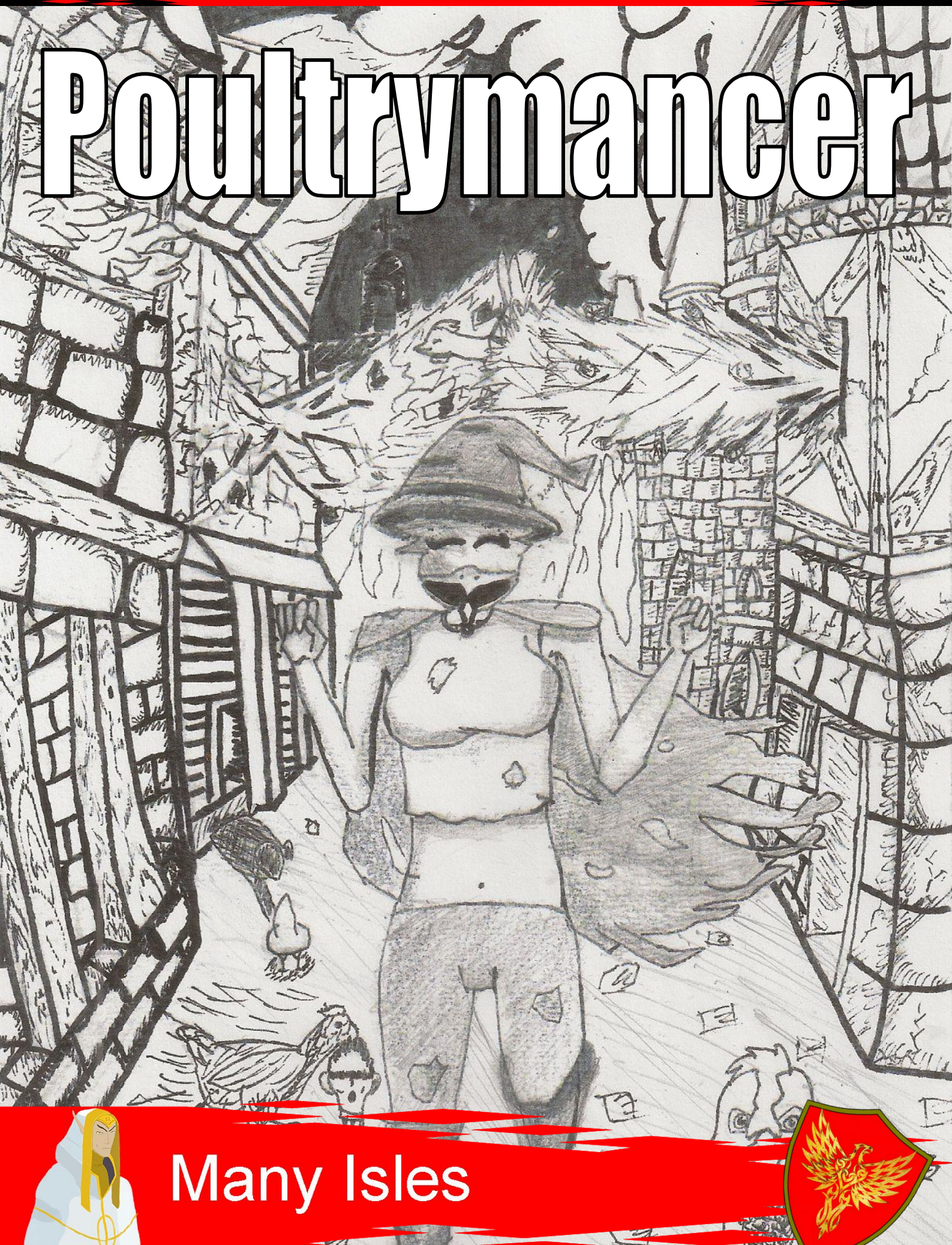
Class

Poultrymancer



Many Isles

Poultrymancer

Poultrymancers are oddities among the Many Isles. The emergence of a new chicken wizard - an acolyte of the fearsome and mysterious chicken god - isn't good news for the inhabitants of a region. Terrifying diseases and hordes of chicken scour the lands, infecting people and transforming them into hideous chicken as well.

A poultrymancer reveres the mysterious Chicken God, which is believed to be some sort of primordial or titan from an age long past. Through whichever means this odd bond is established, poultrymancers gain great powers to control and transform chicken.

A poultrymancer is usually a wizard studying ancient secrets that was led astray and meddled in the dark power of poultrymancy. These experiments often lead to terrible disfiguration of mind and body, and so most such mages wear masks styled in fearful faces of leering chicken.

Poultrymancy

Wizard subclass

Poultrymancy is the art of magic concerning the creation and manipulation of chicken using ancient magical powers far beyond mortal beings. For this reason, many scholars have termed poultrymancy a current, if not even a college, of Mystication. Of course, any such presomptuous scholars that did encounter a true poultrymancer promptly regretted their statement as their flesh was torn apart and chicken emerged from their rotten corpses.

Grand Chicken Staff (2)

At 2nd level when you first meddle in the obscure currents of poultrymancy, you feel the links to your distant Chicken God and realize you need a focus to rally these powers. This focus comes in the form of a staff.

You can fabricate such a staff using 10 gp worth of wood with woodcarver's or carpenter's tools during a three-day period. At the end of the period, you gain the Grand Chicken Staff which requires attunement.

Without your chicken staff, you cannot use any poultrymancer abilities or cast any poultrymancy spells.

Additionally, the staff has a number of charges equal to twice your wizard level and regains all expended charges daily at dawn. As an action, you can call upon the Chicken God's might to bring down chicken as you hold up your staff into the air, expending any number of charges as you do so. If there is an at least 60 foot space of air above you, a bolt of lightning strikes down upon you. Roll a d20, and compare the result with the table below. All lower effects also apply.

Call to the Chicken God Outcome

d20	Result
1-10	Take 1d4 x charges damage
11-19	Summon one chicken per charge
20	All creatures within 20 feet take the damage

Expanded Spell List (2)

Poultrymancers gain additional spells that they can choose and add to their spell book when they gain levels. These spells are classified as Mystication (Poultrymancy) due to common scholarly consensus, but no poultrymancer would acknowledge this and instead call it the "true magic".

When creating a spell list on manyisles.ch, select the option "Wizard (Poultrymancer)", and the spells will automatically be added.

Chicken Whisperer (6)

Starting at 6th level, you can control chicken innately. Any chicken within 200 feet of you that you are aware of obey your telepathic commands. You can feel their basic emotions and location, but cannot see through their eyes. You cannot order them to attack, and cannot give them orders that exceed their intelligence.

A chicken with any mental score higher than 10 must make a saving throw using a mental ability of its choice against your spell save DC. On a success, it is immune to your charms for a week. If it fails, it is under your control, but may attempt the save again every day at dawn.

You can control a number of chicken equal to your Intelligence modifier times your level in this way.

Chicken Maneuvers (6)

You learn the chicken maneuvers listed below. Each chicken maneuver requires some input on your side and requires a number of chicken under your control, such as those charmed by your Chicken Whisperer ability.

You cannot use a single chicken for more than one maneuver in the same turn.

Chicken Toss. As an action, you grab any number of chicken under your control within 5 feet of you and throw them at a creature you can see within 20 feet of you. The chicken explode, and the creature must make a Constitution saving throw, taking fire damage equal to five times the amount of chicken thrown on a fail, or half as much on a success. The chicken thrown are consumed and die. If the target dies, 1d4 chicken come out of it 1d3 rounds later.

Claws and Beaks. As a bonus action, you order a group of chicken to attack a creature you can see within 5 feet of them. Make an attack roll using your spell attack modifier: on a hit, the target takes piercing damage equal to the number of chicken that attacked.

Infestation. As a bonus action, you order three chicken to attack a single creature within 5 feet of them that you can see. Those chicken die as they attack. The target of this attack must make a Constitution saving throw against your Spell Save DC. On a fail, it takes damage at the start of each of its turns equal to the number of chicken that attacked. It may make the throw at the end of each of its turns, ending the effect on a success. If they die while infested, 2d4 chicken emerge from its corpse 1d3 rounds later.

Wall of Chicken. As a free action, you can form a wall out of any coherent group of chicken you control. Each five-foot square now holds 20 chicken instead of ten, and they form a ten-foot high column. The wall can be any length, and remains until you dismiss it as a free action or the chicken forming it die. The wall grants total cover and has resistance to all damage. Creatures can pass through it, but not end their movement in it, and are automatically subjected to the *Feathered and Tarred* effect (see "Expanded Chicken Maneuvers" below).

Like a Chicken from the Feathers (10)

Beginning at 10th level, when you fall unconscious and have at least 50 chicken under your command, they teleport to your space and carry you away from the closest source of danger at a speed of 20 feet. You are automatically stabilized. At the end of the third turn, 50 chicken that are carrying you transform into a whirling tornado that takes the form of yourself. You regain half your hit point maximum.

Expanded Maneuvers (14)

Starting at 14th level, you may use these additional chicken maneuvers.

Chicken Herd Initiate Cluster Killing Enchanted Neverending Storm. Choose any number of groups of 10 chicken under your control, and select a direction. All selected groups move forward in a straight line in that direction, up to 100 feet. A group stops if it hits a Large or larger creature, or its path is blocked. Any Medium or smaller creatures through which a group passes must make a Dexterity saving throw against your Spell Save DC, taking 2d10 piercing damage on a fail, or half as much on a success.

Feathered and Tarred. As a free action, you can cause any number of chickens you control to burst, releasing a cloud of feathers in a 10-foot radius. This kills the bursting chicken. Any creature in an exploding chicken's radius (overlapping radiuses force the creature to roll multiple times, but the effect does not stack) must make a Constitution saving throw against your Spell Save DC. On a fail, they are subjected to the *Feathered and Tarred* effect for 3 turns. This effect ends early if the creature regains hit points, is submerged in water, or fails a save against this chicken maneuver again. While subjected to this effect, a creature has -1 to any attack rolls or saving throws it performs.

Quick Chicken Toss. As a bonus action, you grab any number of chicken under your control within 5 feet of you and throw them at a creature you can see within 20 feet of you. The creature must make a Constitution saving throw, taking slashing damage equal to the number of chicken thrown.

Song of Feathery Demise. Choose a group of 5 chicken you can see within range. They sing a horrid song hailing from the obscure realm of the chicken god. Any creatures within 10 feet of the group that have an Intelligence score of 9 or higher must make a Heroism saving throw against your Spell Save DC, taking 4d8 psychic damage on a fail.

Stunning Talons. As a free action, you can order a group of 10 chicken you control to attack a creature you can see within range. That creature must make a Constitution saving throw against your Spell Save DC or be stunned until the end of its next turn.

Tornado of Feathers. As an action, choose a group of 100 chicken under your control that you can see. You cast the 7th-level *Whirlwind* spell on the point of the group without expending a spell slot, which forms the whirlwind. For the duration, the chicken used in this spell are immune to all damage, and move with the spell.

Wave of Feathered Death. Choose a group of 50 chicken under your control. They form a 25-foot long, 5-foot wide line of ferocious chicken that charge ahead up to 100 feet. Any obstacles or creatures that are Large or larger take out chunks of the line. Any creature hit by the charging chickens takes 8d12 slashing damage and is subjected to the ***Infestation*** maneuver.

Further Poultry

Fitting with the poultrymancer, you can use this resources to spice up the game with some chicken.

Optional Rule: Chicken

Poultrymancers are based upon their chicken. They summon and enthrall them in whichever way to gain special abilities and smite their foes.

A single chicken uses a stat block as given at the end of this paragraph.

Usually, a poultrymancer will have a large number of chicken under their command. To this effect, they should be formed into groups of cihicken. A single 5-foot square fits 10 chicken; in this way, 100 chicken will cover 10 squares of space. They cannot share this space with any other creatures, and count as a single medium creature.

A larger group is formed by adding together all squares occupied by chicken neighboring each other. This large group has a number of hit points equal to the cumulation of all its members, and occupies a number of squares equal to the total amount divided by 10 (rounded down). Its ACs is equal to that of a single chicken. As per the Chicken Whisperer ability, each group can be commanded by the poultrymancer even if they aren't within line of sight, so keep this in mind.

Chicken

Tiny beast

Armor Class h5, d11
Hit Points 2
Speed 30 ft.

STR	DEX	CON	INT	WIS	HON
3 (-4)	13 (+1)	7 (-2)	2 (-4)	9 (-1)	7 (-2)

Senses passive Perception 9
Languages -
Challenge 0 (10 XP)

Movement

In the turn immediately before the poultrymancer's, all chicken move. The poultrymancer decides the movement of each group, and can move each group up to a distance equal to the chicken's speed.

Poultrymancy Spells

All spells presented here can be viewed in the Many Isles Spell Index.

To create your spell list as a poultrymancer, you can use the free Spell List generator and select the Wizard (Poultrymancer) class.

Chicken Whisperer

Cantrip Mystication (Poultrymancy)

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

You control all chicken in range. They follow your mental orders (no action required), but cannot complete difficult tasks. If you threaten their lives in some way, they must succeed on a Heroism check to break out of your control. They can do so every renewed time their life is endangered.

Mark of Feathery Death

Cantrip Mystication (Poultrymancy)

Casting Time: 1 bonus action
Range: 40 feet
Components: S
Duration: 2 rounds

You designate a creature you can see and place upon it a mark of impeding feathery doom. If that creature drops to 0 hit points while this spell lasts, it immediately dies, and 1d4 chicken burst out of its corpse.

This amount increases by 1d4 when you reach 5th level (2d4), 11th level (3d4) and 17th level (4d4).

Chicken Protection

1st level Mystication (Poultrymancy)

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: 1 minute

All of your chicken gain resistance to damage from either good, evil, lawful or chaotic creatures.

True Form

1st level Mystication (Poultrymancy)

Casting Time: 1 action
Range: Self
Components: -
Duration: Concentration, up to 22 hours

You transform into a chicken, along with anything you are wearing or carrying. For the duration, you use the chicken stat block, except that you keep mental scores. You may still use non-racial abilities except your Grand Chicken Staff.

While this spell lasts, whenever you take damage, you can instead transmit that damage to any other chicken that are part of your group. Area damage transmits as normal to the entire group, and you are the last chicken to die in that case. If you are reduced to 0 HP, you instead revert to your original form.

Chicken Mirror

2nd level Mystication (Poultrymancy)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

Roll a d100: on a 1-5, a number of chicken appears close to you equal to the amount ofchicken under your control from the "Chicken Whisperer" ability. Additionally, a chicken spawns that is loyal to you.

Sneak 100

3rd level Mystication (Poultrymancy)

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Special

You turn all chicken in range invisible and inaudible for 1d6 turns. Additionally, you spawn 3 chicken within range that are loyal to you.

Chicken of Death

4th level Teleportation (Conjuration)

Casting Time: 8 hours
Range: Touch
Components: V, S, M
Duration: Instantaneous

You summon a Large chicken out of a realm unknown and far away. It takes the appearance you want it to. It obeys your commands and has normal chicken stats. As a bonus action, you can order it to explode if it is within 30 feet of you, dealing 4d10 force damage to all creatures in a 25 foot radius that are not chicken.

Chicken Lore

Poultrymancers are powerful wizards, who are able to control gigantic hordes of chicken and strike fear into the hearts of their enemies.

> "Chicken! Chicken everywhere!

- a terrified night guard

Poultrymancers have studied and acquired he skill of drawing power from an ancient fell entity, often referred to as Chicken God but called Beelchickenus or Cocifer by fanatical poultrymancers. Using those obscure powers, they can form a hivemind with the chicken under their control.

As a result, poultrymancers are able to summon and communicated with chicken. Being part of a hivemind, it is impossible for a poultrymancer to harm his feathery companions in ways not embraced by poultrymancy, as this causes him great psychic pain.

Being connected to and plunging deeper into the hivemind can corrupt the poultrymancer, who will usually go mad and forge a mask which splits his mind in two. Thus, most powerful poultrymancers have a split personality: a pure and loving one, and one of of great madness and destruction. Both these facets are hidden behind and embodied in the poultrymancer's mask.

Some poultrymancers have been known to wreak havoc accross the lands, murdering a village's population with waves of chicken and infecting the survivors with a hideous plague that caused chicken to emerge from their insides, clawing their way through.

However, others see their newfound powers as a way to pursue their ambitions of making the world a better place, regardless of their curse and the vengeful eyes of people whose family were killed by ravenous chicken.

> "The world is bawking mad. But to change the world, one must embrace the madness."

- a poultrymancer

Poultrymancers draw their powers from the Chiken God, a primal being whose existence is shrouded in mystery. It possesses immense power and is the core of the hiveminds created by poultrymancers, which sometimes takes control of multiple such groups to command humongous hordes of chicken for a fell ideal It is usually represented in the form of a giant chicken.

The location of this entity, likely a primordial, is unknown, however according to legends the being was sealed away by the gods in the earliest days of the Celestial Wars, at the dawn of time, after hordes of chickens had overrrun entire battlefields in an unstoppable wave.

Whilst the Chicken god is unable to escape its prison, its magical power leaks out to form hiveminds focused on its disciples, the poultrymancers.

Inscriptions in ancient ruins tell prophecies of the return of the Chicken God. The Legend states that one day a disciple will emerge whose power will be so great that he will channel the essence of the Chicken God into himself, effectively freeing the ancient entity by reincarnating the lost primordial.

The Many Isles thank you!

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Made with the Homebrewery

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