	7: Kaladesh	8: ?
9: ?	10: ?	11: Tolvada	12: ?
13: Kylem	14: ?	15: Ravnica	16: Pyrulea
17: Ixalan	18: Ikororia	19: ?	20: Arcavios

CHAPTER 4: RAVNICA



AFTER ALL THESE CHAOTIC YEARS has Xovus found a place to live, people to call friends and one again connected with his family and guild.

XOVUS HOME

Xovus never cared that much for a home since he was turned. He prefer to roam the streets or hang in The Culture whenever he can.

PLAZA SOUTH

He has an apartment at the second floor in a back ally. This is in one of the less nicer areas of the precinct. Xovus only bought it here to be close to The Culture with is where he spends most of his free time. The club is also his primary source of food.

The apartment consists of a single room, it's dirty and dark. The only window is closed off from a bookshelf giving the room a grim look.

FAMILY IN THE DISTRICT

TODO

ALLIES

TODO

HOUSEHOLD BACK IN DISTRICT 28

TODO

LIFESTYLE

Like any good Orzhov he understands the importance of money. But since he turned vampire he has been drained of most due to his life choices. Over the last decades he has slowly been gaining some money again.

MESHIR FAMILY

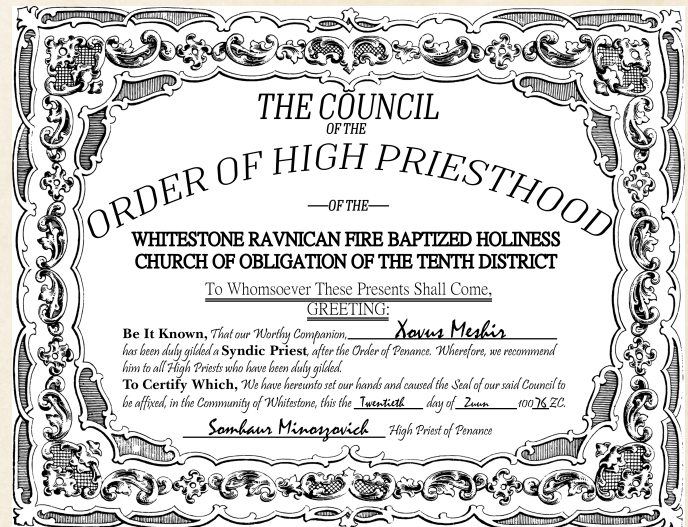
The Family is Wealthy and have slowly been moving up the ranks in Orzhov. Most success Meshirs have moved to the tenths districts and Xovus has contact with two branches of it, the most wealthy branch is living in Plaza West. They love to tell people that they can see Orzhova from their house.

The branch that Xovus mostly care about are the direct descendants of one of Xovus brothers. They are the one that Xovus visits, they invite him to smaller family functions and they are the one that are friends with the Hoods. They live in Griffin Heights. They are wealthy and have a really nice house where Xovus is always welcome to stay a night.

XOVUS

Xovus has a modest lifestyle, living in a back ally in Plaza Souths. He has a really simple home, but it does not really matter because he only rests there, when needed.

PRIEST OF ORZHOV



MISC NOTES

Various notes in the plane of Ravnica

UPZEC JAILBREAK

When the rift opened after the grand explosion criminals escaped all over the city and caused chaos. Some of the more hi-end criminals have apparently joined Mr Taz.

THE NEW GUILD ORDER

After the rift opened several guilds have changed leaders, or people in powers has been replaced. There are rumors of a new group that controls it all from behind the scenes. People that are suspected to be part of it are:

- Navaid Bon (Azorius)
- Nikya of the Old Ways (Gruul)
- Prime Speaker Vannifar (Simic)
- Teysa Karlov (Orzhov) [suspected]
- Some Golgari factions [suspected]

Note that Teysa has been been disposed and is currently on the run. Navaid, Nikya and Prime has replaced the guilds previous leaders. Little is known about the Selesnya.

CHAPTER 5: ELDRAINE



KNOWLEDGE IS IMPORTANT
for a Knight of Vantress.
The mirror sends out its nights
to collect information and learn it all.

VANTRESS

KNIGHT OF VANTRESS

Xovus has a customized banner that refers to his Orzhov origins. He was very clear with the mirror that he would always be Orzhov overall, but would be happy to join the knighthood to help each other to learn.



The banner in question is modified from a standard Vantress banner, the Orzhov insignia is added to the top and Xovus primary colors, black, red and white are prominent. The night shield is still there with the blue colors as its base. The gold represents money and wealth that all good Orzhovs hope to achieve.

THE MIRROR

The magic mirror is the leader of the Magical Castle of Vantress. It knows almost everything it is to know on the realm of Eldraine. It thirsts for knowledge, to know it all and happily trades knowledge for favors.

Xovus has **two favors** to ask the mirror after an successful "trade" of information about Kaladesh.

LOCHTWAIN

Xovus and Hal passed this kingdom on our way to Vantress. The current "high king" Queen Ayara of Lochtwain is ruling the realm.

GARENBRIG

The first people Xovus met after he woke up in the confusing world of Eldraine. He had just walked his first plane walk and was fully trained from the jump. He followed some stone constructions and found his way to castle Garenbrig where he met Hal.

Xovus stayed here for three (?) weeks to regain energy feeding first from animal blood, and later willingly on human and giant blood.

CHAPTER 6: ARCAVIOS

THE GREAT UNIVERSITY STRIXHAVEN is a magical university in the the plane of Arcavios. It was discovered by Losty during his first planewalk, we later returned to talk with Kasmira who had guided him during his journey.

THE "NO NAME" GROUP

The unnamed group, protects the planes from destruction and harm. Kasmira is the the one that offered us membership of the group. Her group needs warriors who have sparked that can be used to protect the planes.

THEO VERADA

New recruit of the order, shy, from Gobakhan. Gobakhan has storms of diamond dust that will slice people apart unless protected by shields mages.

KASMINA

Human and really old and powerful. Lives in Strixhaven. She was much more powerful back in the day before Dominaria collapsed in to it self and powerful plane walkers from her group stepped in an used most of their collective power to prevent the collapse of Dominaria by preforming the mending, and because Dominaria is/was the nexus, prevent the collapse of the planes.

NOTES

Jace was part of Infinite Consideum, left it and later created The Gate Watch

Mr Taz, Raul, Goblin ... mass chaos

Order of the Open Flame

CHAPTER 7: DOMINARIA

DOMINARIA is currently/was the nexus of the planes. All these energies has caused chaos to the plane. The plane was collapsing a few thousands years ago, plane walkers sacrificed their spark to stabilize it to protect the multiverse.

TOLARIA WEST



We met *Professor Donato, Brine Seer* in Tolaria West Campus that took us to *Professor Venters, Archivist of Planar Studies*. Venters was attacked and almost killed when "the silver handed man" tried to kill him to steal a book about the ice age. It looked like the man had purple mana. He also rearranged the magical map of the location of the planes and studied it.

THE JOURNEY TO JAMURAA



Professor Venters suggested we take the boat from Tolaria West (top left) to Jamuraa (middle right).

TOLARIA WEST TO SPICE ISLES

We started by paying a fishing boat to travel to Spice Isles (red line). We got the journey for free

because we helped the fishing boat with a record catch of fish.

At the Spice Isles we found Soror Marium, Duchess of the Spice Isles. She tried to catch a ride to Corondor from the ship *The Valeriad*, a ship captained by Captain Barbe Violette. We got paid 2000 Westmark to guard The Duchess from pirates and dangers at the sea. We will part our ways at the city Suqata, Jamuraa.

THE VALERIAD

We got to know the crew a little after we left port and started to cross the open sea. Xovus asked about our destination Suq'ata, it sounded like a place with a lot of wildlife, savanna/tropical style of animals. He was pointed out that do no disturb the order in the city and do not hunt their animals.

During the voyage, we where attacked by a Tolarian Serpent. A huge battle occurred and we where victorious to the surprise to the ships crew. The serpent is usually the end of a ship like this. The crew tell us that some of the Tolarian Serpents are intelligent and they some times allies with pirates.

We increased the speed of the ship to try to outrun possible pirates, but after a few hours two giant albatross with a 100ft wingspan approached carrying two pirates each on their back. They started attacking the ship. During the combat, dash used the wand and it randomly rolled a wild magic chaos sphere with a radius of 964 feet where all magic casts where randomized. The effect will last for 90-something years, and it's invisible from the outside.

One pirate that we captured tells me he is a Talas Privateer that works for the crown of Caliman during the interrogation. They are at war with most everyone at sea, and an attack during war is always an acceptable spoil of war. He also tells us that we most likely are hunted by his people still... we kill him and sails on. During the following night we realize that we are followed and we play cat and mouse trying to get rid of them during the night with a decoy, it failed.

The pirate ship catches up with us. The island Ru-Nora will not be friendly to us and we would probably be even worse of if we headed there so we choose to fight close to a few small islands to get some additional strategic cover. A large ship to ship combat starts, we win the battle and sink the pirate ship.

The largest continent on Dominaria.

PART 3

THE GAME

CHAPTER 8: CHAR SHEET

XOVUS MESHIR

PROPERTIES

Name	Description
Race	Ixalan Vampire (Viashino)
Background	Background
Alignment	CN
Mana	Black (primary), Red & White
Divine Domain	Blood

PASSIVE STATS

Name	Value	Description
Proficiency	+3	-
Passive Perception	19	-
Inspiration	0	Advantage on a d20 roll
Passive Insight	14	-
Passive investigation	16	10 + 5(observant) + int

BATTLE STATS

Name	Value	Current	Description
AC	12	12	-
Initiative	2	2	int bonus
Speed	30	30	-
Max HP	58	49	-
Hit Dice	8	8	d8 + con once
Death Saves	0 succeed	0 failed	-

MISC STATS

Name	Value	Current	Description
Conspirators Coat	5	4	1d4+1 at dusk

MANA STATS

Name	Max Amount	Current Amount
Black Mana	5	6
Red Mana	3	0
White Mana	1	4

Max mana: prof * 2 + max(height lev spell) = 10

SPELL SLOTS

Name	Max Amount	Current Amount
Channel Divinity	2	2
Vampiric Exultation	1	1
Cantrips	4	-
1st level	4	3
2nd level	3	3
3rd level	3	3
4rd level	2	2

Spell Slots regenerates every long rest. Divinity and Exultation on short rest.

WEAPON ATTACK

Name	Attack	Damage	Description
-	d20+str+prof	dmg+str	-
Mace	1d20+3	1d6 + 6	b
Mace + Mana	1d20+3	2d6 + 6	Magic dmg
Bite	1d20+3	-	-

SPELL ATTACK

Name	Attack	Damage	Description
Spell Attack	d20+7	-	d20+wis+prof
Spell DC	15	-	8+wis+prof

ASSETS ON PERSON

Name	Amount	Description
Zinos	332	-
Westmark	30	Same value as Zinos
Zibs	89	-

NOTE

Various random coins (20 or 30?) that I took from the first pirate. Ask Daniel to resolve the specifics.

ASSETS AT HOME

Name	Amount	Description
Zinos	0	-
Zibs	0	-

ASSETS AT HOME IN PLAZA SOUTH

The assets at home was lost when Xovus landlord rented out his apartment to junkies when he did not pay the rent for a few months when he sparked. He lost 1 PP, 29 zinos and 40 zibs.

CHAPTER 9: ITEMS

FLUMFPOT

Wondrous Item, Rare?



An empty flumfpot will be filled with a random (1d20) potion at dawn. The potion can be extracted and stored in a container like a vial, if that's done, a maximum of ten potions can be stored. If you try to extract the 11th potion, the 1st till vanish in thin air.

As an action, you can fill it with any potion.

Mastery and Movement: After touching a creature's lips that creature becomes its master. It hovers just over its master's shoulder. It has a flying speed of 30 feet and a swimming speed of 60 feet. If it is within 5 feet of its master when its master teleports, it teleports with them, even teleporting between planes. A flumfpot that is restrained for whatever reason will fly towards its master via the most direct route when released.

Send Aid: As a bonus action you can send the flumfpot to help a creature you can see. The flumfpot shares your initiative count, but it takes its turn immediately after yours. It moves up to its speed towards the designated target. If it ends in the target's space and the target is willing or unconscious, it administers the potion to the target.

LOOKUP TABLE

Nr	Type or Description
1-5	Healing Potion [2d4+2]
6	Layered (brown, silver, gray)
7	Filter of Love & Pink heart bubble
8	Feather, animal hair
9	Giant ant inside
10	Toe size of human fist
11	Water Breathing & Salt water
12	Cooking oil
13	?
14	Light blue, cold touch
15	?
16	Cyan square bubbles
17	Lighting resistance & Electric, lighting sparks
18	Water, bubbles formed as skulls
19	?
20	Potion of Healing (Greater) [4d4 + 4]

Flumfpot: -

Flasks: -, -, -, -, -, 8, 8, 5, 5, 5

ORDER OF PENANCE SIGNET

Amulet, uncommon (requires attunement)

- A signet has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing it, you can expend **1 charge** to cast the spell **command** (save DC 13)
- Once per Short Rest you can touch the amulet, expend one mana of any color, and add 1 black and 1 white mana to your mana pool.
- Whenever you take 10 or more damage from a single source, you can use your reaction to add 1 black and 1 white mana to your mana pool, and when you next deal damage, deal an additional 1d6 necrotic.

CONSPIRATORS COAT

Wondrous item, rare (requires attunement)



This magic longcoat is adorned with **raven feathers** and carved jet buttons. While wearing this coat, you have **advantage on Charisma (Deception) checks**. In addition, the coat has **5 charges** and **regains 1d4 + 1** expended charges daily at dusk. While wearing the coat, you can use a bonus action to expend **1 of its charges** to disappear, releasing up to **three ravens**

from your location **under your control** that scatter into the air. Each raven has **AC 12, 1 hit point**, and can fly up to **40 feet** as part of this bonus action **without** provoking **opportunity attacks**. At the start of your **next turn**, the ravens vanish, and **you reappear** in the space of one of the ravens (your choice).

If all the ravens are reduced to **0 hit points**, you reappear early in the same space as the **last one that died**. When you do, any **excess damage** dealt to the raven carries over to your normal form.

TALAS PISTOL

Uncommon Martial Ranged (Firearm)

- **1d10 + Dex** bonus (piercing)
- Ammunition (range 30/90)
- Loading, you can load and fire once per turn.
This action can't be combined with multiple attacks.
- **10 bullets**

CHAPTER 10: SPELLS

BLOOD DOMAIN

BLOOD DOMAIN SPELLS

Level	Spells
1st	sleep, ray of sickness
3rd	ray of enfeeblement, crown of madness
5th	haste, slow
7th	blight, stoneskin
9th	dominate person, hold monster

PROFICIENCIES

At 1st level, you gain proficiency with martial weapons.

BLOODLETTING FOCUS

From 1st level, your divine magics draw the blood from inflicted wounds, worsening the agony of your nearby foes. When you use a spell of 1st level or higher to inflict damage to any **creatures that have blood**, those creatures suffer additional **necrotic damage** equal to **2 + the spell's level**.

FUTURE

FUTURE ABILITIES

Level	Spells
6th	Crimson Bond
8th	Sanguine Recall
17th	Vascular Corruption Aura

SPELLS

Meshir is a Orzhov vampire with the spell mana colors black and red. The vampire inside Meshir has replaced the more pure "state of order" of the white mana and replaced it with range in red mana.

GUILD SPELLS

Guild spells are always prepared, there are Orzhov spells up to spell level 5. The mana color does not matter when casting a guild spell.

GUILD SPELLS

L	Mana	Spell	Comment
C	R/B	Friends	-
C	W	Guidance	-
1	W/B	Command	-
1	B	Illusory Script	-
2	B W	As you were	Temporary restore dead
2	B W	Black Swan Storm	Swarm of feathers, darker 20 feet
2	B W	Draining Touch	Drain life
2	2R	Enthrall	Distracting string of words
2	2B	Ray of Enfeeblement	Half weapon damage
2	B W	Strength of Undeath	Buff (controled undead) or nerf (other) attack dmg
2	2W	Zone of Truth	-
3	3B	Bestow curse	-
3	3W	Speak with dead	-
3	3W	Spirit Guardians	-

FRIENDS

Cantrip

Casting Time: 1 action

Range: Self

Components: S, M

Duration: Concentration, up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

GUIDANCE

Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

COMMAND

1st level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

ENTHRALL

2nd level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V S

Duration: 1 minute

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

DRAINING TOUCH

2nd-level Evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Concentration, 1 minute

As part of casting the spell, target a creature and make a touch spell attack. On a success, you inflict 2d8 necrotic damage to the target and you heal hit points equal to the same amount of damage just dealt. The healed hit points cannot take your current hit point total above your hit point maximum.

At the start of each of your subsequent turns, for the duration of the spell, if you maintain contact with the target, you can automatically inflict an additional 2d8 necrotic damage to the target, healing yourself for an equal amount of hit points equal to the damage inflicted each turn.

The spell ends if you lose contact with the target, if you lose concentration or if the spell ends.

BLACK SWAN STORM

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Concentration, 1 minute

You call forth a whirlwind of black feathers that fills a cube 5 feet on each side. The feathers deal 2d8 force damage to creatures inside the cube's area and radiate darkness, causing the illumination level within 20 feet of the cube to drop by one step (from bright light to dim light, from dim light to darkness). Creatures that make a successful Dexterity saving throw suffer only half damage but are still affected by the change in light.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the feathers do an additional 1d8 force damage for each slot level above 2nd.

Ritual Focus: If you expend your ritual focus, then you can move the whirlwind up to 15 feet by using a bonus action on your turn. If the whirlwind moves more than 30 feet from you, the spell ends.

ILLUSORY SCRIPT

1st level illusion (ritual)

Casting Time: 1 action

Range: Touch

Components: S, M

Duration: 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

AS YOU WERE

2nd-level necromancy

Casting Time: 10 minutes

Range: Touch

Components: V, S, M

Duration: Up to 24 hours

When cast on a dead or undead body, *As You Were* returns that creature to the appearance it had in life while it was healthy and uninjured. The target must have a physical body; the spell fails automatically if the target is normally noncorporeal (banshee, ghost, wraith, et al.).

If *As You Were* is cast on a corpse, its effect is identical to gentle repose except that the corpse's appearance is restored to that of a healthy, uninjured (albeit dead) person.

If the target is an undead creature, it also is restored to the appearance it had in life, even if it died from disease or from severe wounds, or centuries ago. The target looks, smells, and sounds (if it can talk) as it did in life. Friends and family) can tell something is wrong only with a successful Wisdom (Insight) check against your spell save DC, and only if they have reason to be suspicious (knowing the person should be dead is sufficient reason). Spells and abilities that detect undead are also fooled, but the creature remains susceptible to *Turn Undead* as normal.

This spell doesn't confer speech on undead that normally can't speak. The creature eats, drinks, and breathes as a living creature does; it can mimic sleep, but it has no more need for it than it had before. Any amount of radiant, necrotic, or Constitution damage immediately ends this spell.

If this spell is cast on an undead creature that isn't your ally or under your control, it makes a Charisma saving throw to resist the effect.

RAY OF ENFEEBLEMENT

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V S

Duration: Concentration, 1 minute

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends. At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

STRENGTH OF UNDEATH

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V S M

Duration: 3 rounds

Target an undead creature you can see under your control. Target creature gets +3 to attack and damage rolls. If the creature is not undead or is not under the control of the caster, target creature must make a Strength saving throw; failure results in the creature suffering -3 to attack and damage rolls until the end of the spell. At the end of the creature's turn, the creature may make a Strength saving throw to end the effect of the spell.

At Higher Levels: If cast at 3rd level and every 2 levels thereafter (5th, 7th), target creature suffers -1 per spell slot to their saving throw to resist the spell. If cast using a 9th level spell slot, the target creature also suffers the additional -1 to the saving throw, as well as all saving throws being made at disadvantage.

ZONE OF TRUTH

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V S

Duration: 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

BESTOW CURSE

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V S

Duration: Concentration, 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options: Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score. While cursed, the target has disadvantage on attack rolls against you. While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing. While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target. A remove curse spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on such a curse's effect.

At Higher Levels: If you cast this spell using a spell slot of 4th level or higher, the Duration is Concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the Duration is 8 hours. If you use a spell slot of 7th level or higher, the Duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a Duration that doesn't require Concentration.

SPEAK WITH DEAD

3rd-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V S M

Duration: 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

SPIRIT GUARDIANS

3rd-level enchantment

Casting Time: 1 action

Range: Self (15 foot radius)

Components: V S M

Duration: Concentration, 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

REMOVE SOUL

2nd level abjuration



STATS

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a summoning spell

Range: 60feet **Target:** A creature in the process of casting a summoning spell **Components:** S **Duration:** Instantaneous

You attempt to interrupt a creature in the process of Casting a Summoning Spell. If the creature is Casting a Summoning Spell of 2nd level or lower, it fails automatically.

If it is Casting a Summoning Spell of 3rd Level or higher, make an ability check using your Spellcasting ability. The DC equals 10 + Spell's Level. On a Success, the creature's spell fails and has no Effect.