

THE MYSTIC BEACHCOMBER

A LOST CLASS FOR OLD SCHOOL ESSENTIALS
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Requirements:	None
Prime Requisite:	WIS
Hit Dice:	D6
Maximum Level:	8
Armor:	Special
Weapons:	Special
Languages:	Common

Mystic Beachcombers are dreamers who heard wonder's call but failed to reach its source. They live near coastal settlements, wandering the dunes and salt marshes, their days lost in daydreams. Sometimes the lure of adventure grows too great and they once more set off to find wonder's source.

COMBAT

Beachcombers have a long history of warfare against giant crabs. All beachcombers gain a +1 to hit and a +1 to DMG when fighting these creatures. At 3rd level these bonuses increase by +1. They then increase by +1 every other level after.

KEEN-EYED

Beachcombers have a 3-in-6 chance of spotting secret doors, hidden compartments, or lost trinkets buried in the sand.

THE LAW OF FINDERS-KEEPERS

Beachcombers begin their careers with a ragged outfit, a shovel, a dagger, and a large sack.

All further gear must be found. Not looted. Not stolen. Found.

Beachcombers may use any items, including magic items. However they can not Read Magic. Damaged items may be repaired. At no time may a Beachcomber own more than they can stow inside a single sea chest.

THE SEA'S GIFT

Along with their starting gear, Beachcombers begin play with a Gift from the Sea. Roll a D6.

1: STILL SUPPLE BOOTS

- Once fine, now well-worn
- +2 AC when worn with light or no armor

2: KEY OF VERDIGRIS

- Once opened something
- 1-in-6 chance it opens any non-magical lock

3: PRINCE GULL'S FEATHER

- Once belonged to a princely sea-gull
- Speak with and understand birds when held

4: CONICAL SHELL

- A grape-fruit sized conical shell
- Holds up to 50 words and replays them on command

5: SPECKLED BAUBLE GLASS

- A fascinating shard of driftglass
- Test CHA. On a success may Charm Person for d4 rounds.

6: OLD RUSTY AXE

- An old axe found buried in the dunes
- Halves woodworking tasks, does double damage to doors.

GETTING WARMER

From 3rd level, three times a day Beachcombers can sense any material (e.g. metal, cloth, wood) within a 100'. Line of sight does not matter. This hunch manifests as a warming sensation relative to their distance from the material.

DEEP REVERY

From 4th level, the Beachcomber's intricate daydreams make them immune to mind-affecting spells (e.g. charm, hold, sleep).

JUST THE THING

From 6th level, the Beachcomber can declare any one non-magical item and roll to see if they have it. They have a 2-in-6 chance of having the item in their possession or finding it shortly.

AFTER REACHING 7TH LEVEL

A Beachcomber gains possession of a small coastal vessel free of charge. This vessel must be named and attracts 2d4 sailors to assist, sing shanties, and listen raptly to the Beachcomber's stories. Possession of this vessel does not grant any nautical ability.

MORE GIFTS FROM THE SEA

The sea holds many secrets. The beachcomber seeks them all. To do this they must search the sands and mud where the land meets the water. For every week spent combing test CHA, on a success, roll a D20 and consult the table below. Non-beachcombers may attempt the same, however they run the risk of becoming beachcombers themselves.

- 1: **Cracked Monocle:** Roll D6, even: the monocle allows wearer to Read Languages, odd: Read Magic
- 2: **Infernal Playing Card:** The demon inside is very nice... sometimes.
- 3: **Sodden Tapestry:** Depicts an assassination or defeat that hasn't happened yet.
- 4: **Broken Clay Pipe:** If repaired, the pipe grants owner advantage on CHA tests with sailor-types.
- 5: **Old Coat:** The classic peacoat, this one has a secret pocket with a treasure map inside.
- 6: **Dreaded Lich Fish:** A horrible thing, it seeks a sewer to spawn in.
- 7: **Net with Someone in It:** A relative of the Sea King's, they'd be grateful for any assistance.
- 8: **Tattered Bone Parasol:** Keeps out the sun, attracts crows.
- 9: **Cracked Tankard:** A belligerent dwarf's favorite mug and they'll come looking for it.
- 10: **Message in a Bottle:** From a sailor held captive in the Sea King's undersea castle.
- 11: **Indestructible Tea Set:** Packed in a box and unbreakable by non-magical means.
- 12: **Drowned Man's Hand:** If worn as a necklace the hand allows the wearer to breathe underwater.
- 13: **An Overwhelming Hat:** floats and seats one comfortably.
- 14: **Too Much Rope:** Always handy, 1-in-20 chance of breaking when used.
- 15: **Rusty Breast Plate:** A bit of spit and polish and it'll be as good as new.
- 16: **Horseshoe Crab Carcass:** The stinger could be made into a masterwork speartip.
- 17: **Odd Shells:** Misshapen and strange, they disturb the dreams of those who own them.
- 18: **Labelless Bottle of Cloudy Liquid:** If drunk, allows the imbiber to speak with all aquatic creatures.
- 19: **Sharktooth Necklace:** If worn, test CON or become a wereshark on the next full moon.
- 20: **Irrate Talking Fish:** Annoyed and brutally honest, but knows a thing or two.



LEVEL PROGRESSION

Level	XP	HD	THACO	D	W	P	B	S
1	0	1D6	19 [0]	12	12	14	15	15
2	1,500	2D6	19 [0]	12	12	14	15	15
3	3,000	3D6	19 [0]	12	12	14	15	15
4	6,000	4D6	19 [0]	12	12	14	15	15
5	12,000	5D6	17 [+3]	10	10	12	13	13
6	25,000	6D6	17 [+3]	10	10	12	13	13
7	50,000	7D6	17 [+3]	10	10	12	13	13
8	100,000	8D6	17 [+3]	10	10	12	13	13

D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves