

THE EISENGRAU UPRISING

CAMPAIGN HOMEBREW

BY BEN FARMER

VAHARA CALLS YOU HOME



elcome, and well met! This document collects all the homebrew content you need to follow along and join in with the Eisengau Uprising: the homebrew campaign from Burning Dice. We're absolutely thrilled that you're here with us, and we hope you'll be with us all the way through to the end of our adventure!

Please remember that all of our episodes can be enjoyed over at Burning-Dice.com, where there's always a seat at the table with your name on it.

RACES

HYENOID

"Six foot of beast loped toward me, laughing a maniac laugh. I raised my bow, thinking my number might be up, when suddenly the damn thing spoke. Asked me if I knew I was in 'Yesha' territory, of all things. Was too shocked to speak. I think it thought me an idiot, so it grabbed my shoulders, turned me around, and then walked away, barking out laughter as it did. Can't say I'll ever be able to wear those shorts again." - from the journal of Hestian o'Carria, famed settler of East Vahara

Born of the wild, the hyenoid race is a nomadic one. Travelling often from place to place, the hunter-gatherer hyenoid tribes keep rich oral histories, with their culture based heavily on storytelling and song. Writing a story down is a pointless exercise to a hyenoid – to them, histories require the breath of life which can only be given by animated oration. As such, hyenoid history is steeped in metaphor, and each tribe has its own take on their myths and legends. Where the Lau tribe describes the origin of all hyenoid as being divine in origin, the Parna claim that one scorching day the earth itself disgorged Padda Alfus, the father of all hyenoid. Where the Yesha tribe claim to have walked out of the ocean, the Varga tribe claim that it was The Hunger itself that led their hyena ancestors to walk upright and learn to forge metal tools. One thing all hyenoid tribes share, however, is their folk memory of the time before the Great Sundering, with stories of ancestors that hunted throughout the great plains "when all the land was one".

CLAN LIFE

Clans are extended families of between 12-40 hyenoids, with child rearing seen as very much the responsibility of the clan, not just the child's parents. As such, familial connections run deep in a hyenoid's heart, and even the most minor threat to any member of the clan is met with harsh, immediate opposition.

Please note that there is no mention of Alignments in these rules. This has been done intentionally to allow for more nuanced roleplaying and storytelling opportunities.

Now we're all introduced, let's crack on with the homebrew! Please do feel very welcome to use as much of it for your own games as you'd like, and be sure to pass our name along if you do.

Clans are often on the move, and make use of barrows to transport belongings. Hyenoid fur is thick, with a large mane of hollow hair surrounding the neck and shoulders. Hyenoids often sleep under the stars in all but the most extreme weather conditions. The natural wanderlust of hyenoids comes from their folk memories of the world before the Great Sundering, and their desire to see the remnants of the World Before. Home for hyenoids is very much the clan itself, rather than a physical location, and the thrill of travel is far more natural to a hyenoid's mind than the thought of establishing a static homestead. Hyenoids rarely build structures more complicated than tents or, should the weather get so punishing that even they cannot withstand it, a temporary shelter in a cave.

Inter-clan relations are often peaceful, even warm. Upon reaching adulthood, young hyenoids form small groups and tour, visiting other clans in search of friendship, a mate, and new stories. Both male and female hyenoids join these groups, and can either join into their mate's clan or bring a mate back into their own, depending on the situation.

Loyalty to the clan is at the very centre of hyenoid culture. The worst, most unthinkable crime a hyenoid can commit is the betrayal of the clan, which is met with the ultimate punishment; banishment. This is a far worse punishment than death, and a banished hyenoid will go to extreme lengths and undertake the most flagellating crusades of penitence in order to regain their place in the clan. Such cases of hyenoids gaining forgiveness and re-integrating into a clan from which they were banished are rare, but not unheard of.

TEN THOUSAND TALES

Core to hyenoid culture is the sharing of tales, songs, and jokes. A clan's wild shrieks of laughter can often be heard from miles away, and even the most sacred folk tale is often interwoven with slapstick stories, bawdy tangents and one-liners. Most evenings find the entire clan surrounding the cookfire sharing new tales or re-telling old favourites. Thus is hyenoid culture and its folk wisdom passed down from one generation to the next – and, as all natural storytellers know, when faced with the choice between a good story and the unvarnished truth, a good story should always win out. Therefore each clan's histories and legends vary deeply from those of other clans, and have been repaired, retold and changed wholesale many times over the years. However, these conflicts of narrative rarely cause even the slightest measure of inter-clan strife – they are simply seen as another chance to hear a good tale, and clans often borrow liberally from each other's legendaria in order to bring fresh stories home.

This wealth of folk knowledge allows a young hyenoid to gather a broad education, learning from their many clan elders who may be wise in the ways of agriculture, metalcraft, rhetoric, survival, and even the arcane arts.

THE HUNGER

Life is not always so kind as to find every hyenoid laughing by the cookfire. Times are often harsh, and even the best laid plans can go awry. When the hunt is lean, and a clan's spirits get so low that not even the best old jokes can raise a hyenoid's spirits, The Hunger bares its snarling jaws.

The Hunger manifests slowly, starting with an irritability that, over the span of a month or so, gives way to displays of anger, sullenness, and aggression. Unless the clan's fortunes improve and good food can be found, this state then degenerates into violent outbursts and the desire to run wild and alone, as the need to feed drives the victim to increasingly desperate ends. Finally, The Hunger takes over a hyenoid's mind completely, and all sense of personality is replaced by a murderous berserker rage that can only be ended in death.

Once it has taken hold, The Hunger cannot be cured, and most hyenoids will abandon the clan long before the final symptoms manifest in order to spare their loved ones from the brutal violence that always follows.

The oldest, cruellest and most offensive rumour a hyenoid can hear is that, by falling victim to The Hunger, one then becomes their most hated enemy; a demonspawn Gnoll. Even suggesting such a blatant falsehood has cost many an ignoramus an ear.

HYENOID NAMES

When addressing outsiders, hyenoids give their clan names before their given names. Clan names include Aarda, Faelai, Lau, Parna, Varga and Yesha. More than 200 hyenoid clans wander the lands of Vahara, with many even braving ocean travel to move across the continent in search of lands their ancestors hunted before the Great Sundering. As such, ascribing a typical location to a clan name is often an exercise in futility.

Given names can vary from traditional names in the hyenoid language, to descriptive nicknames.

Hyenoid names: (Male) Aemas, Dizzyone, Farrus, Pirax, Talltale, Twitch, Xaslam; (female) Baera, Brightmoon, Chae, Running Wave, Wolfchild, Xatha, Zaedai

HYENOID TRAITS

Ability Score Increase. Your Strength, Constitution and Wisdom scores each increase by 1.

Age. Hyenoids mature at age 17, and generally live into their sixties, with the oldest reaching their eighties.

Size. Your size is Medium. Hyenoids are generally taller than humans, with the average hyenoid standing at 6 feet tall. They are generally built powerfully, though some clans tend to breed lighter, faster builds. To set your height and weight randomly, start with rolling a size modifier.

- Size modifier = 1d8
- Height = 5 foot 9 inches + your size modifier in inches
- Weight in pounds = 120 + (6 x your size modifier)

Speed. Your base walking speed is 30ft.

Darkvision. Hyenoids evolved keen eyes in order to hunt at night long before the Great Sundering. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Pack Hunter. A true hunter-gatherer, your ability to coordinate attacks with others has been with you since you learned to walk. You gain advantage on Stealth checks, and can Dash as a bonus action a number of times equal to your Constitution modifier per short rest.

Scion of the Clan. By listening to the elaborate tales of your clan elders, you have gained wisdom and insight into a range of skills. You gain proficiency in two of the following skills of your choice: Arcana, Insight, Medicine, Nature, Perception, Persuasion, Sleight of Hand, and Survival.

Languages. You can speak, read and write Common and Hyenoid. You can also speak the snarling language of Gnolls, though you may pretend this isn't the case.

STARFORGED

"I'd heard rumours for years, but I'd dismissed them as Saior-daen flights of fancy. Then I saw one with my own eyes. Whatever these... things... are - they're real. They're here. And if they mean us harm - I'll throw them back into whatever Heaven they claim to have fallen from. And that's another thing. They claim to have been forged in Heaven, but if that is the case... what did they do that forced them to leave?" - Captain Jevan of the Vaharan Standing Guard

The Starforged are mystery itself. Having fallen bodily from the sky into the lands of Vahara, the Starforged are very few in number. They resemble constructs, with a featureless epidermis as shining and reflective as mercury, though their skins are more supple than earth metals. From a distance their colouring ranges from a bright, almost white silver, to a deep, high-gloss black, while looking closely at their skin reveals a multitude of colours, like the surface of oil.

All Starforged are driven by an inescapable desire to acquire knowledge, gain new experiences, and learn as much as they can about the world they have found themselves in. This need is so intrinsic to the Starforged that it is reflected in their physicality; a Starforged in the midst of a new adventure is likely to show signs of physical and emotional strength and well-being, whereas a Starforged that has been starved of new experiences or, worse still, imprisoned, is likely to look withered and sick, with rust apparent on their metallic skins.

THE EVERWHERE

All Starforged claim an intimate connection with a place they call the Everwhere. A Starforged's memory of its time in the Everwhere is deeply private, and is seldom mentioned. These memories are amorphous, and difficult to describe verbally, but common themes include freedom from the laws of physics, a feeling of connection and oneness with everything, a sense of eternity and boundless possibility, and above all, the music of the heavens. Several Starforged have been heard to remark that the closest similarity this material plane has to the Everwhere is in its music.

A Starforged's connection to the Everwhere is a constant, essential aspect of its existence. It is by connecting with the Everwhere that the Starforged grow, reflecting on knowledge gained and digesting new experiences. Rest for a Starforged involves entering an altered state of consciousness, similar to a hypnotic trance or the meditative state elves enter when resting, communicating with the universal oneness and bathing in the music that the Everwhere provides. Starforged almost always return from their connection with the Everwhere in high spirits, eager for the coming challenge of a new day.

A MYSTERY WRAPPED IN AN ENIGMA WRAPPED IN HEAVEN METAL

Both the origins and continued existence of the Starforged are an ongoing mystery. Whether the Everwhere is a fully separate plane of existence, a pocket dimension, or even an altered state of consciousness has yet to be determined. The few Starforged that have made contact with the peoples of the world have so far shown themselves to be strong and willing to co-operate with the societies they encounter. However, their endless hunger for the new can lead them towards recklessness, and their desire for knowledge is not limited by the strict moralities that most members of the older races of Vahara find themselves beholden unto.

STARFORGED NAMES

When a Starforged falls from the heavens, it has yet to be given a name. Many Starforged select their own names based on words they feel particular affinities towards in whichever languages they learn. Others simply assume the names they are given by the people they encounter.

Starforged appear to be post-gender, and thus their names do not have gender divergence.

Starforged names: Aeredax, Avatar, Construct Alpha, Kaetrin, The Machine, Meteor, Stahlai, That Thing

STARFORGED TRAITS

Ability Score Increase. Your Strength, Constitution and Intelligence scores each increase by 1.

Age. The Starforged age based on activity, rather than the passage of time. As they gather new experiences, the sheen of their metallic bodies becomes more intense and they move with greater speed and grace. If they are imprisoned, starved of new experiences, or fall prone to inactivity or depressive states, their bodies tarnish, and their movements slow.

Size. Your size is Medium. Starforged are quite uniform in their height and size, being taller than most humans, are of slender build and are light on their feet. To set your height and weight randomly, start with rolling a size modifier.

- Size modifier = 1d4
- Height = 6 foot + your size modifier in inches
- Weight in pounds = 130 + (4 x your size modifier)

Speed. Your base walking speed is 35 feet.

Mark of the Everwhere. Your connection to the Everwhere is always with you, guiding your mind and giving you an unquenchable thirst for new experience, which manifests in the following effects:

- You cannot be silenced or deafened by magic.
- You require learning the way most other races require food. If you are not able to study or make your own discoveries about the world around you, you suffer, and can indeed starve if enough time passes without fresh knowledge. This study can be as seemingly minor as studying the shapes of clouds or the qualities of local flora and fauna.

Connection to the Everwhere. When you take a long rest, you spend three hours restoring your physical form in an unconscious state resembling sleep, and three hours meditating whilst hearing the music of the Everwhere. This music restores your body and your spirit, and is essential to your continued existence.

Heaven Metal Your movements are fluid, graceful and preternaturally quick. Your skin is strong and hard, offering its own protection.

- You gain a +1 bonus to Armor Class.
- You can don only armor with which you have proficiency. You cannot become proficient in heavy armour.

Seeker of Knowledge. You gain two skill proficiencies of your choice.

Languages. You can speak, read, and write Common, Celestial, and two other languages of your choice

SUBCLASSES

BARD

COLLEGE OF ROCK

There are those that follow the way of the Bard who see music as a conduit to the magical arts, and nothing more. Not you. To you, music is the highest form of magic there is. Whether your magical talents are a helpful additional to your musical technique, or even an incidental by-product, your connection with music is at the very core of your being. While other bards might use their talents to procure coin, to gain power, or for seduction, you use your instrument to truly express your personality and emotions to the people around you. While other bards spend their mornings hungover or running from jealous lovers, you spring out of bed eager to practice old scales and develop new chord progressions.

The music you create is second to none. You've cut heads with the very best, and can draw a crowd almost out of nowhere. When you sing, people listen. When you play, those who hear you are moved to such extremes of emotion that they cannot help but become inspired, achieving great acts of valour and might with your song in their hearts.

Of course, now you have such prestigious skills, how you put them to use is entirely up to you.

BONUS PROFICIENCIES

When you join the College of Rock at 3rd level, you gain proficiency with the Performance skill, as well as two other skills of your choice.

SECRET CHORD

Also at 3rd level, you learn a chord of such power and grandeur that those who hear it cannot help but be cowed by its majesty. As a bonus action, you can expend one use of your Bardic Inspiration and choose up to three creatures within 60 feet of you. These creatures must pass a DC15 Wisdom save or fall under the secret chord's sway. If they do, roll the Bardic Inspiration die. These creatures must then subtract that number from the next save roll or ability check they make, or from the hit roll of the first attack they make against you in their next turn (your choice). The target is immune if it can't hear you. The DC of this Wisdom save rises to DC18 at level 7.

DELIRIUM TRIGGER

At 6th level, your music becomes so stirring that it can inspire your companions to far greater heights. When a friendly character uses Bardic Inspiration as granted by you, they recover 1d6+3 hit points if the resultant roll was a success, or 2d6 hit points if the resultant roll was a failure. At level 10, this rises to 1d8+4 on a success and 2d8 on a failure.

THRASH UNREAL

At 14th level, your mastery of musical modes has become so effective that you can find pleasing melodies even in the dissonance of failure. When you fail an ability check, you can expend one use of Bardic Inspiration to add 1d6 to the previous roll. At level 17, this rises to 2d4.

DRUID

CIRCLE OF GRIEF

Your connection with Nature runs deep, and the bond you share with it takes its toll upon you, both emotionally and physically. Your story is one of suffering. Every time you see a tree that was needlessly hacked down, every time you see industry poisoning a stream, every time the air around you is choked with burning pollutants - you feel Nature's wounds as if they were your own. These injuries, and the anger they burden you with, grant you access to vengeful magics.

At 2nd level, you learn the Toll the Dead cantrip.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Grief Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Cleric Level Spells

2nd	Toll the Dead
3rd	Find Familiar, Maximillian's Earthen Grasp
5th	Animate Dead, Bestow Curse
7th	Banishment, Vitriolic Sphere
9th	Rary's Telepathic Bond, Steel Wind Strike

BITTER FORM

At 2nd level, the hurt you feel when Nature is injured grows to become an all-encompassing rage, which you can use to bring ruin upon your enemies. As an action, you can expend a use of your Wild Shape feature to draw power from Nature's desire for vengeance. A shadow passes over your body, protecting you from harm and radiating malignance towards those who have hurt you. For the next 10 minutes you gain the following benefits:

- Enemies targeting you with ranged attacks do so with disadvantage.
- Enemies targeting you with melee attacks must pass a DC13 Wisdom save, or become frightened of you until their next turn.

When you gain Bitter Form at 2nd level, a creature can only be frightened by your Bitter Form once per 24 hours, and if frightened by your Bitter Form, only has disadvantage on ability checks caused by your actions and attack rolls directed towards yourself. At 8th level, these limitations no longer apply.

You cannot use your Bitter Form to frighten constructs.

GOD HAS A VOICE, SHE SPEAKS THROUGH ME

When you reach 6th level, the natural world recognises your efforts to right the wrongs done unto it, and guides you on your path of righteousness.

You gain the Lucky feat, or if you already have it, you gain an additional 2 luck points.

EVEN THE EARTH DOESN'T WANT YOU

At 10th level, you gain the ability to permeate the very ground you walk on with savage intent.

As a bonus action, you can create a 20ft sphere around yourself. Up to three non-friendly beings of your choice within this area must succeed on a DC15 Constitution check or become poisoned for the next 4 hours. You regain 1d4 hit points for every being that is poisoned in this way.

AVATAR OF HATE

At 14th level, the anger you feel for those who have wounded Nature forces all other thoughts from your mind. You can't be charmed or frightened, and any critical hit against you counts as a normal hit instead.

BACKGROUNDS

VOICE OF THE ELDERS

You were born under the light of a blue moon, which, according to the legends of your people, granted you what is known as The Gift. Even as a child, when you spoke, people listened. Where there was difficulty, you could find a solution. Where there was weakness, you brought strength. Your elders could see the potential within you, and gave you a comprehensive education in the philosophy, practical skills, and magics of your people.

Skill Proficiencies: Arcana, Survival

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: A diary containing your reflections of the lessons you received from your elders, a set of common clothes, a talisman crafted by a member of your family and given to you on your first birthday, and a pouch containing 15gp.

KNOWLEDGE SPECIALITY

d6 Speciality

1 Animal. You have a strong kinship with animals, based on your extensive experience breeding, raising and caring for livestock. Animals naturally trust you, sensing a kindred spirit behind your eyes.

2 Medical. You have an extensive knowledge of folk remedies. This knowledge is so broad that there are few maladies you cannot accurately diagnose and create remedies for.

3 Nature. Your experience in hunting, foraging and tracking is almost boundless. You thrive in the wild, and can quickly find nourishment and create comfortable shelter in all but the very meanest environments.

4 Smithing. Your people create the most elegant works of craft, and the beauty of the hammer striking the anvil is as moving to you as the clearest sunrise. Metals bend easily to your will, and you often amaze others with the peerless quality of the items you make.

5 Social. You are wise beyond your years in the realm of interpersonal relationships. Your tact, warmth and skill at diplomacy makes you popular with everyone you meet, and you can capably diffuse even the tensest situation.

6 Spiritual. You have studied the higher mysteries with your tribal elders, experiencing matters of spirit personally through meditation, conversation and prayer. You can comfortably engage all manner of folk in discussions about religion, faith and philosophy, and can always offer valuable counsel.

FEATURE: A WISE PERSON ONCE TOLD ME...

Your education, though informal, is extensive. You have a vast wealth of folk knowledge to draw from and can often be relied upon to know exactly what to do in a pinch. Even more importantly, you can always figure out where to seek knowledge you have yet to gain. People you meet respect your wisdom, and even those who live within places of formal education quickly grow to respect your keen mind.

d8 Personality Trait

1 I am calm, unflappable, and speak in a relaxing, gentle tone of voice.

2 I don't care if you don't like the truth. It's the truth. I will speak it.

3 I love trivia. I share interesting facts all the time. Did you know...

4 I can't stand people being wrong, and will interrupt as soon as I hear a falsehood.

5 Being kind is more important than winning an argument.

6 Stupid. People. Make. My. Teeth. Itch.

7 Why use two words, when ten will do?

8 I have to explain how and where I learned everything I know. Conversations with me can take a while.

d6 Ideal

1 **Reverence.** Knowledge is inherently worthy, and must be always be sought, no matter the cost.

2 **Respect.** My people mean everything to me. Their laws are sacrosanct.

3 **Anarchy.** Institutions exist to keep the population stupid. True knowledge is born in the streets.

4 **Compassion.** Ignorance is not a moral flaw. Even the wisest person has a lot to learn.

5 **Jealousness.** Knowledge is power. I will not share it.

6 **Advancement.** By learning, I better myself, and will choose information over gold every time.

d6 Bond

- 1 I will make my family proud.
- 2 I will become as wise and learned as I possibly can while I'm still here.
- 3 I aim to produce the definitive work in my chosen field.
- 4 Nothing would please me more than starting a tribe of my own.
- 5 I'll prove that actual knowledge is better than fancy degrees and qualifications.
- 6 All I want to do is teach, and pass the wisdom of my people on to others.

d6 Flaw

- 1 I'm cleverer than you. That makes me better than you.
- 2 Everyone who isn't me is stupid. Why can people find it so hard to keep up?
- 3 My loyalty to my tribe is absolute. Do not insult them.
- 4 My loyalty to my tribe is wavering. Why are they so limited?
- 5 IF I TALK SLOWLY AND LOUDLY WILL YOU UNDERSTAND ME BETTER?
- 6 I was born a leader. I should be a leader. Follow me or suffer.

ARCANE SMITH FEAT & CRAFTING MECHANIC

FEAT: ARCANE SMITH

Prerequisites: Proficiency with Smith's Tools, proficiency in the Arcane skill

Your connection with the arcane allows you to instil your weapons and armour with magical effects. Throughout your adventures, and especially when foraging in the wild, you'll find materials which, to others, might seem like useless detritus. To you, however, these materials are worth their weight in gold: with them, you can augment your weapons and armour with potent magic.

- You gain access to the Arcane Smith Crafting Mechanic.
- You gain proficiency in the Nature skill.

ARCANE SMITH CRAFTING MECHANIC

Crafting with the Arcane Smith feat requires Smith's Tools, as well as fuel, and at least one ingredient for creating magical effects. Firing your Smith's Tools requires quality fuel - paper, brush or leaves will not generate enough heat. Only coal or wood will do.

Ingredients and fuel are apportioned in measures, each of which has a monetary value and weight. These ingredients must be physically present for crafting: you cannot simply pay their equivalent costs. Their values are included for the purposes of purchasing them from a shop.

Crafting takes one hour, and uses one measure of fuel, as well as one measure of every ingredient used for each magical effect applied.

You can apply a maximum of one magical effect to any mundane (i.e., non-magical) simple or martial weapon.

You can apply up to a maximum of two magical effects to the armour you are wearing. Your armour is considered a single item for this purpose - i.e., you cannot apply magical effects to each item in your protective gear (boots, breastplate, helm, shield etc).

Magical effects last until all charges are expended. Weapons and armour can have their charges replaced by crafting with them again. All unused charges are lost.

FUEL

- Coal (5cp, 1lb)
- Wood (3cp, 3lb)

Wood can be foraged from the wilderness, but requires at least 24 hours of drying time before becoming useable as fuel.

INGREDIENTS

Each ingredient has its magical effect listed after its value and weight.

- Coal dust (1cp, 1oz) - Fire effect
- Earth (0cp, 2oz) - Physical effect (Bludgeoning, Piercing, Slashing)
- Grave Dirt (2cp, 2oz) - Necrotic effect
- Ground Glass (2cp, 2oz) or Silver Powder (1sp, 1oz) - Radiant effect

- Hair from a Humanoid Creature (0cp, 0.1oz) - Psychic effect
- Iron Powder (3cp, 2oz) - Lighting or Thunder effect
- Pine Needles (0cp, 1oz) - Cold effect
- Powdered Mushroom (1cp, 1oz) - Poison effect
- Rock Dust (0cp, 2oz) - Force effect
- Rock Salt or Sea Salt (1cp, 1oz) - Acid effect

OFFENSIVE EFFECTS

Crafting with a weapon grants that weapon 3 charges.

Crafting with ammunition grants each piece of ammunition 1 charge. One measure of ingredient can craft up to 3 pieces of ammunition. These charges can be used to either change the Damage type of the weapon itself, or add 1d4 of Damage of the type associated with the ingredient used.

For example, applying a magical effect to a shortsword using Powdered Mushrooms grants the shortsword 3 charges. One charge can be used to either change the shortsword's Damage to 1d6 Poison, or, to add 1d4 of Poison damage to the shortsword's standard 1d6 Piercing damage. You can choose to spend a charge after rolling successful hit roll. A maximum of one charge may be used per attack.

When making a ranged attack, you must declare you are using a piece of crafted ammunition before the attack roll is made. If the attack roll is a failure, this piece of ammunition is lost and its charge cannot be spent, though the piece can be reclaimed after the combat as per standard rules for recovering ammunition.

DEFENSIVE EFFECTS

When adding magical effects to armour, you gain a total of 3 charges. These charges can be used to grant Resistance to the Damage type associated with the ingredient(s) used. Each charge can be used against one attack made against you.

For example, crafting with one measure each of both Earth and Pine Needles grants your armour 3 charges, each of which may be spent to offer Resistance to one attack of Damage type Bludgeoning, Piercing or Slashing (Earth), or Cold (Pine Needles). Crafting with a single measure of Pine Needles grants your armour 3 charges, each of which may be spent to give you Resistance to one Cold Damage type attack.

You can use your reaction to spend a charge when a successful hit roll is made against you. You must declare that a charge is spent before the DM tells you the Damage type of the attack. If the Damage type of the attack does not match the magical effect type of the charge used, the charge is expended nonetheless, and the expended charge does not grant Resistance to that attack.