

VATHAK SPELLS¹

BELLOW OF THE GRAVE

Necromancy cantrip

Classes: Cleric, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, M (grave dirt)

Duration: Instantaneous

You bellow with a craven voice that haunts your enemies. Choose one creature within range. That creature must succeed on a Constitution saving throw or take 1d8 necrotic damage. If they fail their saving throw by 5 or more, they are frightened until the end of their next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

HANDS OF THE DEAD

1st-level conjuration

Classes: Cleric, Druid, Warlock

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a severed finger or claw)

Duration: 1 minute

You raise your hands in supplication to dark forces, creating a number of hands that reach up from the ground to grapple an opponent. You choose a 5 foot square from which the hands erupt. Any creature of medium size or smaller must make a Dexterity saving throw or be grappled. The creature must make an escape check at the end of each of their turns using your spell save DC to escape. The spell does not end once they save, and any character entering or re-entering the square or ending their turn in the square must make the same saving throw or become grappled. Other characters entering the square are affected as well if they end their turn in that square.

At Higher Levels. When you cast this spell using a slot of 3rd level or higher, you can increase the number of targets (and by extension, squares) affected for every two levels beyond 1st (two targets at level 3, three targets at level 5, etc). Large creatures can be affected by this spell if they occupy at least two squares affected by this spell.

HOWL OF THE BEAST

3rd-level enchantment

Classes: Bard, Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (50 ft. radius)

Components: V, S

Duration: Concentration, up to 1 minute

You unleash a horrible, keening wail that scythes through your opponents' souls and leaves them unable to effectively defend themselves. Enemies must make a Wisdom saving throw, becoming frightened of you on a failure. While frightened, your foes cannot move any closer to you, and are compelled to move at least 50 feet from you. They are free to attack you with spells and ranged weapons, though they have disadvantage to do so. Affected enemies must make a new saving throw at the end of their turns, ending the effect on a success. If you willingly approach an affected creature, they are not compelled to leave the spell's radius, but are free to stay and attack you at range, or even with melee attacks if you are adjacent to the enemy.



Author: Ismael Alvarez

Artist: Rick Hershey

Design and Layout: Rick Hershey

Fat Goblin Hoarde: Ismael Alvarez, Jason Owen Black, Geoff Gander, Taylor Hubler, Matt Roth, Lucus Palosaari, Troy Daniels, and Rick Hershey.

Business Manager: Tristan Hershey

Publisher: Rick Hershey of Fat Goblin Games



fatgoblingames.com



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