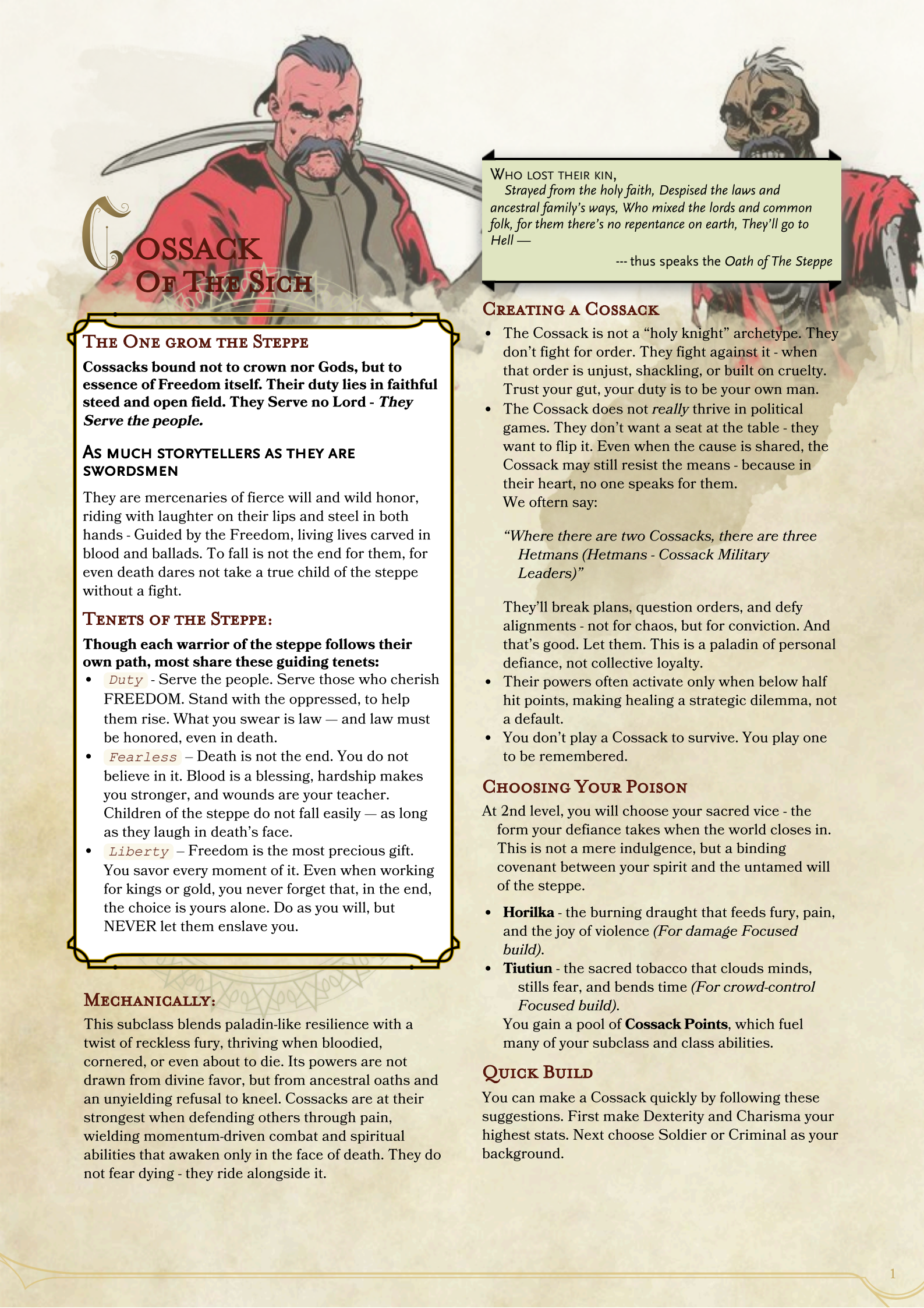




C

OSSACK OF THE SICH

THE ONE GROM THE STEPPE

Cossacks bound not to crown nor Gods, but to essence of Freedom itself. Their duty lies in faithful steed and open field. They Serve no Lord - *They Serve the people.*

AS MUCH STORYTELLERS AS THEY ARE SWORDSMEN

They are mercenaries of fierce will and wild honor, riding with laughter on their lips and steel in both hands - Guided by the Freedom, living lives carved in blood and ballads. To fall is not the end for them, for even death dares not take a true child of the steppe without a fight.

TENETS OF THE STEPPE:

Though each warrior of the steppe follows their own path, most share these guiding tenets:

- **Duty** - Serve the people. Serve those who cherish FREEDOM. Stand with the oppressed, to help them rise. What you swear is law — and law must be honored, even in death.
- **Fearless** - Death is not the end. You do not believe in it. Blood is a blessing, hardship makes you stronger, and wounds are your teacher. Children of the steppe do not fall easily — as long as they laugh in death's face.
- **Liberty** - Freedom is the most precious gift. You savor every moment of it. Even when working for kings or gold, you never forget that, in the end, the choice is yours alone. Do as you will, but NEVER let them enslave you.

MECHANICALLY:

This subclass blends paladin-like resilience with a twist of reckless fury, thriving when bloodied, cornered, or even about to die. Its powers are not drawn from divine favor, but from ancestral oaths and an unyielding refusal to kneel. Cossacks are at their strongest when defending others through pain, wielding momentum-driven combat and spiritual abilities that awaken only in the face of death. They do not fear dying - they ride alongside it.

WHO LOST THEIR KIN,
*Strayed from the holy faith, Despised the laws and
ancestral family's ways, Who mixed the lords and common
folk, for them there's no repentance on earth, They'll go to
Hell —*

--- thus speaks the Oath of The Steppe

CREATING A COSSACK

- The Cossack is not a “holy knight” archetype. They don't fight for order. They fight against it - when that order is unjust, shackling, or built on cruelty. Trust your gut, your duty is to be your own man.
- The Cossack does not *really* thrive in political games. They don't want a seat at the table - they want to flip it. Even when the cause is shared, the Cossack may still resist the means - because in their heart, no one speaks for them.
We often say:

*“Where there are two Cossacks, there are three
Hetmans (Hetmans - Cossack Military
Leaders)”*

They'll break plans, question orders, and defy alignments - not for chaos, but for conviction. And that's good. Let them. This is a paladin of personal defiance, not collective loyalty.

- Their powers often activate only when below half hit points, making healing a strategic dilemma, not a default.
- You don't play a Cossack to survive. You play one to be remembered.

CHOOSING YOUR POISON

At 2nd level, you will choose your sacred vice - the form your defiance takes when the world closes in. This is not a mere indulgence, but a binding covenant between your spirit and the untamed will of the steppe.

- **Horilka** - the burning draught that feeds fury, pain, and the joy of violence (*For damage Focused build*).
- **Tiutian** - the sacred tobacco that clouds minds, stills fear, and bends time (*For crowd-control Focused build*).

You gain a pool of **Cossack Points**, which fuel many of your subclass and class abilities.

QUICK BUILD

You can make a Cossack quickly by following these suggestions. First make Dexterity and Charisma your highest stats. Next choose Soldier or Criminal as your background.

COSSACK'S LIFEPAATH

(OPTIONAL)

You become a Cossack through blood, absence, memory, and decision. The steppe does not offer kindness. It offers moments - cruel, absurd, or sacred - in which something inside you refuses to break the way it's supposed to.

To build your Cossack's past, roll *1d12* on each Lifepath table below. Every wound has a name. Every scar has a story. Let the steppe choose yours.

WHERE DID YOU LEARN TO KILL? - ROLL *D10*

d10	Origin
1	You were born into a war. You never knew peace - only the rhythm of hooves and hunger.
2	A monastery raised you in silence, but you left when the silence cracked.
3	You deserted an empire's army after burying every name you fought beside.
4	You learned with your teeth - surviving ambushes, uprisings, and backroom stabbings.
5	You were trained by an old drunk with no name, who dissapeared when you surpassed him.
6	You died once - and something unfinished dragged you back, blade in hand.
7	Your mother was a war-healer. You learned where to cut by watching where she stitched.
8	You survived the massacre of your village by pretending to be dead - for three days.
9	You were the last to leave a battlefield where even the crows refused to land.
10	You were trained to guard a noble's life. You failed.

WHAT HAUNTS YOU STILL? - ROLL *D10*

d10	Origin
1	You betrayed a comrade to save yourself - they lived anyway.
2	You dreamed your own death so clearly, you carry a grave token with your name.
3	You killed someone who never raised a weapon.
4	You forgot the name of someone who died for you.
5	You spared a monster, and now it watches from the edges of every firelight.
6	You buried a blade in someone who loved you. The blade was removed. Their love wasn't.
7	You destroyed a village to save it - or so you told yourself.
8	You found letters addressed to you... in a dead man's pocket.
9	Every now and then, you speak in a voice that isn't yours.
10	Your Kleinod shakes on certain nights, though no wind blows.

WHAT BURNS INSIDE YOU? - ROLL *D12*

Every Cossack carries a fire.

It may be rage. It may be purpose. It may be love twisted too long. But it never goes out - not with wounds, not with distance, not with time. Even when you kneel, it smolders. Even when you sleep, it stares through your ribs.

d12	Origin
1	To prove your bloodline never broke.
2	To bring someone home - or drag them from the grave.
3	To carve your name where no flag dares fly.
4	To outlive your sins just long enough to atone for them.
5	To speak a truth no one else dares say.
6	To kill only one man - but you don't know his face yet.
7	To build something that lasts longer than you do.
8	To bury the old world - and burn its gods.
9	To find peace, if only to see how it feels.
10	To dance on your own grave before it's dug.
11	To be feared less than you are understood.
12	To make sure they never forget what was done to you.

WHAT DOES THE WIND CALL YOU? - ROLL *D20*

Your true name was lost - or you gave it up the day you took up the blade.

Now the wind carries another. A curse-name. A battlefield name. A name spoken by campfire, tattooed into oaths, or muttered before fear takes hold.

Some names are earned. Some are given in hate. Some are whispered by the dead.

d12	Origin
1	The One Who Kept the Fire
2	Black Laughter
3	Ash at the Gate
4	He Who Cuts the Chain
5	Dog-Brother
6	Widow's Drum
7	Scarfaced Lamb
8	The Soot in Her Smile
9	Half-Name, Half-Shadow
10	Gutter Saint
11	The Curse That Spat
12	Old Knife, New Hand
13	Storm-Kissed
14	Mouth Without Mercy
15	The One Who Didn't Drown
16	Coffin-Bound
17	Stepchild of Silence
18	The One Who Buried the Bell
19	Salt-Eater, Oath-Breaker
20	Grin of the Gallows

CLASS FEATURES

LEVEL 1

As a Cossack, at *level 1* you gain the following class features:

HIT POINTS

- Hit Dice: 1d8 per Cossack levels
- Hit Points at 1st Level: 8 + your Wisdom modifier
- Hit Points at Higher Levels: 1d8 (or 5) + your Charisma modifier per Cossack level after 1st

PROFICIENCIES

- Armor: light armour, meduim armor
- Weapons: Simple weapons, martial weapons
- Tools: Cook's Utensils at *level 1* and one of your choice at *level 3*: Herbalist kit or Brewer's Supplies
- Saving Throws: Wisdom and Charisma
- Skills: Choose two skills from: Acrobatics, Athletics, Deception, Survival, Religion, Animal Handling.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Cook's Utensils
- (a) One-Handed Martial Melee Weapon and 3 Daggers or (b) Two simple Melee weapons
- (a) A priest's pack or (b) An explorer's pack
- Smoking pipe or 2 glass bottles
- Cossack's Kleinod - Roll or choose your sacred trinket from *Cossack's Kleinod Table* table below. Each Kleinod reflects a legacy - military, spiritual, or both. It functions as your *spellcasting focus*.

COSSACK'S KLEINOD TABLE

d10	Kleinod	Description
1	Sotenny Badge	A brass insignia once issued to you - or taken from a fallen commander. Polished before every battle.
2	Medal with No Name	Awarded posthumously - but they pinned it on you anyway.
3	Cracked Watch	The hands stopped the moment you were first struck down.
4	Salt Medal	A military decoration dipped in holy salt and buried for a week.
5	Steppe Soil in a Flask	Earth from the battlefield where no one returned. It whispers when shaken.
6	Splintered Banner Fragment	A scrap of your banner, sewn into your sleeve. Burned, but never torn.
7	Silver Shot Glass	Engraved with your unit's motto. You haven't drunk from it in years.
8	Engraved Flint	Used to light your pipe, but also your first battlefield fire. It's blackened, but trusted.



LEARN AND READ, LEARN FROM OTHERS -

But do not shun your own!

For he who forgets his mother,

God will punish,

And he shall be barred from his home.

--- from the "Songs of the Steppe Seer," attributed to Blind

Orlik, last kobzar of the Eastern Rift

SPELLCASTING:

As a Cossack - you do not cast spells in the traditional sense - you do not study dusty tomes like wizards, nor do you kneel before gods like clerics.

You draw magic powers from the Steppe itself - from the echoes of war songs, the smoke of sacred vices, and the unburied voices of those Cossacks who died with Freedom still burning in their hearts.

Quarter-Caster - Spirit-Bound Magic

Cossacks are quarter-casters, similar to Arcane Tricksters or Eldritch Knights.

They do not wield magic in the academic or divine sense — their spells are etched into the memory of their blood, burned into their lungs with smoke, and buried with the dead who whisper them back.

You begin knowing a small number of Cossack spells, and learn more as you gain levels in this class. Your learned spells represent personal memories, ancestral echoes, or sacred oaths you've internalized.

Spell Slots

You gain access to a limited number of spell slots, as shown in the Cossack class table. You regain all expended spell slots when you finish a long rest.



HE DIDN'T KILL HER WITH STEEL, BUT WITH SPEECH:
*Sat on her porch, shook out his tobacco,
 and told her her wart wasn't on her nose - but on her soul.
 She screeched, howling with fury,
 then burst like a blister full of toad's bile.*

--- As recorded by Dovha-Pamyat, wandering kobzarka of
 the Hollow Roads, who claimed to have heard it sung by a
 dying stump where no birds land.

Spellcasting Ability

You use Charisma as your spellcasting ability, drawing on personal conviction, ancestral presence, and the force of legend.

In addition, you use your Charisma modifier when setting the saving throw DC for a Cossack spell you cast and when Making an Attack roll with one:

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Granted Spells

At key levels, you are granted specific spells, gifted by the steppe, your Kleinod, or the poison you follow (Horilka or Tiutium). These granted spells are always prepared and do not count against your spells known.

They represent core powers tied to your legacy and are flavored narratively, even if their effects match standard spells.

Spellcasting Focus

You can use a **Cossack's Kleinod** as a Spellcasting Focus for your Cossack spells.

HARSH WORDS

You learn to weaponize scorn, irony, and the brutal honesty of the steppe. At **1st Level** You learn the **Harsh Words Vicious Mockery** cantrip. It counts as a Cossack spell for you, and Charisma is your spellcasting ability for it. Your Vicious Mockery Cantrip is Always prepared.

• VICIOUS MOCKERY

You spit an insult older than empires - and it hits like a curse. Cantrip

* **Casting Time:** 1 action

* **Range:** 60 feet

* **Components:** V

* **Duration:** Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Charisma saving throw or take **1d4** psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

At Higher Levels. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

COSSACK SPELLCASTING TABLE:

COSSACK SPELLCASTING

Level	Cantrips	Spells	— Spells Slots per Spell Level —			
	Known	Known	1st	2nd	3rd	4th
1st	0	0	0	—	—	—
2nd	2	0	0	—	—	—
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

COSSACK SPELL LIST

CANTRIPS

THAUMATURGY

Your voice carries like a bad joke on a funeral

CONTROL FLAMES

The fire remembers your breath, and bends like a horse to reins.

SPARE THE DYING

You kneel, press your forehead to theirs - for Death is intimacy.

PRESTIDIGITATION

A flick of the wrist, a bit of charm - to warm your flask prehaps

RESISTANCE

Your stubbornness is contagious.

GUST

You spit, and the wind spits harder.

BLADE WARD

Your skin hums with old pain - the kind that taught you how to stand.

GUIDANCE

You mutter an old curse backwards - somehow it helps.

TOLL THE DEAD

You remember your brother's funeral - but they hear the bell, not you.

1ST LEVEL

COMMAND

You bark the old word - the one that even devils learned to obey.

ABSORB ELEMENTS

You clench your jaw and draw in the world's every venomous sting—no wonder your spirit burns so fiercely toxic.

DISSONANT WHISPERS

The truth is a weapon if you whisper it with your teeth clenched.

EXPEDITIOUS RETREAT

You call it fleeing - I call it remembering where home is.

THUNDERWAVE

You slam your boot down - the land remembers who walks it.

DETECT MAGIC

You don't sense magic. You feel what doesn't belong.

IDENTIFY

You stare too long - and the truth flinches.

SLEEP

You hum an old lullaby — the kind that put crying men to rest, or resting men to tears.

HEROISM

They call it bravery. You call it being too tired to care if you die.

FEATHER FALL

You fall like someone who's done this before.

WITCH BOLT

You glare - and something breaks between you: a spark of love, and hatred too.

2ND LEVEL

MISTY STEP

You vanish like your sins - and return like their consequence.

ENLARGE/REDUCE

You show with your hands - how big was the fish you caught yesterday. And suddenly, they believe you.

SILENCE

You press your finger to your lips - and everything goes quiet, like the moment before betrayal.

DETECT THOUGHTS

You listen in - not out of curiosity, but out of habit.

WARDING BOND

You bleed together like brothers should - It's not love. It's a pact older than language.

SHADOW BLADE

You draw a knife from where they always aim - your shadow, right between the shoulders.

CHILL TOUCH

You offer your hand - and they feel what dying alone feels like.

DARKNESS

You close your eyes - and the world follows out of respect.

MESSAGE

You whisper into your hand - maybe wind will deliver it

KNOCK

Every closed door has a secret knock — you just keep trying until one works.

CALM EMOTIONS

You sigh - and everyone remembers they're too tired to argue.

3RD LEVEL

ENEMIES ABOUND

You may believe you have no doubts - but one slips into their mind the moment you look at them.

ANIMATE DEAD

You ask, gently - You don't like doing it. But they said you'd joined them too - at the end

REMOVE CURSE

You let them forget what they did to deserve it. It's not forgiveness. It's the mercy of someone too tired to care.

CLAIRVOYANCE

They ask if you ever held a candle to learn their secrets. You did.

FEIGN DEATH

You drop down dead - like you've done it before - because you have.

WATER WALK

You dance hopak so fast - the water doesn't even get the chance to break.

MAJOR IMAGE

Sometimes you let your mind wander - just far enough to imagine a world without this pain.

LIFE TRANSFERENCE

You tear your heart to pieces once again — though there's less left each time."

4TH LEVEL

DEATH WARD

You promise them you'll delay the obvious — and tell yourself it was a white lie."

STONESKIN

It's not protection. It's forgetting how to flinch."

HALLUCINATORY TERRAIN

You make the world look like it used to - just long enough to forget it isn't."

CONFUSION

You say the right words in the wrong order - and watch their certainty shatter."

BANISHMENT

You look them in the eye - and send them back to when they didn't know how to be cruel

AURA OF LIFE

ou've bled on this soil for so long - it learned to grow from it. Where you bled, the grass grows stubborn. Where you stood, others don't fall.



A COSSACK

LIVES IN MANY WORLDS AT ONCE.

The body, scarred and aching - that's the first magic. Then come family, land, duty - all pulling at him, all burning differently. Beyond that is the world of power, of laws and thrones, which he serves by refusing to kneel.

And last - the world of stories, memory, and ghosts - where his spells are shaped by grief, not ink.

He doesn't draw from one world. He bleeds through all of them at once.

From *The Black Book of the Steppe*, (spellbook)

LEVEL 2

MARTIAL TRAINING

Cossack fighting is brutal, fast, and personal. You don't study forms - you make mistakes until they work.

At 2nd level, you gain a **Fighting Style**. This is not mere technique - it's how you survive.

You're encouraged to specialize early into one of two recommended Fighting Styles:

- **Dual-Wielding**

Take **Two-Weapon Fighting** - Later, you'll be able to deal circular damage with both attacks using *Windmill of Steel*.

- **Reach Weapons**

Take **Great Weapon Fighting** - Later, you'll be able to knock enemies down and control space from 10 feet away using *Windmill of Steel*.

FAVORITE WEAPON

TO LOVE - IT'S ALL THE SAME -

*You keep it near, you bleed for it, you bleed by it,
and you make others bleed - because of it.*

— inscribed on the inner guard of the sabre known as
Widow's Curve

NEVER PUT IT DOWN

You don't train with weapons - you just keep using one until it grinds to ashes.

- You gain **Weapon Mastery** with that weapon.
- You do not need to be proficient with the weapon.
- You must carry at least one such weapon - it must be physically present in your gear.
- This does not grant proficiency - only the Mastery property.

This lets you unlock mastery tricks with exotic or reach weapons early (like glaive or whip), even before you're formally trained.

IT KNOWS YOU TOO

You have advantage on ability checks made to interact with your Favorite Weapon outside of combat - such as customizing it with tools, using it as a makeshift tool, or intimidating others while holding or referencing it.

GRAVE GRIP

While you are holding your Favorite Weapon, you can't be disarmed by any effect unless you are unconscious or dead. While you are unconscious or dead, any creature that tries to take your Favorite Weapon must succeed on an Athletics check (DC =

10 + your Proficiency bonus) to pry it from your hand.

VATRA

You get a **Create Vatra** cantrip, which is altered version of **Create Bonfire**.

CREATE VATRA

- * **Casting Time:** 1 action
- * **Range:** 30 feet
- * **Components:** S,M (two wooden sticks)
- * **Duration:** Instantaneous

Choose one effect when you cast the spell:

- **Harmful Flame:** Ignites a 5-foot radius fire for 1 minute. Any creature that enters the Vatra's space or ends its turn there must succeed on a **Dexterity** saving throw or take 1d6 fire damage (a creature can take this damage no more than once per turn). The spell's damage increases to 2d6 at 7th level, 3d6 at 13th level, and 4d6 at 17th level. Sheds dim light in a 10-foot radius.
- **Harmless Flame:** Ignites a 5-foot radius fire for 10 minutes, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. Functions as a campfire, providing warmth and comfort without dealing damage.

AND THE NYAWKA* COMES WITH GHOSTLY HAND,
*Spruces sway in eerie dance, I take my kris at night's
advance, Set it firm as dawn's first glance, I take my kris at
night's advance, Set it firm as dawn's first glance.*

--- Rise up, mountains, rise, my Vatra!

*Nyavka - a spectral entity of the misty wilds, said to be the restless spirit of a drowned soul. it might appear as a fey or undead creature.

LEVEL 3

TENDER FLESH

You gain a constant +1 bonus to **AC** while you are **Bloodied** (below half your hit point maximum).

In addition, while Bloodied, if a creature misses you with a melee weapon attack, you can use your **Reaction** to inflict 1d4 + Your **Dexterity** modifier damage of the main damage type that creature would deal to you.

*Your body learns where not to be - just after the blade's
already been there.*

LEVEL 3

CHOOSE YOUR POISON

At 3rd level, you develop an *addiction* - a ritual, a poison, a comfort. Choose one:

- **Option 1:** **Horilka** (strong spirit)
- **Option 2:** **Tiutiun** (infused tobacco)

This substance becomes your Cossack Fuel - both a burden and a source of strength.

As any Cossack, you carry your honours in one hand, and your shames in the other.

Either Horilka or Tuituin - become your resource for additional subclass skills - number of those prepared must be represented in character sheet as

Cossack Points.

- Your maximum number of **Cossack Points** equals your **Proficiency Bonus + Your Charisma Modifier**.
- You regain all spent points when you finish a **Long Rest**, but only if you have the proper tools and raw materials to consume your chosen poison.
-  Optional: You are free to choose to ignore the tool and material requirement for refilling Cossack Points - depending on your table's playstyle. This feature is designed to support both mechanical tension and narrative roleplay.

HORILKA

HORILKA BREWER

You gain proficiency in **brewer's supplies**.

Whenever you finish a Long Rest, you can distill Horilka - a potent, flammable spirit. You must have *1 pound of wheat* and *5 silver pieces*, as well as access to *brewer's supplies* tool. On a successful brewing attempt (no check required), you create a number of bottles of *Horilka* equal to your *proficiency bonus*.

HORILKA FIREPLAY

As an Action, you can drink the Horilka, immediately, and as a bonus action on each of your subsequent turns for 1 minute after drinking the Horilka, you can breathe out the Horilka in a **30-foot line**. Each creature in the line must make a Dexterity saving throw. On a failure they take **[Proficiency Bonus] d4 + your Charisma modifier** fire damage and start **Burning**.

Bonus Effect - Ignition

While under the effect of Horilka: You may ignite flammable nonmagical objects (wood, cloth, straw, etc.) out of combat - By spitting at them. This fiery influence lasts for 1 minute.

A bottle of Horilka can be passed to any willing creature as an *Item*. As long as they can drink it, they may use the *Horilka Fireplay* effects too.

BOTTLE OF HORILKA

Wondrous item, Consumable,
Uncommon (requires special brewing)

A BOTTLE OF STEPPE SPIRIT - BURNS AS MUCH GOING IN AS it does coming out.

- As an **action**, you can drink the Horilka. For the next **1 minute**, you gain the ability to exhale flame:
- On each of your turns, as a **bonus action**, you can exhale a **30-foot line** of fire.
- Each creature in the line must make a **Dexterity** saving throw (DC = 8 + your Proficiency + your Charisma modifier).
- On a failure, they take **[Proficiency Bonus]d4 + Charisma modifier** fire damage and begin Burning (if that condition exists in your game).

While under this effect: You may ignite flammable nonmagical objects (such as wood, straw, or oil) by spitting on them. Thin smoke rises from your ears, and your voice carries the faint crackle of fire.

SHARED FLAME

Any creature can drink Horilka and use the flame breath effect, but only a Cossack character can trigger advanced effects tied to Horilka.

WHO DRANK HORILKA IN THAT WORLD -

IN HERE SHELL DRINK HOT TAR



EACH BATCH IS BREWED BESIDE A DYING FIRE, USING A pound of cracked wheat and silver for purification. The silver is melted down, the wheat is boiled to ash, and together they form the strongest of spirits - flammable even by one's breath."

From the journals of Yarosh Halushka, ethnographer, Vol. III: "Burning Songs - Rituals of the Steppe.

TIUTIUN

TIUTIUN CRAFTER

You gain proficiency with **Herbalism Kit**.

Whenever you finish a Long Rest, you can prepare Tiutiun - a sharp, resinous tobacco infused with spices.

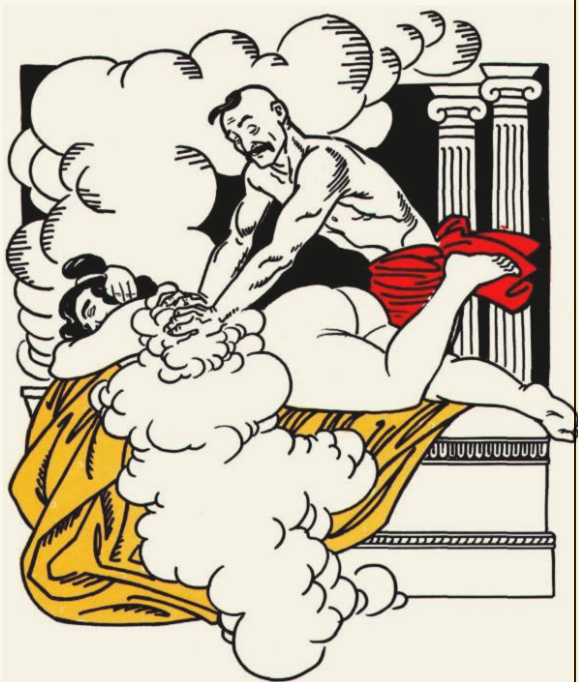
You must have access to 1 pound of cinnamon or pepper, 5 silver pieces, and access to a herbalism kit.

If these are available, you produce a number of doses of Tiutiun equal to your proficiency bonus. No check is required.

YOU GRIND IT SLOW, MIX IT BITTER, AND WRAP IT TIGHT.
The smoke knows where to go - straight to where it hurts most.

CHOKED BY THE JOKE

While holding a smoking pipe in your mouth mid-battle, you can use a **Bonus Action** to take a deep, burning draw and exhale a sharp, acrid cloud of filthy smoke that bites at the eyes and lungs.



AND FOR EVIL SPIRITS, MY SON -

I've got an old Cossack charm. This here's no ordinary tobacco. It's blessed. Enchanted. Take it with you. If you run into a witch or the devil himself, dressed like a man - just toss him a pinch of this. He'll sneeze, oh he'll sneeze hard - and all his unclean power'll scatter like dust.

--- said to be the last words to Blind Mikita before he vanished in smoke near the Devil's Gorge.



TIUTIUN

Wondrous item, Consumable,
Uncommon (requires strong nose)

THIS TIGHTLY WRAPPED BUNDLE OF DARK, OILY TOBACCO reeks of pepper, tar, and old prayers. When burned in the right pipe and drawn with purpose, it opens the lungs — and closes the battlefield.

As a bonus action, while holding a smoking pipe, you may consume one dose of Tiutiun and exhale a cloud of cursed smoke.

- The smoke spreads in a 15-foot radius centered on you. (You may choose to reduce this radius to a minimum of 5 feet.)
- The smoke is non-magical and does not obscure vision, but reeks of burning pepper and tar.
- It lingers until the start of your next turn.

Each creature in the area (except you) must succeed on a Constitution saving throw

DC = 8 + your proficiency bonus + your Charisma modifier or suffer the following effects until the end of its next turn:

- Movement speed is halved
- The creature loses its action
- You are immune to this effect. Shared Flame

SHARED SMOKE

Any creature can smoke Tiutiun and use the *Choked by the Joke* effect, but only a Cossack character can trigger advanced effects tied to Tiutiun.

- You exhale the smoke in a radius of $5 \times$ your proficiency bonus feet, centered on yourself. When using this ability, you may reduce the radius by any number of feet, down to a minimum of 5 feet.
- Upon exhaling, you may choose to reduce the radius to any smaller distance (minimum 5 feet).
- The smoke does not obscure vision, but reeks of burning pepper and tar.
- It is non-magical — simply, unbearably pungent. Each creature in the area (except you) must succeed on a Constitution saving throw against your spell save DC (Charisma-based) or begin coughing and sneezing uncontrollably until the end of its turn. A creature affected by this:
 - Has its movement speed halved
 - Loses its action on its turn

The smoke lingers in the air until the start of your next turn, then dissipates.

YOU ARE IMMUNE TO THIS EFFECT - FOR YOU ARE, after all, a heavy smoker by now.

A pinch of Tiutiun can be passed to any willing creature as an Item. As long as they can drink it, they may use the *Choked by the Joke* effects too.

LEVEL 4

ABILITY SCORE INCREASE

When you reach **4th** level, and again at **8th**, **12th**, **16th**, and **19th** level, you can increase one ability score of your choice by **2**, increase two ability scores of your choice by **1**, or choose a feat for which you meet the prerequisites. As normal, you can't increase an ability score above 20 using this feature.

BLOOD OR BREATH

At 4th level, you are granted a spell — not by study, but by blood. Choose one:

- **Option 1: *Bane*** - *You stain the air between you - and somehow their blood runs colder for it.*
- **Option 2: *False Life*** - *You tell your body one more lie - that this is not it's last breath.*

You always have this spell prepared, and it doesn't count against the number of spells you can prepare. It is considered a Cossack spell for you and uses your **Charisma** as the spellcasting ability.

LEVEL 5

WINDMILL OF STEEL

You've inherited the ancient fighting rhythm of savagery and protection — a relentless, spinning technique designed to strike multiple foes in a single motion while dual-wielding.

WINDMILL OF STEEL



WALK ON, COSSACK. CARRY DEATH BEHIND YOUR BACK.

I ONCE MET A MAN WHO RODE OUT TO FIGHT A WINDMILL. He came back with splinters in his skull and the wind still laughing at his back. Facing a Cossack is much the same — except the wind does not laugh, it sings your dirge.

Once per turn, when you are **bloodied**, you can spend 1 Cossack Point (from Horilka or Tiutiun) while wielding two melee weapons as part of your

Attack action. When you do, you make a separate attack roll against each creature within your reach.

You can freely **Disengage** from any creature that took damage from this attack until the end of your turn.

THREE MORE RISE

For the Cossack, standing is never done alone - one rises, and three more rise with them.

Your spirit refuses to be singular. It calls forth echoes of defiance, each one a reflection of your will to fight, march, and endure.

At 5th level, you learn the Mirror Image spell. It counts as a Cossack spell for you, and Charisma is your spellcasting ability for it. Your Mirror Image spell is always prepared.

- The images appear not as duplicates of yourself, but as fellow Cossacks from different regions of the world - steppe riders, Danube boatmen, mountain fighters, and exiled wanderers - all moving in unison with you.
- When an image vanishes, it dissolves into a swirl of dust, river spray, or fluttering banners, depending on the land it hails from.
- Some whisper a theory: you are not conjuring illusions at all, but briefly fighting the same battle as distant Cossacks in other lands - their images here are but projections, and yours appear beside them in turn.

THREE MORE RISE



For The Cossack line Continues always - one stands - and three more rise!