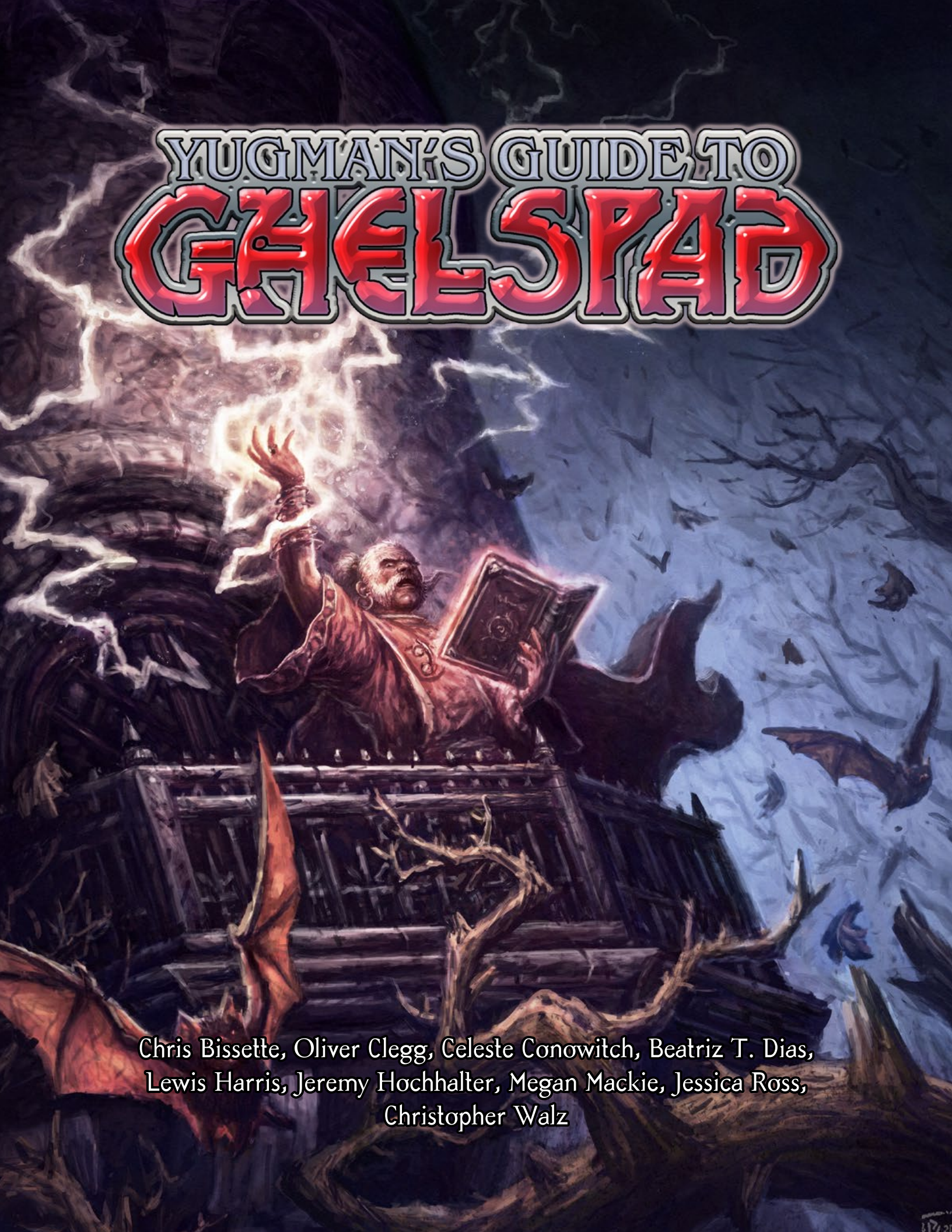


YUGMAN'S GUIDE TO GAHELSPAD



A SCARRED LANDS SOURCEBOOK
FOR 5E ROLEPLAYING

YUGMANK'S GUIDE TO GHIELSPAD



Chris Bissette, Oliver Clegg, Celeste Conowitch, Beatriz T. Dias,
Lewis Harris, Jeremy Hochhalter, Megan Mackie, Jessica Ross,
Christopher Walz

Credits

Developer: Travis Legge

Authors: Chris Bissette, Oliver Clegg, Celeste Conowitch, Beatriz T. Dias, Lewis Harris, Jeremy Hochhalter, Megan Mackie, Jessica Ross, Christopher Walz

Editor: Brian Johnson

Art Direction and Design: Mike Chaney

Cover: Shen Fei

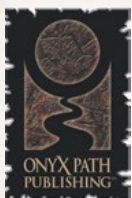
Interior Art: Brian Leblanc, Bryan Syme, Michele Giorgi, Aaron Riley, Claudio Pozas

Creative Director: Richard Thomas

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Introduction

So here we are again. Once more I find myself sitting down to the tiresome task of explaining the people and lands of Ghelspad to the people of Ghelspad, you who are so short-sighted and self-interested that you can't look beyond your own petty troubles to see the world around you for what it is.

Some years ago I was tasked by the loremasters of Lokil to compile a Gazetteer of Ghelspad. In those pages I predicted that a series of regrettable incidents would undo all the progress we had made since the Titanswar broke the lands. How I wish that I had set aside my worries, then, of being branded a fearmonger, and that I had simply laid bare the path I saw Ghelspad beginning to walk down. Had I done that, and had you seen that everything I predicted would happen did indeed come to pass, I might be spared the bother of penning this tome now.

If you read my previous treatise (History of Ghelspad, Yugman the Sage) and actually paid attention (I say, knowing that you didn't) you will already know that the existential threats posed by warring titans and gods have ceased to be the looming catastrophe that they once were. That threat has been supplanted by the petty squabbles of tinpot tyrants and blood-thirsty warmongers wrestling among themselves for power and influence, clawing over the scraps of Ghelspad they have claimed as their own.

This has not changed and is not likely to. Some still point to the titans and gods and cry out in horror and warning. I tell you that these people are false prophets, charlatans who aim only to distract you from their real purpose. Prophets of doom always attempt to conceal their own actions (unless their names happen to be Yugman, in which case they are to be heeded).

The greatest threats to the continued rejuvenation and success of Ghelspad come not from without but from within. The mighty and powerful plot and scheme, taking as much as they can and consolidating their already considerable power. They force their will on those too weak – or too disinterested – to resist them. Nebulous groups and societies skulk and scheme, both in dark corners and right out in the open in the light of day. All have their own aims and agendas, none of them pleasant, and though I know they will be beyond livid that I am about to lay their plots bare for all to see, it is imperative that you know what we are up against.

Still, do not take me as solely a merchant of doom and disaster. While the threats we face as a people continue to grow, so too do the forces who are best able to oppose them. For every society that rises up to clench its fist around the world there is another who steps up to keep them in their place. (And yes, I hear you asking me to name names, to get to the point. Why else do you think this tome is so weighty, if not that it is full of the details you crave that this mere introduction is so scant on? This will be no fun for me at all if I am not permitted to build a little mystery before I reveal my secrets.)

This treatise is by no means intended to be exhaustive. There are far too many forces operating in Ghelspad for me to be able to educate you on them all, and I know that if I go on at too much length you will simply cease paying attention as you did last time. There are too many shiny distractions clawing for your attention for me to expect you to sit still for as long as I would need to spell out every single danger we face. Instead, consider this a primer on the most noteworthy threats – and sources of aid – to our lands in the present day. I have no doubt that should you travel far and wide enough you will encounter dangers that I have not warned you of here. Know now that, if and when that happens, I will not be best pleased should you arrive at my doorstep complaining that I did not warn you.

As I have already said, this introduction is necessarily scant on detail. (And if you are now questioning where I said that, then I have lost your attention already and we truly are doomed.) What good is a list of names here? I could warn you of the dangers of crossing the Kilharman League, or the grotesque undead laborers of Hollowfaust, but what good would that do here? You would have no context, no understanding of why they are significant, and when you reach that section of this manuscript where I discuss them in detail you would be distracted trying to remember what I said about them a hundred pages earlier.

What follows is my best attempt to distill the current state of Ghelspad into an easily digestible format, enough to equip even the most imbecilic reader with the knowledge necessary to help do some good in these scarred lands. I have done you the service of dividing it into small sections, simply labeled so that the most lead-headed among you will know what I am talking about. If you take the time to read and understand all I have set forth here you will be well-prepared in your travels, whatever your aims are.

I only hope that those aims are noble, and that you will not underestimate the rising danger that we currently face. Once again, I make no predictions of what may come to pass here, lest I be blamed for those ill fortunes coming true – even though I would like nothing more than to paint what I have seen in mile-high letters across the sky itself so that I can point to them later and tell you that you were explicitly warned and still did nothing.

Read, take note, and open your eyes to the powers that are operating around you. Understand what I have written here, and you will be well armed to recognize danger when it looms, and to strike it down before it can tear the world apart once more.

-Kugman the Wise

GHELSPAD, A NATION OF HEROES WAITING TO BE CALLED FORTH. A LAND OF VIBRANT AND DIVERSE PEOPLES, ALL BONDED TOGETHER BY THE NEED TO CRAFT A BRIGHT NEW WORLD. GHELSPAD IS A LAND OF LEGENDS; ADVENTURE LURKS IN EVERY CORNER WAITING TO BE DISCOVERED. I HAVE TRAVELED MANY PLACES IN THIS LAND, LAUGHING AND DRINKING WITH THE BEST (AND SOMETIMES THE WORST) OF ITS PEOPLE, AND THERE IS ONE THING I KNOW TO BE CERTAINLY TRUE: FOR EVERY BAD THERE IS A GOOD TO MEET IT. EVERY CORRUPT RULER, EVERY DARK CULT, EVERY TWISTED SPAWN, IS BALANCED BY A GROWING GOOD, HUNGRY TO RECLAIM THIS WORLD FROM THE RAVAGES OF WAR.

HEREIN I SHALL ATTEMPT TO CONVEY A PORTION OF MY EXPERIENCE AS A TRAVELER IN MY BELOVED LAND.

-ZARPA





chapter one: Backgrounds

Adventurers are not born in a vacuum. There are a number of societies on Ghelspad that provide training and motivation for adventurers.

NEW SOCIAL BACKGROUNDS

Ghelspad's arcane organizations are simultaneously some of the best-known and most opaque societies you could hope to encounter. They are also some of the most meddling and arrogant. If any groups are wont to bother me with requests for aid or information – or else with some foolish notion that I am somehow beholden to them – it is likely to be one of these orders.

The arcane societies are seekers of eldritch secrets and forgotten powers. Some are benevolent, guarding and overseeing magic so that it does not wreak havoc on Ghelspad. Others serve their own purposes, gathering power and knowledge from distant planes of existence or delving deep into the necromantic arts. Whatever their purpose, all of these societies deal primarily in knowledge. Sometimes they hoard it, whether to utilize it to their own nefarious ends or else to prevent others from accessing the tools they have amassed. Other groups share freely, seeking to aid Ghelspad and its people – often in direct opposition to the former, more shadowy groups.

While there are many such organizations operating in Ghelspad, my focus here is on the three most noteworthy – and it is with much regret that I must state that only one of the societies I detail here has noble intentions.

Take heed of what you read here. Some of the greatest threats to our lands come from within these organizations. By their nature as scholars and collectors of arcane secrets and power, the danger they pose is among the most insidious and difficult to counter. Tread carefully.

ARCANES SOCIETIES

The Penumbral Pentagon

The Penumbral Pentagon is a cabal with motives as mysterious as their magic; wielding influence through fear, shadow and illusion from the safety of the Penumbral Fortress, the society of magic users works in secret to extend their hand across all of Ghelspad. Descendants of an ancient and powerful race called the Slarecians, the Pentagon is obsessed with returning to the Plane of Shadow, a secret world of whispers and twilight which exists parallel to Scarn. The Pentagon believes that their ancestors were slaughtered and driven from the Plane of Shadow by the demigod Drendari and her followers, who even now use the Plane as their base of operations. Many plots and schemes over the decades have borne little fruit, but the cabal is working on a new plan, to cover Scarn in darkness and cause the two planes to become coterminous. The Pentagon guard the secret of the Shadow Plane's existence carefully and use their magics to snuff out the life of anyone who stumbles too close to the truth.

The Pentagon use their control of shadow magic to steal information and gather magical secrets concerning the Shadow Plane. Their grisly spells can tear the shadows from living creatures or conjure the shades of the dead to perform their bidding. These flickering, formless servants are difficult to detect, and leave no body behind to interrogate, making them perfect spies.

The Penumbral Fortress is rumoured to exist in many locations, and this is just how the society likes it. In truth, the fortress doesn't exist at all — it's just a ruse designed to throw foolish investigators off the scent. No fortress could ever be as secure as the simple veil of anonymity. The Pentagon works in secret cells of no more than three members, each of which knows the identity of two members of the cabal. Missives are delivered by shadow at night, and traitors vanish without warning or mercy. The cult is led by the drendali Dar-Tan, or so members of the cult might tell you. Does Dar-Tan exist? If so, what does he want from the Plane of Shadow? To uncover the answer to such a question would be dangerous knowledge indeed, as the Pentagon rarely fails to clean up loose ends.

The Penumbral Pentagon recruit most often from within their own bloodlines, but occasionally track down other extant branches of Slarecian ancestry. The Pentagon offers a home and education to these vulnerable outcasts haunted by bad luck, stealing children from cities and other bastions of civilization where their activities go overlooked. Suggested Backgrounds: Street Rat, Urban

New Social Background: Slarecian Descendant

You were raised amongst the mages of the Penumbral Pentagon and have been inducted into the great secret of

their order — your birthright — the knowledge of a Shadow World beyond your own. Perhaps you have fled the Pentagon after learning this truth, as the shadows claw at your footsteps. Perhaps you still work covertly for the Pentagon, never knowing if your next mistake might be your last. Regardless, Slarecian blood flows through your veins, and the shadow world is always just behind you.

Skill Proficiencies: Choose one from among Deception, Arcana, Religion or Stealth

Tool Proficiencies or Languages: Disguise kit or choose one common or exotic language

Equipment: 10 sheets of parchment, writing implements, a set of fine clothes, a well-crafted disguise and a belt pouch containing 15 gp

Feature: Umbral Affinity

You are linked to the Plane of Shadow in ways that no one but your brothers and sisters could ever understand. You instinctively know when you see another creature native to the Plane of Shadow, of Slarecian descent, or who has been inducted into the Penumbral Pentagon (though you do not know which). You know two contacts from the Penumbral Pentagon, though if you are a deserter, they may need convincing not to kill you.

Suggested Characteristics

The Penumbral Pentagon does not value such frivolities as freedom of expression or humor. Their scions tend to be as bleak and unforgiving as the plane from which they draw their magic, though the twisted nature of that place often warps their psyche to produce bizarre affectations and superstitions in their manner.

The Phylacteric Vault

The Phylacteric Vault oversees the safe and responsible use of magic on Ghelspad, which is a long winded way of saying they are probably the only thing standing between the mages of Ghelspad and the pyre. Belonging to the Vault comes with responsibilities, like the subscription fee, but also perks, like access to their resources and laboratories. Members of the Vault are spread all across Scarn performing their experiments and studies. The Vault frowns upon the practice of destructive magic, and is a haven for scholars, naturalists, architects and other pillars of society. To the Vault, how far you can throw a fireball is of little consequence, but if you invented a new kind of waterproof buttress you might just be in for an award. Though the Vault might not seem the ideal home for the adventuring type, the advantages far outweigh any other considerations,

with members sent far and wide (often at the expense of the Vault) to pursue lost ingredients, new magic, and to catalogue natural resources of all kinds.

MEMBERS OF THE VAULT ARE...
WELL, TO BE QUITE FRANK THEY
WOULDN'T LET ME THROUGH THE
DOORS. HOWEVER, ONCE THE
FRANTIC BABBLING STOPPED, I FOUND
THEM TO BE QUITE BOORISH. I WILL
ADMIT THOUGH, THEIR DESIRE TO
MAKE GHELSPAD A SAFER PLACE IS
QUITE ADMIRABLE.

Competition is fierce inside the Vault for academic grants and scholarships to pursue individual courses of research, though the Vault looks most favorably on those requests which steer away from violence and focus instead on the practical uses of transmutation magic and alchemy to make life better for the whole of Ghelspad. The council of twelve Chancellors reviews these requests and decides who is given the funds available, meeting on a regular basis to reevaluate. Of course, this being an academic institution, rumors of nepotism, censorship and bribery abound.

The edict against destructive magic is no laughing matter to members of the Vault. Whilst there is a self-defense clause in the Vault's regulations, use of dangerous or harmful magic in anything other than the extreme defense of the caster's life, the life of their companions or that of another Vault mage is considered taboo and grounds for expulsion. Due to this guideline, the magical arsenal of any guild mage is often centered around the defensive and creative arts.

The mages of the Vault hail from all walks of life, and none are turned away who display an aptitude for the Art. Some members are itinerant, and others hold tenure at prestigious institutions of learning.

New Social Background: Scholar of the Vault

You have been inducted into the magical society of the Vault, and have access to their wide network of resources, tools and allies in the name of academic research. Perhaps you wish to catalogue all the birds of a specific species. Perhaps you wish to build a tower such as the world has never seen.

Perhaps you simply enjoy crafting tiny clockwork ghouls. Whatever your area of research, the Phylacteric Vault has a place for you, for a modest fee.

Skill Proficiencies: Choose one from among History, Arcana, Religion or Nature

Tool Proficiencies or Languages: Calligrapher's Tools or choose one exotic language

Equipment: Abacus, clothes (traveler's), hourglass, ink, ink pen, paper (10 sheets)

Feature: Academic Privileges

You can reliably expect to find another member of the Vault in any civilized town on Ghelspad, often as a scholar in residence. Members of the Vault will do their best to aid your academic or research efforts, within reason, and may provide you shelter or advice to that end. Membership of the Vault will almost always allow supervised access to otherwise private libraries, museums and other institutions at the discretion of the owner.

Suggested Characteristics

The scholars of the Phylacteric Vault deviate between eccentric and somber depending on their academic affiliations. A Vault architect might be a brooding and serious artist, refusing to deign to speak to anyone without the requisite qualifications. A Vault ornithologist might be a cackling mass of feathers and notebooks, ever in search of the lesser spotted *aviarus bovinium*.

The Society of Immortals

The Society of Immortals (or 'The Society') indulges in a deep and primal connection to the necromantic arts, seeking an intimate connection to the source of death with a conviction that transcends the religious. They work their magic in the necropolis of Glivid-Autel, watched over by Credas, the Necrotic King. The mystery of death is the heartbeat of the Society, who view themselves as free thinkers unrestrained by the petty concerns of morality and ethics. Alienated from their more reserved cousins in Hollowfaust, members of the Society of Immortals work to immerse themselves in death, so they may better understand life. This approach, which might at a glance seem dangerous bordering on suicidal, has borne wildly successful but equally concerning fruits. It is natural, the society argues, that to transcend the notion of endings, one must be neither living, dead nor undead, but something greater.

A strictly hierarchical structure strangles the Society of Immortals, as powerful wizards and sorcerers politic and maneuver each other over long decades. Lesser members of the society find themselves at the beck and call of vicious and capricious magicians, sent far afield to find reagents, potions and components. It is not uncommon for a high-ranking Society member to have many apprentices (in case one or

more should perish), who naturally scheme amongst each other as well. This chaotic web of entanglements is perhaps the only thing keeping the Society from becoming a true regional threat and a political power.

The Society is an insular community into which new members tend to enter by adoption. As such, the Adopted background is suitable for any members taken in from outside the cult. The Forester background may be suitable for any character that has spent any significant time in the forest outside the city of Glivid-Autel.

New Social Background: Member of the Society

You are a full-fledged member of the Society of Immortals and bring the might of their reputation with you wherever you tread. You have access to their extensive arcane training and have been exposed to magics not dreamt of by lesser cabals of hedge wizards and physicians.

Skill Proficiencies: Choose one from among Medicine, Arcana, Religion or Survival

Tool Proficiencies or Languages: Alchemist's kit or choose one common or exotic language

Equipment: Shovel, a set of vestments, enough bones to assemble one complete humanoid skeleton, a club or a dagger, a belt pouch containing 10 gp

Feature: Immortal Presence

You have been inducted into the mysteries of the Society, and you have tasted the first, most bitter glimpse of what lies beyond. Beasts of all kinds can sense this in you and are always hostile or frightened of you (at the discretion of the GM). You may not call a familiar of any kind that is not undead. Unintelligent undead are not hostile to you unless specifically directed to be by their controller or another ongoing effect. Strangers meeting you for the first time are unnerved by your unnatural aura and may be inclined to tell you what you want to know in order to speed you on your way as quickly as possible.

Suggested Characteristics

Members of the society are united by their obsession with life and death, often appearing a little unhinged as they singlemindedly pursue their own idiosyncratic line of research. They can often be found with their animated minions, for whom they care little, or looking rough from long weeks on the road in search of various and sundry necromantic artefacts. Member of the society can be identified by their distinctive pallor and drab sense of style. Some even have strange quirks, such as a disinclination to blink, that causes concern in those unfortunate enough to meet them.



CRIMINAL SOCIETIES

A naive person may think it foolish for those who choose to live outside the laws of civilized society to band together in so formal a manner as an organized, named society. There seems no better way to paint a target on your collective backs than to raise a banner that says, "We are criminals and we are here!"

And yet, this is – to an extent – what the criminal organizations who plague Ghelspad have done, and they have thrived as a result of it. 'Crime' does not just mean cutting purses and throats on dark street corners. That kind of petty larceny is not worth my time or yours and is easily stamped out.

The groups I make note of here are much more dangerous than your common thief. They wield power that can be shocking in scope to those unprepared for it – whether that is the political power of a powerful noble house, or the arcane fury of a fully-trained weather witch running unchecked along the trade routes that fuel eastern Ghelspad's economy. Remember that any civilized land is only four meals away from total anarchy, and you will understand the very real threat that these groups pose.

Japhinian Dynasty

Any sea voyage is fraught with perils, be it the hazards of nature or the danger posed by pirates operating well outside the reach of the law. The sea witches of the Japhinian Dynasty, descendants of the prisoners abandoned on the Toe Islands by the Ledean Empire, combine both of these dangers into one fearsome force. The devastating weather magics they bring to bear mean that even the most seasoned captain quails at the sight of their sails breaking the line of the horizon, for they know that no ship can withstand the fury of the Japhinians.

The Japhinian Dynasty are known as elite spellcasters, despite the relatively small number of actual spellcasters in the organization. The secrets of their weather magics are jealously guarded and rightly feared by all who hear of them. Tales abound of sucking vortexes suddenly appearing in placid waters or lightning strikes that unerringly target doomed merchant ships. These tales are actively perpetuated by Japhinian leadership.

Though the penal colonies of the Ledean Empire have been long abandoned, none who currently call themselves Japhinians were ever imprisoned there. Still, that history runs deep in the memory of the Dynasts. The laws that left their ancestors to rot on the Toe Islands mean little to modern-day Japhinians, who make their living as either freebooters waging war on merchant vessels, or in the employ of prominent trading companies.

New Social Background: Japhinian

You were raised on the Blood Sea and know it intimately. The majority of your life has been spent on a ship, whether you crewed a pirate vessel or learned magic at the side of a renowned weather witch. Wherever your skills lie, you know how to read the sea and skies. You're never more at home than with a deck rolling beneath your feet and the snap of sails above you.

Skill Proficiencies: One from among Nature, Perception, and Survival

Tool Proficiencies or Languages: Navigator's tools, vehicles (water)

Equipment: A set of navigator's tools, an oilskin pouch containing navigational charts of the Blood Sea and Toe Islands, a ledger written in your own personal code that contains accounts of your voyages, a set of sailors' clothes, and a pouch containing 5 gp

Feature: Stormtouched

Whether or not you have been schooled in weather magic, your life among the Japhinians has taught you to know the weather as well as you know your own heart. At sea you can accurately predict the weather for the next 24 hours, and you know if it is being altered magically (you can predict the effect of this alteration, but not identify the specific cause, e.g. the name of the spell being used). When you are on

land and out of sight of the sea, you can predict the weather accurately for the next 4 hours.

Suggested Characteristics

The Japhinian outlook on life is mercurial and seemingly chaotic. They are as quick to anger as they are to calm. They tend to be distrusting of outsiders and those they do not know well, but fiercely loyal to those who they consider family. When on land, Japhnians often have one eye on the horizon, always yearning to get back to the open waters that they know so well.

Kilharman League

Why steal property when you could steal entire nations? The Kilharman League doesn't concern itself with petty larceny and minor thuggery (though it does, of course, employ a fair share of cutpurses and enforcers to keep operations running at ground level). The interests of the various Chapters of the Kilharman League instead deal in politics and power, bringing their considerable resources to bear to influence rulers and law-makers across the continent. A knife in the back may be deadly for the person on the receiving end of it, but a word in the right ear and a coin in the right pocket can wreak havoc on an entire lineage or bring a dynasty to its knees. These are the concerns of the Kilharman League, and the fact that they operate at the very highest levels of society makes them incredibly dangerous.

The Kilharman League is a sprawling, tangled mess of an organization. The noble (or formerly noble) houses who spawned the League ruled by the Kilharm family make up the top of the organization. At the bottom their vast army of minions and footsoldiers prop up the League's power with force. The League is divided into Chapters who each control a geographical region, and whose thirst for power and influence finds them constantly at war with one another for territory. The incessant infighting amongst the League's members means that the organization poses as much of a threat to itself as it does to the rest of the Calastian Hegemony.

The perpetual infighting among the various Chapters of the League means that strong leadership is needed to keep the house in order. The League Council is made up of the heads of each individual Chapter, who in turn answer to a senior member of the Kilharm family. The Council convenes once per year to direct and discuss business across the organization as a whole, and individual Chapters with intra-organizational disputes can appeal to the Council to help resolve these issues. In practice, though, these appeals tend to be mere formalities, and most issues are resolved by more immediate means — namely big men in masks wielding knives and clubs.

New Social Background: Minor Nobility

Your family is, or was once, a noble house, though not a particularly powerful one. Long ago they aligned themselves with the Kilharman League as a means of survival, and you have

been raised knowing the organization as a whole as an extended, incredibly dysfunctional family. You are familiar with the structure of the League and known among your local Chapter. You may have been a familiar face at court before you took up a life of adventure, or else you may have been involved in the running of ground-level operations as part of your work for your family.

Skill Proficiencies: Choose one from among Intimidation, Insight, Deception, and Persuasion

Tool Proficiencies or Languages: Choose one common language

Equipment: A set of fine clothes, letters of introduction signed by the head of your house (discuss who this is and your relationship to them with your GM), a gold signet ring embossed with the crest of your house, and a velvet pouch containing 15gp

Feature: Silver Spoon

You were born into the higher echelons of society, and you are not inclined to let those beneath you forget it. You are welcome at court and are at ease in high society, and wherever you go you give off an air that you are meant to be there. When you are within your Chapter's territory you can use the symbol of your house to gain access to people and places that would be out of reach to normal people (your GM has full discretion over how much access and power this feature gives you).

Suggested Characteristics

You were raised to expect a certain quality of life, and you are uncompromising when it comes to maintaining it. Adventurers with this background who find themselves slumming it in low-grade inns or trudging on foot across hard country become surly and agitated quickly, but when placed in the kind of society they are accustomed to they change completely. They are often glib and intelligent, expert flatterers and negotiators who can talk most anybody around to their way of thinking with a combination of eloquence, flattery, and barbed threats that sound like glowing compliments to those unfamiliar with courtly language and intrigue.

The Scaled

You don't grow to be the most renowned organization of wizards-turned-thieves in Ghelspad without being excellent at what you do. No mere thugs, The Scaled are as well trained, tightly organized, and effectively managed as any legitimate business enterprise. Their training academies are scattered across the continent, cleverly disguised as exclusive schools of magic, business, and law, or else operating in full view of the authorities (the Yorek Academy for Adventurers is known to be a Scaled training house, though this has never been acknowledged by the Academy itself). These famed seats of learning produce the exceptionally skilled recruits that have allowed The Scaled to become so successful and prosperous. The organization has their hands in every major

city and nearly every kind of business – from petty thievery to illegal gambling, blackmail, and smuggling – and their fame and dark glamour is such that there is a steady stream of rebellious youths seeking out the local Scale Lords with an aim to join their ranks.

Once Scaled, always Scaled. Admission to The Scaled requires a life-long oath, a promise to set everything aside and to serve until death. Those who serve well and give their lives to the cause may petition for honorable retirement once old age means they are no longer able to perform the work, but retirement does not mean you are free. It is not uncommon for retirees to maintain their links with The Scaled, advising and guiding active members and communicating regularly with their Scale Lords.

Perhaps as a side effect of their origins as rebel wizards, The Scaled have a flair for theatre and showmanship that runs deep. It is not unusual for members of The Scaled to leave some kind of calling card at the scenes of their various crimes that leaves no doubt in the mind of the locals that The Scaled were responsible, while leaving too little evidence for law enforcement to prove the organization's direct involvement. It is this theatricality that has romanticized The Scaled in the minds of young glory-seekers and helps maintain the steady flow of new recruits.

New Social Background: Scaled Graduate

You have passed through one of The Scaled's training academies and graduated to full membership of the guild. In exchange for your oath of life-long service and loyalty, you have received a premiere education in stealth, hand-to-hand combat, practical mathematics, law, and magic.

Skill Proficiencies: Choose one from among Arcana, History, Sleight of Hand, and Stealth

Tool Proficiencies or Languages: Guild of The Scaled Thieves' Cant, thieves' tools

Equipment: A dagger, a set of common clothes, a scholar's robe, a letter written in code from the Scale Lord under whom you serve, and a pouch containing 10 gp

Feature: The Many-Headed Serpent

You are a full member of The Scaled and know the locations of training academies, the name of the Scale Lord under whom you serve and those who operate in cities near your base of operations. In addition, you know the signs that mark an establishment as a Scaled headquarters. When arriving in a new city you can always locate the local Scaled branch, and can call upon them for help, accommodation, or work.

Suggested Characteristics

The Scaled attract those with a rebellious nature, but their training instills a deep respect for authority – so long as it comes from within the guild itself. Members tend to be well-versed in local laws, knowing exactly what they can and can't get away with and how to skirt close to the line without drawing down the ire of law enforcement. You are deeply loyal to The Scaled and always offer aid to guildmates in need. Likewise, you have a strong distaste for those who claim affiliation with the group who cannot prove that they are members – you come down hard on those who bring dishonor or undue danger to the guild.



DEATH SOCIETIES

Is there anybody more dangerous – and more inexplicable – than a person who has devoted their life to the worship of the very ideal of death? Without a healthy fear of death, a fanatic genuinely has nothing to lose, and that makes them a foe not to be trifled with.

Death cults may – nay, should – seem strange to those not indoctrinated, but those who hear the call of these foul and loathsome cults find themselves consorting with (and often becoming) very real threats to the security and safety of Ghelspad.

Many of these groups are clouded in secrecy, tradition, and ritual. The average woman on the street may scoff at the idea that they even exist. These are the people of terrifying tales told by firelight, the monsters used to threaten badly-behaved children. How many of us were threatened with a gruesome death at the hands of the Angels of Nemorga should we not eat our greens, as though that crime is worthy of such a gruesome fate? They may be little more than folk tales to some, but the stories and myths that surround these organizations do not change the fact that the death cults are very real, and very dangerous.

That is not to say that all of these organizations pose a threat. Some, like the scholars at Hollowfaust, serve benevolent aims even if their means are macabre (though I for one question why they do not make more of an effort to separate themselves from the term "death society." They clearly need to invest in more effective propaganda, rather than spending all of their energy and resources meddling in things best left untouched). Still, even the Hollowfaustians wield great power and strange knowledge, and you would do well to step as carefully around them as the more nefarious groups detailed here.

The Angels of Nemorga

Death is not sorrowful. It comes to us all in our allotted time. These are the teachings of Nemorga, passionless god of death. However, the interpretation of this ambiguous scripture varies from region to region. This is no clearer than in the case of the Angels of Nemorga, a heretical sect of assassins who wander the length and breadth of Ghelspad meting out death to those they deem to have outstayed their welcome in the mortal world.

The Angels of Nemorga believe that the god of death speaks to them through their conscience. Anyone can approach an

Angel with a request for assassination, though the Angel has full right to refuse. In fact, an Angel can only accept a contract if more than one cult member agrees to pursue it. Convincing an Angel of the necessity of any particular contract is a difficult task, however, as the precepts of the Angels require that the target of any assassination attempt be in violation of the natural cycles of life and death. This makes powerful undead, necromancers and mutant titanspawn high priority targets, and precludes the Angels from meddling in affairs of mortal politics in all but the most extreme circumstances.

For the reasons stated above, the Angels of Nemorga hunt their quarry in pairs, executing flawless maneuvers to isolate

SHORTLY AFTER MY RECOVERY I WAS ATTACKED BY A PAIR OF THESE SO-CALLED 'ANGELS;' I SLEW THEM, AND THE SECOND PAIR SENT THE FOLLOWING WEEK. AFTER THAT, I SUPPOSE NEMORGA DECIDED IT WASN'T MY TIME TO DIE AFTER ALL.



their target before executing them with pinpoint precision (and perhaps unnecessary zeal). The society is itinerant, enjoying generous sponsorship from a mysterious benefactor overseas. The Angels refuse all paid offers for their services, working solely for the glory of their god. The Angels use weapons and abilities designed to foil the supernatural gifts of their quarry, enjoying a well-deserved reputation as hunters of vampires, witches and all others who routinely trample over Nemorga's will.

New Social Background: Angel of Nemorga

You have been initiated into the rites of the Angels of Nemorga and enjoy both the privileges and responsibilities of your station.

Skill Proficiencies: Choose one from among Stealth, Athletics or Acrobatics

Tool Proficiencies or Languages: Poisoner's kit or one exotic language

Equipment: A dagger, a set of gray vestments, a blowgun, 10 blowgun needles, a disguise kit

Feature: Wandering Soul

Your membership in the Angels guarantees you (and only you) paid quarters waiting for you in any settlement or city

The Gray King: Nemorga

No one is sure of Nemorga's origins. During the Titanswar, he appeared seemingly from nowhere to guide the dead to the correct afterlife. Nemorga's creed rules that there is a time and a place for all things to die, and that undeath is an abomination to be corrected. Otherwise known as the Gray King, the Gatekeeper and the Executioner, Nemorga attracts few devoted clerics, but all must pay homage to him should they wish to reach the correct afterlife. Nemorga's divine realm is Limbo, a gray and featureless waste, where the god himself stands at the gates to direct the spirits of the dead on their way.

in Ghelspad, a gift from your mysterious benefactor at the discretion of the GM. Equally, you are given a wide berth by anyone aware of your station, with the exception of the official clergy of Nemorga who consider you anathema for your heretical ways. You may be approached by strangers who discover your affiliation with requests for assassinations.

Suggested Characteristics

The cult's members wear austere robes, and rarely indulge in worldly pleasures. A discreet appearance and fastidious approach to personal hygiene are important to the cult, who maintain a professional and aloof demeanor at all times to intimidate possible clients (and for its own sake — one can't spend too much time around dead bodies without developing either a thorough bathing regimen or sepsis). Angels of Nemorga carry discreet weapons in order to blend into the background, and travel light, trusting their material needs will be taken care of at each stop on the road by the help of their mysterious patron.

Cult of the Ancients

Servants of the Witch-Queen Belsameth, the Cult of the Ancients is a secret cabal of murderers that strikes without warning only to disappear on the wings of magic before anyone learns of their involvement. Scattered across Ghelspad, the cult is a morass of splinter sects and local 'guildhouses,' united primarily through worship of their dark goddess and loyalty to the cult leader Talina Som, known as the Whisper of Belsameth (see **The Wise & the Wicked** p. 99). To become a member of the cult is to abandon moral concerns and embrace the will of the Crone — in return, the cult grants power, and the ability to exact revenge on those who have wronged you.

Assassination (which is perhaps a grandiose term for the brutality with which many scions carry out their contracts) is a form of worship. This is a simple fact of existence to the Cult, and the members engage in lucrative contracts across Ghelspad. Belsameth's favor is mercurial, and the cult vies internally to ensure that they end up in her good graces. Sects which fail to please the mother of witches are often eliminated with extreme prejudice. Killing a superior to take their place is not seen as an act that offends Belsameth, though she has been known to rebuke scions who take it upon themselves to enact wasteful killing sprees targeting the membership.

The divine might of Belsameth is vital to keeping the Cult hidden from its enemies. The cult contains a vast array of skillsets, from murderers to thieves to arcanists, but the chief asset of the cult is their control of witchcraft, bestowed by Belsameth on her chosen clerics. Cloaks of night shield the cult from prying eyes. Hexes, curses and all manner of maleficarum bedevil those who would stand in the way of Belsameth's followers. All members of the cult are expected to maintain working knowledge of the basics of the magical arts, at least enough to recognize hostile practices and foil pursuit.

New Social Background: Assassin of the Ancients

You have been trained by the Cult of the Ancients in the blessed rites of holy Belsameth, mother of witches. You

are skilled in concealing your activities from those who would track you, and you have training in the rudiments of witchcraft.

Skill Proficiencies: Choose one from among Arcana, Stealth, Religion or Survival

Tool Proficiencies or Languages: Poisoner's kit or one common language

Equipment: A dagger, a set of common clothes, a vial of basic poison, a small bag of silver dust worth 1gp and a pouch containing 10 gp

Feature: Ancient Guile

Your training under the Cult of the Ancients allows you to mask your presence in urban locations and enlist the aid of witches wherever they hide. You leave no physical traces of your passing in urban locations unless you wish to. You have friends in the Cult and can usually find a friendly witch in any city you frequent, though their loyalty to your cause should be determined on a case-by-case basis.

Suggested Characteristics

Members indoctrinated into the cult are often steeped in occult superstition, and frequently engage in bizarre rites to please Belsameth that will likely disturb onlookers. Cult witches are more gregarious than most, though rarely find themselves on the road unless they are called to action by the goddess herself. The cult favors dark clothing and a serious demeanor, muttering secret prayers under their breath and generally leaving a menacing impression.

Hollowfaust

The necromancers at Hollowfaust are a practical and studious society which founded a city to be a center of learning and study of undeath and its uses. Hollowfaustian scholars are united by a clinical approach to necromancy and death. Their studies are as rigorous as their exams are thorough. Hollowfaustian adepts are steeped in lore of the flesh, making them (incidentally) very capable medics for the living as well as custodians of the dead.

Hollowfaustians follow a strict code of ethics, which prohibits the raising of undead for its own sake, limiting the purview of Hollowfaustian scholarship to only those practices which serve a recognizable and controllable purpose. Lesser undead in the form of walking corpses and skeletal watchmen are common, as their lack of sentience and superior durability compared to the living makes them perfect laborers. With the undead performing all onerous but mundane tasks, every Hollowfaustian is free to pursue the arts, the sciences, or to fill their days with whatever seems meaningful to them. If the cost for this way of life is the use of a few mortal shells from which the soul has already fled, is that not a price worth paying? Nay, is it not the ethical course of action?

The necromancers at Hollowfaust have built their entire society on the backs of thousands of undead slaves. The gates of the city are guarded by a standing army of obedient corpses shackled to the will of necromancers. More conservative scholars amongst the ranks of the learned have begun to wonder if perhaps this way of life is dangerous. Certainly, the undead show no signs of developing their own will at present, but who is to say that will not change? The tides of magic are wild and erratic since the fall of Mesos — should the undead ever break free of their chains, Hollowfaust would be consumed by darkness.

Hollowfaust attracts scholars of medicine and the macabre from all across Ghelspad. In particular those for whom the surgical sciences hold some fascination gravitate towards the city, if for no other reason than the plentiful supply of bodies on which to practice. Naturalized citizens of Hollowfaust are likely to possess the Urban Resident background, to reflect their high dependence on the necromantic social structures that keep them in relative comfort.

New Social Background: Hollowfaustian Doctor

You have studied amongst the greatest medical minds of this age and plumbed the deepest secrets of the humanoid form. Your knowledge can coax information from the dead and diagnose the ills of the living. Some might call this strange, or unnatural, but you know that the flesh is nothing sacred — it is just another riddle for you to unravel.

Skill Proficiencies: Choose one from among Medicine, Nature or Survival

Tool Proficiencies or Languages: Herbalism kit or a poisoner's kit

Equipment: A dagger, a pack containing ten glass vials, bandages, a badge certifying your status as a medical professional, a set of common clothes and a pouch containing 10 gp

Feature: Chirurgical Training

Your training with and exposure to the dead allows you to divine information from them. By inspecting a corpse, you can tell how long it has been dead, and the most likely method by which the creature perished (if that information would still be discernible from the remains). In addition, as long as you have access to cloth for makeshift bandages, you can always use an action to stabilize a dying creature as if you possessed a healer's kit.

Suggested Characteristics

Hollowfaust is a city steeped in death, and outsiders often find the casual attitude of her residents towards it worrisome, if not outright offensive. Characters from Hollowfaust likely have little reverence towards corpses, funerals or other cosmetic concerns surrounding death or the dying. Their culture favors and rewards dry wit and sarcasm, making them strange and unapproachable figures at the best of times.



DEVOTIONAL SOCIETIES

The devotional societies can come across as overzealous to anyone unfamiliar with them. While they certainly have their place in Ghelspad, there are some that cause more trouble than they really should.

While some devotional groups attempt to serve the deities by spreading their influence through conversation and conversion, others take a more violent and overzealous approach. There are many who see any involved in a devotional organization as foolhardy and gullible, but there are many groups who attempt to do right by their members.

Adamantine Church

Though no one wants to own up to it, rumors about the church have been circulating recently. They built their identity on despising titans and their spawn – even going so far as to reject the Redeemed. But lately, there have been whispers of orcs joining the church and attempting to revolutionize it from within.

The Adamantine Church boasts an old and “traditional” cause: the eradication of evil in all forms. To the clerics, paladins, and cavaliers of the church, this means titans and their spawn; many of the more conservative members use this cause to justify their prejudice for even the Redeemed. The church comprises the largest group of Corean devotees on Ghelspad, and some of the new, more progressive members wish to open membership to Corean devotees of Redeemed races.

New Social Background: Minister

As part of the Adamantine Church, you’ve spent the past several years spreading your devotion to Corean and recruiting more members to the church. You know there is evil in this world in the form of titans and their spawn, and you want to convince as many as possible to join you in the fight against them. The Adamantine church has much to offer, especially in the way of training paladins to join the fight against evil. You have a way with words, and you’ve made many contacts in your time proselytizing – though not all of these contacts enjoy your company.

Skill Proficiencies: Choose one from among History, Persuasion, or Religion

Tool Proficiencies: Choose alchemist’s supplies, calligrapher’s supplies, or carpenter’s tools

Equipment: An alms box, 2 blocks of incense, vestments, and a set of posters advertising the church

Feature: The Devil You Know

The Adamantine Church is the largest group of Corean devotees on Ghelspad, and they are a relatively well-known group. While there may be many who don’t trust the church, especially among the Redeemed races, any who see you know what to expect from you. As an emissary of the Adamantine Church, they’re familiar with your beliefs and traditions, and those who trust the church will be much more likely to approach or speak with you. There are even some who, despite their dislike for the Adamantine Church in general, have enough respect to speak with you and form an opinion based on your interaction. They may not know you, but they’re willing to hear you out.

If someone who doesn’t trust the church is in a bind, they may still be willing to approach if you’re the only nearby option. They know that some younger, more progressive members of the church don’t have the prejudice toward the Redeemed races the older generations do, but even if they’re not sure about you, sometimes they’d rather face the devil they know.

Suggested Characteristics

Many members of the Adamantine Church are obsessive in their quests to root out and destroy evil, which others can find off-putting. When you find a cause, you stick to it until the end. Your dedication and loyalty make you an ideal companion for those whose goals align with yours but make you a dangerous risk for those who may get in your way.

Cult of the Forge

While the cult's desire for perfection is admirable, they sometimes become obsessive in the pursuit of their crafts. This can come in handy when you need a particularly unique item or piece of armor made — in that case, a metalworker from the Cult of the Forge will create something for you more wonderful than you ever could have imagined.

The Cult of the Forge restarted when Corean relit the stars. This cult maintains that since Golthagga needed the forge to create and Corean needed it to restart the world, Forge Zme-dah deserves worship over the deities who used it. Through their worship of the forge, cultists also worship Golthagga and Corean, but most members of Coreanic churches see this cult as heretical and seek to convert or excommunicate these cult members. Though the Cult of the Forge is a relatively minor faction, they are old and storied: most current teachings are based on older Golthagga cults with newer ideas centering around Golthagga's Forge.

New Social Background: Community Crafter

Many of the cult's members are smiths and creators of some sort, and cult communities often only contain a handful of worshipers. You grew up as part of the cult, so you've been smithing or crafting your entire life. You also grew up in a small community and were one of very few smiths in your area, so you had to learn to make many things. Your adaptability made you approachable when your cult affiliation was off-putting, and you've had the benefit of making friends (or at least friendly conversation) with many of the people in your small community.

Now that you're on the road as an adventurer, much has changed for you. Large cities have wide varieties of smiths and crafters who are able to specialize in one particular aspect of their trade and perfect it, and now you seek to do the same.

Skill Proficiencies: Choose one from among Performance, Religion, or Sleight of Hand

Tool Proficiencies: Choose one from mason's tools, smith's tools, or tinker's tools

Equipment: Members of the Cult of the Forge all carry a hammer; you also have 10 iron spikes, a flask of alchemist's fire, and a journal with drawings and descriptions of all of your creations

Feature: Crafty Cultist

Members of the Cult of the Forge value metalworking and artistic pursuits, and since you were raised in the cult, you value

these things as well. Though you spent most of your early life learning generalized skills to be the community crafter, now as an adventurer, you have the opportunity to find your passion and perfect it. During your search, you find you pick up new artistic and smithing pursuits easily. You can spend hours metalworking, and you can create just about anything nonmagical provided you have access to a forge, materials, time, and an example to work from.

Suggested Characteristics

You desire to perfect your craft and thereby perfect yourself. Your desire for perfection can make you seem rude or judgmental to some, but you like what you like, and you see no reason to cut corners in any aspect of your life.

You are open to new experiences and learning all you can, which can make you come off as either eager or naïve, but you have little trouble making friends with those who would share their knowledge with you, and even better if they want to trade skills.

You have yet to decide what to do once you feel you've perfected your craft, and you sometimes lie awake at night, staring at the stars wondering what you'll do. Will you return to your community with your newly earned skill? Or perhaps find a new community in which to settle and introduce an entirely new group to your skill and faith? You don't need to decide yet; you're not perfect yet.

Defender's Faith

There are none more dedicated to rebellion and freedom than the halflings of the Defender's Faith. After overthrowing their own oppressors and tasting freedom, this group banded together to seek justice and freedom for others. Occasionally, their eyes are bigger than their stomachs, and they trap themselves in impossible situations, but these rebels can quickly rally a team to their aid and build up a full-blown rebellion from even a few mistreated workers.

Supposedly, the Defenders have started infiltrating the parts of the Calastian Hegemony where the Defender's Faith is banned, in an attempt to root out any unjust treatment of halflings and free the remaining slaves. This would be an incredibly foolish endeavor, and though the Defenders are indeed brave rebels, they aren't so foolish as to risk drawing the ire of Calastia. At least, not without a very good plan.

The demigod Hwyrdd the Rogue, known to halflings as the Great Defender, inspired the creation of the Circle of the Defender's Faith. Members of the Circle honor Hwyrdd by seeking freedom for all halflings, and this religion is particularly popular among halflings in the Heteronomy of Virduk. Circle members invoke the name of their hero Hwyrdd as a rallying cry to inspire rebellions and lead their people to freedom.

THE FIRE OF THESE PEOPLE! TO
FIGHT ALONGSIDE THE HALFLINGS
OF THE DEFENDER'S FAITH IS TO
KNOW TRUE HEROISM. TITANSPAWN
ARE NOT THE ONLY VILLAINS TO
CRAWL THESE HEALING LANDS, WE
ALSO FACE MEN WHO WOULD TAKE
ADVANTAGE OF A BROKEN WORLD.
YET TO SEE THESE REBELS, FIGHTING
WITH BOTH PEN AND SWORD, FILLS
MY HEART WITH THE CERTAINTY THAT
BALANCE WILL AGAIN PREVAIL.

New Social Background: Roguish Rebel

You know the importance of freedom, and you do what you can to ensure all taste the freedom that has meant so much to you. You might attempt to lead a strike against an unfair employer, or you may incite a rebellion against an oppressive regime. No matter the scale, you value justice and equity for all, and you won't stop until everyone is free. And then, you'll likely find another group who needs a quiet push in the right direction or a loud chant encouraging them forward to continue your fight for liberty.

Hwyrdd

Title: The Rogue

Strong-spirited in the face of adversity, Hwyrdd the halfling god is said to have been instrumental in leading Kadum into the waiting blades of Vangal, Chardun, and Belsameth during the Divine War. Hwyrdd calls on his followers to remain mischievous in the darkest of times and never lose their lust for life. It is this verve that often drives Hwyrdd's followers when hope falters and the oppression of Calastian nobility weighs heavy on the small shoulders of the halflings.

Skill Proficiencies: Choose one from among Insight, Sleight of Hand, or Persuasion

Tool Proficiencies: Choose one from calligrapher's supplies, disguise kit, or forgery kit

Equipment: A burglar's pack

Feature: Convince Me

You know how to talk to people. More than that: you know how to listen to people. You can talk to anyone, anywhere, learn what's keeping them from achieving their goals, and you can help them overcome that. You can make friends with anyone being oppressed, and you can help them see the best way to overthrow their oppressor. If you're in a group, you have no problem rallying them to fight back against an opposing force, and because you're so dedicated to freedom, you make sure no one fights their battles alone. You may claim advantage on Charisma (Persuasion) checks made to coordinate groups of five or more people.

Suggested Characteristics

Your rebellious nature can sometimes come off as being a contrarian, and sometimes you do like to disagree simply for the sake of disagreement. But when it matters, you're on the side of freedom, and your drive to free everyone from their oppressors makes you an honorable and loyal companion. It also makes you an inconvenience to anyone trying to infringe on someone else's freedoms because when you set your sights on a tyrant, you don't stop until they're brought to justice.

MERCANTILE SOCIETIES

Money, they say, makes the world go around. Whether or not that is true, it is a fact that with coin comes power and with power comes the ability to influence the world writ large – whether for good or for evil.

Of all the societies I have detailed thus far, the merchant houses are those who the average Ghelspadian is the most likely to encounter. Their ubiquity and constant visibility often leads people to think of them as benign, nothing more than part of the furniture of civilized society, but that could not be further from the truth. The mercantile societies are some of the most powerful and far-reaching organizations in Ghelspad, and where the rot often runs deepest.

Be under no illusions, these are not just simple merchants. Their trade in simple goods – legal or otherwise – often masks their more nefarious trade: power. Members of House Asuras often command as much influence as the Kilharman League, and it is whispered that the Hunter of Vesh directly serves House Jurnal. Money may make the world go around, but the saying also goes that it is the root of all evil. Whether that is true or not, it is undeniable that Ghelspad's merchant houses are forces to be reckoned with.

There is nothing so valuable in Ghelspad as an honest merchant. A fair trade with a scrupulous merchant can greatly relieve an otherwise-uninteresting errand. Unfortunately, there is little as rare as a truly honest merchant. Many mercantile organizations have their own agendas, and when choosing to deal with a merchant, you often also must decide whether their particular brand of duplicity or malfeasance is enough to convince you not to do business with them.

The establishment of mercantile societies has contributed greatly to the economic landscape of Ghelspad, but there are many organizations who use their standing as merchants for nefarious purposes. Some are not so much outright evil as they are morally questionable, and with so many gaps in services after the Divine War, some organizations simply found themselves filling a niche, even if that niche was less than savory. Rare is the large mercantile house that doesn't deal in illegal goods in some way, and those that don't appear to offer a service tied to some illicit activity may simply be better at hiding it.

Charek's Fellows

Members of Charek's Fellows seem to think themselves clever and covert, but there are few in Vesh who don't know what they get up to. In all honesty, their dealings are relatively tame compared to those of other mercantile organizations, except for when they hire themselves out to those organizations.

Though Charek's Fellows trade in illegal goods, they do still have some morals, and they stay away from slavery and trafficking. Their morals, however, are little more than lip service where other illicit activities are concerned, and they'll happily hire themselves out to anyone willing to pay them to transport goods, legal or otherwise.

New Social Background: Transporter

A place for everything, and everything in its place. As a member of Charek's Fellows, you understand the importance of transporting goods and, more than that, you understand the value of doing so quietly. You've made many contacts during your time with the Fellows, and they know that, though you sometimes trade in illegal items, you're dependable and excellent at what you do. Charek's Fellows

may have somewhat loose morals, but their standards are above reproach.

Skill Proficiencies: Choose one from among Deception, Investigation, or Stealth

Tool Proficiencies: Choose vehicles (land), or choose any common language

Equipment: A chest with a false bottom, a set of clothes to use as a disguise, a lock, and a set of lockpicks

Feature: Everything in Its Place

After years of transporting illegal goods, you can spot something out of place at fifty paces. You can find secret compartments, smuggler's holds, and false bottoms in chests with little effort. Of course you can identify these things — you've used every trick in the book and maybe even invented a new one. You're confident no one can smuggle an item past you, and you're familiar enough with the tools of the trade that you can easily smuggle items in and out of anywhere you travel. You have advantage on rolls to hide items from others and to discover items others have hidden.

Suggested Characteristics

Transporters' services are available to anyone to buy, but they value their reputation, and once their services are secured, they won't be convinced to betray a client. No amount of money can make a transporter from Charek's Fellows give up their merchandise, making transporters fiercely loyal companions.

They also expect that same amount of loyalty in return. Transporters have long memories where contacts are concerned, and if you cross a transporter once, you've lost your only chance to ever gain their trust.

House Asuras

If there's money involved, all roads lead to House Asuras. It is said that no coins change hand in Ghelspad without a member of House Asuras knowing. They deal in anything that makes them money, ranging from the usual mercantile pursuits to the crueler trades like arms dealing and humanoid trafficking.

Having the blood of Asuras is a point of pride to many, but the house has changed hands so many times over its long life, it's nigh impossible to know for sure who really is a member of the Asuras

bloodline. But few low-ranking members of the house would openly question someone claiming the bloodline if they had no reason to, and I've found this very useful when seeking information about deals brokered throughout Ghelspad. Having a network of money means also having a network of information, and House Asuras keeps excellent records.

ELDAR HALFHAND, IF YOU ARE READING THIS YOU SPINELESS SON OF A GOBLIN, KNOW THAT I HAVEN'T FORGOTTEN WHAT YOU DID, AND I WILL PEEL AN INCH OF SKIN FOR EVERY GOLD COIN YOU STOLE FROM ME.

House Asuras has a long history, with one of the most recognizable emblems in Ghelspad. This organization began in the village of Asuras, which was destroyed long before the Divine War. Now, House Asuras reaches across the continent after centuries of shifting leadership and illegitimate children. The one sure identifier of a member of House Asuras, aside from their passionate love for money, is the insignia of a yellow, human-faced lion on a black background: the House Asuras emblem that all members of the house proudly display.

New Social Background: Mercenary

You fight not for the love of the battle but for the love of coin. You have skill on the battlefield, matched only by your skill for making money, and you've wisely combined these to earn coin by fighting others' battles. You don't necessarily agree with any of your employers' reasons for going to war; you're more interested in their coin than their sense of justice. You've lived through enough battles to know that they all come down to the same things, and your interest is more in winning the coin than the conquest.

Skill Proficiencies: Choose one from among Acrobatics, Athletics, and Intimidation

Tool Proficiencies or Languages: Choose one type of gaming set, or choose one common language

Equipment: A hunting trap, a hooded lamp, a set of traveler's clothes, and 2 daggers

Feature: One Foot Out the Door

You've spent years as a mercenary, and you know a trap when you see one. No matter where you are, or how deep into a situation you find yourself, you can always identify a way out — usually through blood. You're also adept at seeing ambushes; no one can get the drop on you if you're keeping an eye out for traps, and you know you should always be keeping an eye out. You have advantage on Wisdom (Perception) checks made to discover traps and receive a +5 bonus to passive Perception when determining surprise.

Suggested Characteristics

You're not against having friends, exactly, but you've faced off against former friends on the battlefield, and you know that many friendships come at a cost. You might make a friend today and find someone buys their loyalty tomorrow, and then you may be paid to kill them. You find it difficult to believe someone who says they simply enjoy your company or value your companionship, because it's more common for someone who wants to keep you around to want something from you.

Your morals have lived firmly in the back of your mind for years; you've had to squelch what doubts and questions arise when you're on the job, and you may find that was an easier choice than examining all you've done with your life in exchange for money.

House Juvnal

A successful and professional mercantile house, Juvnal seemingly sprang from nowhere and quickly established itself. While they generally make excellent trades and few would complain where a member of House Juvnal might hear, there are some who question the quality of the items they've received from these trades, and more still who claim to have seen the Hunter of Vesh hanging around members of the house. If the Hunter truly does serve House Juvnal, any who do business with this mercantile house risk placing themselves in the Hunter's warpath. Be certain you know who you're speaking with or stay away.



This Veshian house was founded by Regias Juvnal, advisor to Kelemis Durn. Juvnal, a trusted and well-known merchant, leads a double life as the feared Hunter of Vesh, seeking vengeance and bloodshed in the name of Vangal. Juvnal has spent his time joining forces with a small group of Vangal vigilantes who share his ideals and created a vigilante base using the merchant house for cover. They do little to quiet rumors of their association with the Hunter of Vesh so those who trade with House Juvnal know if they wrong this house, they face the Hunter.

New Social Background: Vigilant Hunter

House Juvnal trains their members to be ruthless vigilantes as much as skilled merchants. You can make a trade with one hand while using the other to flay someone alive, all with an air of polite disinterest so you can point to someone else for the murder. After all, why would someone as skillful and civilized as you need to pull a knife? Despite being entirely untrustworthy, you gained the trust of many during your time with House Juvnal, and you learned many ways to end a life and shed blood while condemning someone else for the act.

Skill Proficiencies: Choose one from among Sleight of Hand, Stealth, or Survival

Tool Proficiencies: Choose one from disguise kit or vehicles (land)

Equipment: A signet ring representing your house, a holy symbol of Vangal, a belt pouch with a hidden pocket

to hide the ring and symbol, a merchant's scale, and a flask or tankard

Feature: A Coin in One Hand and a Knife in the Other

Everyone in Vesh knows about the merchants of House Juvnal. You're a trusted professional, and people know you. You use these assumptions about your character and associations to sneak away to carve a path of blood and destruction in the name of Vangal before returning and assuring everyone it simply couldn't have been you. Until people see you in action, they believe your actions and attitudes are above reproach, and you use this to your advantage.

Suggested Characteristics

Being a member of House Juvnal means worshiping Vangal through spilling blood. You are thirsty for war, and despite your house's training to keep up an appearance of only mercantile interest, your darker desires sometimes bleed through. You have a keen sense for merchant work, but you have a short temper with those who try to cheat you, and exhausting your patience is more dangerous than anyone realizes.

You can maintain a façade of composure and professionalism in any situation, but you may find your desire for vengeance distracting you from some deals. You still have much to learn as a merchant, but you're confident in your abilities as a murderer.



MILITARY SOCIETIES

For as long as there have been people there has been war. Our very lands were forged from blood and violence, and while the devastation such battles leave in their wake may have diminished, the propensity for violence among the varied peoples of Ghelspad has not.

The armies and mercenary groups of Ghelspad are countless in number, with forces that range from little more than armed peasants to elite warriors trained in the War Colleges of Darakeene (a collection of storied institutions that I have also detailed here).

Detailing all of the mercenary groups currently operating would be a tiresome and, ultimately, futile exercise given how often such bands spring up and are stamped out. Instead I have limited myself to those groups whose longevity and prowess have made their names legend – the Gleaming Protectors of the Gleaming Valley, the well-trained mercenaries of the Legion of Ash, and the War Colleges mentioned above.

Study these groups. Learn their strategies and their tactics and hope that you are never called upon to marshal a defense against their might.

Iron Riders

The Iron Riders are devoted followers of Corean, whose thunderous horn calls and bellows can be heard throughout the Gleaming Valley. Their primary goal is to defend the Gleaming Valley and its inhabitants.

New Social Background: Gleaming Protector

Descended from Divine War captives of the sutak, these ironbred converts to Corean believe that with their “redemption” and the acceptance they have received from the hollow knights, they have been given true purpose. Being one of the first groups of refugees assisted by the knights, they are keenly aware that many were not as fortunate. The Gleaming Protectors now follow in the knights’ footsteps as honorable guardians of the valley.

Skill Proficiencies: Choose Animal Handling or Survival

Tool Proficiencies or Languages: Vehicles (land)

Equipment: Iron Rider insignia, a uniform in the style of your unit and indicative of your rank, a horn with which to summon help, and a pouch containing 10 gp

Feature: Knightly Regard

You receive shelter and succor from allies in Mithril and Vesh, hollow knights, hollow legionnaires, and those who are sympathetic to their aims (such as the knights of Gascar Keep and the silver knights).

This help comes in the form of shelter and meals, and healing when appropriate, as well as occasionally risky assistance, such as a band of local citizens rallying to aid a sorely pressed knight in a fight, or those who support the order helping to smuggle a knight out of town when they are being hunted unjustly.

Suggested Characteristics

You follow the tenets of the hollow knights as closely as possible. Additionally, you are completely conscious of your role is exemplifying what it means to be ironbred. Some view this truth as a burden, while others as a challenge.

Legion of Ash

The Legion of Ash has a long tradition of martial success and professionalism. No mercenary group is more respected, and wise employers know that legionnaires from this group are well worth the extra expense.

New Social Background: Ashen Legionnaire

Regardless of their college, new recruits must train at legion headquarters in Arboth. Here, recruits are tested to weed out potential troublemakers and those who might prove disloyal. Once accepted, a recruit’s training begins immediately. New members are taught the secret Legion signs and codes, then assigned to a training unit. Drills and practice continue for the duration of a legionnaire’s service, often “in the field.” Science and theory are an important

part of training, and a recruit spends much time in classes learning military history, tactics, and communication skills.

Graduation takes place after nearly two years of training. The final mark of a recruit's acceptance into the Legion of Ash is the initiation ritual, in which a paste of ash is smeared across the initiate's cheeks and brow. The ash is made from the cremated remains of Ashen Legionnaires who died in battle and symbolically links the recruit to the Legion's history while foreshadowing the recruit's ultimate act of service.

Skill Proficiencies: Choose one from among Insight, Perception, or Survival

Tool Proficiencies or Languages: Darakeene Language, or one of the following: cartographer's tools, vehicles (land or water), leatherworker's tools, or smith's tools

Equipment: An insignia of rank, a trophy taken from a fallen enemy, a set of common clothes, and a pouch containing 10 gp

Feature: Comrades-In-Arms

You have access to a loose, widespread network of fellow former war college members and adjacent personages, who recognize that you also served in some capacity. These fellow veterans might know you or know of you from your service days, and like you, they remain loyal to the people who trained and fought beside them or in similar circumstances elsewhere. They aren't willing to join you on adventures, but they remain good assets for information, inspiration, maybe a dry blanket and a decent meal, and sometimes, when it's really called for, even a few additional swords in a pinch.

"Officially," you can requisition simple equipment for temporary use, and you can gain access to any War College garrison in Ghelspad, where you can rest in safety and receive the attention of medics. You are also paid a salary of 1 gp per week, which (combined with free lodging in your garrison) enables you to maintain a poor lifestyle between adventures.

Suggested Characteristics

Given the nature of military training, new members of the Legion are not so different from their unrecruited war college counterparts. Perhaps a new swagger has eased its way into your demeanor from attaining such status, but that quickly vanishes under your new regiment. Veteran legionnaires tend to be a tad more extreme in their personalities as the exposure to more dangerous campaigns and contact with the 11th Cohort have left them either emboldened by the idea of having a phantom regiment on the field, or shaken by the knowledge that they must join them someday.

War Colleges of Darakeene

Despite the fact that Darakeene remains politically neutral (or perhaps because of it), the nation is home to a majority of Ghelspad's war-guilds. These guilds train men-at-arms who

in turn sell their services to the highest bidder. Darakeene mercenaries are known throughout Ghelspad as skilled warriors who fight valiantly and remain loyal to their employers.

Every war college produces well-rounded soldiers, but employers often attempt to enlist entire companies from each of the war colleges as each has their particular area of expertise.

New Social Background: Disciple of War

It's all worth it. All the work and all the pain. It takes nine years for a recruit to graduate from one of the Ledean War Colleges as a Disciple of War, but a graduate is assured a future in almost any of the respectable (and some not-so-respectable) mercenary legions that ply their trade across Ghelspad. And while typically entire units of graduates are hired on to a company, solo Disciples when contracted are often given positions of leadership and command over non-War College units.

Skill Proficiencies: Choose one from among Insight, Perception, or Survival

Tool Proficiencies or Languages: Darakeene Language

Equipment: See the individual colleges below

Feature: Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your military organization recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Suggested Characteristics

You attend or have graduated from one of the most prestigious military colleges in Ghelspad; you are not some run-of-the-mill soldier.

D8 PERSONALITY TRAIT

- 1 I approach every task with the same high degree of military precision.
- 2 Dangerous work is best accomplished by an orderly group working with common purpose.
- 3 I treat my weapons, uniform, and insignia with honor and respect.
- 4 I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.
- 5 I can stare down a hell hound without flinching.
- 6 I never let emotion complicate work.
- 7 I have a crude sense of humor.
- 8 I face problems head-on. A simple, direct solution is the best path to success.

D6	IDEAL
1	Order. Society functions only if people do their duty and respect the chain of command. (Lawful)
2	Responsibility. I do what I must and obey just authority. (Lawful)
3	Solidarity. It is most crucial to act with a single will, marching side by side in perfect accord. (Lawful)
4	Might. In life as in war, the stronger force wins. (Evil)
5	Live and Let Live. Ideals aren't worth killing over or going to war for. (Neutral)
6	Nation. My city, nation, or people are all that matter. (Any)

D6	BOND
1	I would still lay down my life for the people I served with.
2	Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
3	My honor is my life.
4	I'll never forget the crushing defeat my company suffered or the enemies who dealt it.
5	Those who fight beside me are those worth dying for.
6	I fight for those who cannot fight for themselves.

D6	FLAW
1	The monstrous enemy we faced in battle still leaves me quivering with fear.
2	I have little respect for anyone who is not a proven warrior.
3	I made a terrible mistake in battle that cost many lives, and I would do anything to keep that mistake secret.
4	My hatred of my enemies is blind and unreasoning.
5	I obey the law, even if the law causes misery.
6	I'd rather eat my armor than admit when I'm wrong.

Clayborn

Graduates of Clayborn have the following traits in common.

New Social Background: Militant

The Clayborn College specializes in producing exceedingly well-conditioned soldiers, able to engage the enemy for extended

periods of time. Militants also focus their martial training on close-quarters and hand-to-hand combat. Many companies and squads of college graduates have seen success as skirmishers; after the enemy's lines have been initially broken, these squads inflict massive damage to the nearby enemy flank.

Skill Proficiencies: Choose among Acrobatics or Athletics

Tool Proficiencies or Languages: One language of your choice

Equipment: A Clayborn war-college insignia, a uniform in the style of your unit and indicative of your rank, and a pouch containing 10 gp

Feature: Comrades-In-Arms

As Disciple of War.

Suggested Characteristics

As Disciple of War.

Glamerhill

You are a graduate of Glamerhill.

New Social Background: Warmage

Schooled in both magical and mundane warfare, graduates of Glamerhill are some of the most versatile soldiers produced by the war colleges. And while not initially as martial as the graduates of some of the other colleges, Glamerhill students often lean more into their "mundane" capabilities slightly later in their careers. Early on, students augment their martial abilities with spells. Later, once they've grown martially, these augmentations are made more potent by that underlying growth, or abandoned to add versatility to the student's spell arsenal.

Skill Proficiencies: Arcana

Tool Proficiencies or Languages: Calligrapher's supplies

Equipment: A Glamerhill war-college insignia, a uniform in the style of your unit and indicative of your rank, and a pouch containing 10 gp

Feature: Glamerhill College Spells

Prerequisite: Spellcasting or Pact Magic class feature

Spells on the Glamerhill College Spells table are added to the spell list of your spellcasting class (if you are a multiclass character with multiple spell lists, these spells are added to all of them).

SPELL LEVEL	SPELL
Cantrip	filch†
1st	multiply missile†
2nd	mass true strike†
3rd	twisting thrust†
4th	battlecry*
5th	telepathic bond

†see *Scarred Lands Player's Guide*, Chapter Six: Spells

*see Chapter Five: Spells



Suggested Characteristics

As Disciple of War.

Hammerdale

You are a graduate of Hammerdale.

New Social Background: Malleus

Known for their expertise in the use of the warhammer, members of the Hammerdale War College are sought after for their skills as infantry. Typically deployed at the “company” size, Malleus form the backbone of most sorties, providing powerful and consistent offense, and the defensive ability to hold captured ground. Experienced companies tend to have veteran Malleus lead from the front, allowing these veterans to use their practical experience to better engage the enemy. Younger soldiers are often used to hold positions, leveraging lessons just learned in college about territory control.

Skill Proficiencies: Choose one from among Athletics or Intimidation

Tool Proficiencies or Languages: Smith’s tools

Equipment: A Hammerdale war-college insignia, a uniform in the style of your unit and indicative of your rank, and a pouch containing 10 gp

Feature: Comrades-In-Arms

As Disciple of War.

Suggested Characteristics

As Disciple of War.

Plague

You graduated from the Plague college.

New Social Background: Seeker

“Not all war is fighting” is a common saying among those of the Plague War College. Graduates of this school make it their business to know as much as possible about the status of their current conflict, and then use that knowledge to its fullest potential. Scouting, reconnaissance, and espionage are the primary focuses of study for all Seekers. Similar in functioning to companies from Hammerdale, senior agents tend

to participate in more field work, while younger operatives process and transmit information gathered from the field.

Skill Proficiencies: Choose Stealth or Investigation

Tool Proficiencies or Languages: Cartographer's tools, disguise kit

Equipment: A Plague war-college insignia, a uniform in the style of your unit and indicative of your rank, and a pouch containing 10 gp

Feature: Comrades-In-Arms

As Disciple of War.

Suggested Characteristics

As Disciple of War.

Wake

You graduated from the Wake college.

New Social Background: Wake Marine

The Wake War College boasts an interesting mix predominantly of sorcerers, wizards, and rangers. The Marines study war in respect to all things nautical. Given the mix of martial and magical potential supplied by the classes drawn to this school, Wake soldiers prove highly versatile and adaptable.

The school is small yet powerful, as students are highly sought after for their abilities to not only engage in naval combat, but to support ground troops with solid infantry skills. Pirates do well to steer clear of ships crewed by Marines, for once engaged even going to ground will not provide escape.

Skill Proficiencies: Choose Arcana or Nature

Tool Proficiencies or Languages: Vehicles (water or land)

Equipment: A Wake war-college insignia, a uniform in the style of your unit and indicative of your rank, and a pouch containing 10 gp

Feature: Wake College Spells

Prerequisite: Spellcasting or Pact Magic class feature

Spells on the Wake College Spells table are added to the spell list of your spellcasting class (if you are a multiclass character with multiple spell lists, these spells are added to all of them).

SPELL LEVEL	SPELL
Cantrip	acid splash
1st	buoyancy net*
2nd	gust of wind
3rd	water breathing
4th	control water
5th	conjure elemental (water only)

*see Chapter Five: Spells

Suggested Characteristics

As Disciple of War.



POLITICAL SOCIETIES

Many of the groups I have already detailed could quite accurately be described as political societies given the influence they exert, but as their principal interests lie elsewhere, I have chosen not to categorize them as such. The organizations I have devoted this section to are those whose primary goal is that of exerting political power, whether that is as a shadow behind the throne subtly guiding the hand of some leader or another, or else through outright bribery, slander, and coercion to achieve their political aims.

The simple-minded among you may see politics as little more than a game, something of no real consequence meant to amuse court dandies and the idle rich. I say that you are wrong, and I will brook no argument about that. Go speak to a man whose family dynasty has crumbled due to the well-placed words of a Courtesan of Idra and tell me that politics has no real-world effect.

With enough political influence, anything is possible. The chaos of a battlefield, while visceral and painful, is as nothing to the machinations and manipulations of the world of politics. The word 'intrigue' is a misnomer, a soft term designed to hide the devastating force that can be brought to bear with a simple word in the right – or wrong – ear.

POLITICS ARE A CURIOUS THING IN
THE LAND OF GHELSPAD. AS MUCH
AS THESE SOCIETIES HUFF AND PUFF,
I HAVE NEVER SEEN THEM TURN AWAY
THE AID OF A SEASONED BLADE.

Courtesans of Idra

The Courtesans of Idra are far more than mere women of pleasure (for one, not all are female). Many Ghelspadians are unaware of the group's existence, and most of those who do know that the Courtesans are real believe it to be a simple sex cult or sex-worker guild.

To a Courtesan of Idra, performance, seduction and lovemaking are artforms. And a true artist's talents are sought after by many. Because the powerful and wealthy often solicit the services of the Courtesans, they often find themselves in a position to learn valuable information. Some believe the purpose of the cult is not merely to perform more pleasurable duties, but to gather information and uncover the secrets of the powerful.

New Social Background: Idraic Courtesan

You're a member of a holy order, and you deserve the respect that affords. You're not necessarily wholly unaware of how your worship is sometimes perceived – but at the same time, the common-folk's fixation on those skills allow you to perform your other functions in tandem. No one can deny your charms, for when the need arises, you are the picture of elegance and grace. Few attempt slander; some say because doing so often seems to mar the reputation of the debaser, others say none dare for fear of the secrets the Courtesans can expose.

Skill Proficiencies: Deception and one of the following: Investigation, Perception

Tool Proficiencies or Languages: Albadian Language, disguise kit

Equipment: Disguise kit, a set of fine clothes, and a belt pouch containing 10 gp worth of mixed coins

Feature: Tender Network

You have strong connections to the other Courtesans of Idra, who in turn have uncovered many secrets. You can communicate with your contacts, gaining information at the GM's discretion. Any and all communication is carefully encoded in a wide variety of clever ways, some of which the Vigils have now adopted as being more efficient than their previous methods.

Feature: Courtesans of Idra Spells

Prerequisite: Spellcasting or Pact Magic class feature

Spells on the Courtesans of Idra Spells table are added to the spell list of your spellcasting class (if you are a multiclass character with multiple spell lists, these spells are added to all of them).

SPELL LEVEL	SPELL
Cantrip	friends
1st	<i>riddle-speak</i> *
2nd	<i>halting the wayward tongue</i> *
3rd	<i>tongues</i>
4th	<i>arcane eye</i>
5th	<i>modify memory</i>

*see Chapter Five: Spells

Suggested Characteristics

Those chosen by the Courtesans are invariably beautiful or charming and highly intelligent, and they usually have

Idra

Title: The Lover, The Passionate

Idra is the goddess of love, sex, sex workers, and secrets. Unlike her mother, Tanil, Idra has a deep love of civilization, enjoying time among the people of Ghelspad. She rarely has much interest in nature outside of fertility rites. Idra is a proponent of free love, but also a patron for illicit lovers who seek to hide their affairs in secret. This penchant for secrecy and scandal fuels her followers among the Courtesans of Idra, for whom collecting secrets is not merely an exercise of political power but also a holy sacrament.

some important skill or connection that the Courtesans can use, such as magic, family ties, or experience in information gathering. All Courtesans are neutral in some way, and one rumor holds that their purpose is maintaining the balance of power between the gods of Scarn.

Sex Work on Ghelspad

In most regions of Ghelspad, sex work is legal. Sex workers are tradesfolk, and given the same level of respect, legal protection, and social standing as any blacksmith, herbalist, or carpenter. In many regions, sex workers maintain guilds ensuring fair wages, a safe work environment, and security for members. In regions where such work is illegal, these guilds often work in tandem with shadier mercantile houses or established criminal enterprises such as the Scaled.

In Durrover, sex outside wedlock is technically illegal and punishable by forced marriage of the participants. This law requires family members of one of the participants to file a formal complaint. In the past decade, this law has seen invocation only a handful of times. In Hedrad, sex workers are charged with perversion, a crime on par with attempted murder or gross theft and punishable by fines, compulsory military service, or incarceration. Ankila, another area where worship of Hedrad holds sway, treats sex work as petty theft. Sex work there is punishable by a day of forced labor for every silver piece the worker charged for services. Despite the harsh and rigid legal system of Hollowfaust, sex work is legal there. However, public solicitation often results in a 10 gp fine for disturbing the peace.

Areas such as Bloodport, the Toe Islands, New Venir, and Shelzar are perhaps the most permissive regarding sex work. Shelzar in particular is renowned the world over for the carnal entertainment available within its walls. In these places, sex workers often wield considerable political power, and in Shelzar, several hold public office. In Albadia, the tribes consider sex workers blessed with Idra's favor, and there are several customs in the region regarding etiquette for conversation, dining, and soliciting a sex worker. As Albadia is home to the largest Idran temple on Ghelspad, such reverence comes as little surprise.

While Courtesans of Idra consider their work a holy act, most sex workers do not. However, it's common for those in the trade to make prayers and offerings to Idra before seeing a client or starting a work day. Most brothels maintain some sort of shrine to Idra, even if it's little more than a wood carved holy symbol sitting next to a chair in a quiet corner. Some brothels even work Idra's holy symbol into their signage, incorporating the image of a golden grail with a dagger in it, point downward into a placard near the door. This causes controversy among devout of Hedrada, who feel such use of religious iconography is blasphemous.

Nalthalites

The cult of Nalthalos, or Nalthalites, are followers of their god who believe that he has achieved true transcendence. These elves work to modify their bodies, slowly encasing themselves within metal or rock until they resemble golems themselves. While this practice is officially frowned upon, no elf doubts the combat efficacy of these seemingly super-intelligent golems.

New Social Background: Nalthalian

Our god's "condition" has opened our eyes to a wondrous possibility. Nalthalos will eventually depart for his home plane, and when he does, the example of his divinity shall remain with us. Like his priesthood, we shall bear his symbol among the masses; not merely around our necks, but with our very bodies.

Skill Proficiencies: Arcana

Tool Proficiencies or Languages: Mason's tools, smith's tools, or tinker's tools

Equipment: A set of tools (choose one from mason's tools, smith's tools, or tinker's tools), a small satchel of miscellaneous pieces of metal, a set of traveler's clothes, and a pouch containing 10 gp

Feature: Begrudging Respect

Among the dark elves of Dier Drendal, the Nalthalites are viewed either with uncertainty or wonder. The clergy of Nalthalos and the majority of mages view the bordering-on-unnatural modifications the Nalthalites willingly perform on themselves as cause for concern. On the flipside of that coin, some priests consider the alterations just another form of devotion to their god and look upon that mimicry as literally "divinely inspired," while more open-minded mages marvel at their feats of dweomercraft.

Feature: Nalthalite Spells

Prerequisite: Spellcasting or Pact Magic class feature

Spells on the Nalthalite Spells table are added to the spell list of your spellcasting class (if you are a multiclass character with multiple spell lists, these spells are added to all of them).

SPELL LEVEL	SPELL
Cantrip	mending
1st	<i>magic fang</i> *
2nd	<i>soul effigy</i> *
3rd	<i>meld object</i> *
4th	<i>fabricate</i>
5th	<i>animate objects</i>

*see Chapter Five: Spells

Suggested Characteristics

While not necessarily a member of his priesthood, you are an extension of the divine; a walking symbol of your

Nalthalos

Titles: Lord of the Dark Elves

Nalthalos is a rarity among the demigods, as he lives among his followers in Dier Drendal, where he rules them directly. Once a staunch ally of the dwarven god Goran, Nalthalos now holds a burning hatred for the Kelder dwarves and their god. During the titanswar, the drendali were abandoned at the Bridge of Betrayal by their dwarven allies. The battle against Chern nearly killed Nalthalos. To save their god, the drendali clerics crafted an iron golem and bound Nalthalos within that form. Nalthalos is now bound to the material plane thanks to his iron body, an insult that drives his zealous war against the dwarves of Burok Torn.

god's majesty. The power of this new form you're taking is so clearly pre-destined, as it will prove of the utmost value in the battles to come. Others may not see what you're doing as "appropriate," but they simply lack your vision.

Shadow Walkers

Shadow Walkers, as they are called, are for the most part descended from Drendari's Faithful (those who helped the demigoddess of shadow to gather intelligence for the gods during the Divine War) and are really barely organized at all. But while they travel the world — alone and in small bands, thieving here and freelancing there — they stay in loose communication with one another, ever seeking out Drendari's enemies and slowly hunting them down.

New Social Background: Shadow of Drendari

Shadows exist everywhere. And the enemies of the demigoddess live in shadow. As one of Drendari's Faithful, you also delve into, face, and use the shadow. You follow your own path but forever keep your eyes on the darkness.

Skill Proficiencies: Choose Stealth or Perception

Tool Proficiencies or Languages: Hedraic Language plus one other

Equipment: a set of traveler's clothes, and a pouch containing 5 gp and a gem worth 10 gp

Feature: Shadow of Grace

Drendari occasionally grants blessings or sends messages at opportune times, particularly when you act according to her dogma. In times of need, your divinity may show you a direct sign to help you in your endeavors or travels. These signs are always somewhat vague and open to interpretation. However, if you commit a sin with respect to Drendari's tenets, she won't help you again until you properly repent and atone.

Feature: Shadow Walker Spells

Prerequisite: Spellcasting or Pact Magic class feature

Spells on the Shadow Walker Spells table are added to the spell list of your spellcasting class (if you are a multiclass character with multiple spell lists, these spells are added to all of them).

SPELL LEVEL	SPELL
Cantrip	<i>chill touch</i>
1st	<i>disguise self</i>
2nd	<i>banish shadow</i> [†]
3rd	<i>major image</i>
4th	<i>shade sight</i> [*]
5th	<i>mislead</i>

[†]see *Scarred Lands Player's Guide*, Chapter Six: Spells

^{*}see Chapter Five: Spells

Suggested Characteristics

You are part of Drendari's hodgepodge shadow network of rogues, sorcerers, warlocks, and other devotees of the marriage of light and dark, to work her will and seek the end of penumbral magic. Dedication to the cause is the only defining characteristic of the Shadow Walkers. However, this dedication requires a particular philosophical and moral

Drendari

Title: Mistress of Shadow

Born of a union between Enkili and a siren, the Mistress of Shadows is the patroness of rogues, spies, thieves and others who ply their trades under the cover of shadow. In her youth, Drendari was kidnapped by Slarecians who pried the rudimentary secrets of shadow magic from her. Though Enkili and Tanil rescued Drendari from the Slarecians, her hatred for the otherworldly beings was cemented by her time in captivity. When the gods and titans destroyed the Slarecians, Drendari was among the most ruthless attackers, twisting the shadows to aid her in ending the monstrous creatures. During the titanswar, she led her faithful as spies, reconnaissance agents and ambush assassins. When the gods stood victorious, Drendari encouraged her followers to continue their work, focusing their collective ire on the Penumbral Pentagon and other vestiges of the Slarecian legacy.

outlook. Those who stray too far from Drendari's own outlook both lose her favor and cease to feel connected to the cause. No one expels them, but they inevitably leave by their own accord.







chapter two: Classes

I have never quite understood what causes somebody to take up a life of so-called adventure, other than the possession of an enormous ego and an unhealthy desire to end up skewered on the end of some unpleasant weapon with too many edges, or devoured by a hungry titanspawn. Why would anybody choose to give up a life of relative comfort in order to trek endlessly across the continent, homeless, hungry, and carrying everything you own?

Nevertheless, adventurers have been both a plague and a balm to our lands since long before the gods rose against the titans and broke the world. Whether it is the lure of unclaimed riches, troves of long-forgotten knowledge and power, or else the (admittedly noble) desire to rid the world of evil by running it through with a pointy stick, Ghelspad is never in short supply of roaming heroes desperate for work and a very hot bath.

It is undeniable that adventurers have done great things. Despots have been overthrown, ravaging monstrosities brought to bay, and long-lost treasures recovered by small bands of highly skilled mercenaries. I have no doubt that, in reading this treatise on the threats currently facing Ghelspad, many of you will be filled with the urge to don your mother's armor, take up arms, and race across the face of the world to do your part.

Here, then, I present to you a selection of the kinds of like-minded individuals you may encounter on your travels. You may even recognize yourself among these pages. Who knows?

However, and whenever, you choose to seek out adventure, I wish you good luck, and bid you stay far, far away from my tower.

This list of class archetypes, paths, and disciplines expands on those presented in chapter three of the **Scarred Lands Player's Guide (SLPG)**.

BARBARIAN

This primal path is practiced by barbarians across Ghelspad.

Path of the Steppes Archer

Ghelspad is home to many nomadic tribes that live off the untamed lowlands, where there is little shelter from danger. From the Kelder Steppes to the Plains of Lede, these people come from such desolate emptiness that a horse's honest companionship and swift legs are fundamental. Steppes warriors have learned to use the horse as a deadly weapon in war, riding out to meet their enemies and engage them from afar on the wide, open grasslands. These mounts are not merely trained animals, they are friends in peace and allies in war.

Life on the steppes is one of constant movement, tearing down and rebuilding to move with herds or outrun winter storms. Barbarians on the Path of the Steppes Archer are the elite warriors of their tribe, dedicating themselves to an often-lonely existence as hunter, scout, and raider. In combat they are able to channel their rage differently than other primal warriors, enhancing their senses and skills with bows. Accomplished steppes archers are said to share their supernatural strength and fortitude with their trusted mounts.

ARCHERS HAILING FROM THE STEPPES ARE SKILLED BEYOND COMPARE AND MAKE VALIANT COMPANIONS...IF YOU CAN TOLERATE LISTENING TO ONE-SIDED CONVERSATION WITH A HORSE.

Horse and Rider

Starting when you choose this path at 3rd level, you become proficient in Animal Handling, if you are not already. Additionally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed, and you do not require a saddle to ride a mount.

Archer's Rage

Also, at 3rd level, you learn to harness your rage differently, entering a state of intense focus. You can use a bonus action and expend one use of your rage feature to enter an archer's rage. While in an archer's



rage, you gain the following benefits if you aren't wearing heavy armor:

- You do not suffer disadvantage for making a ranged attack if a hostile creature is within 5 feet of you.
- When you make a ranged weapon attack using a bow, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table (**System Reference Document** p. 8).
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can use your Reckless Attack feature with any attack made using a bow.

All other aspects of an Archer's Rage function as a normal barbarian rage.

If you choose to enter a normal barbarian rage while in an archer's rage, the archer's rage immediately ends.

Bonded Mount

Starting at 6th level, you can form a deep bond with a mount. You spend one day of downtime bonding with a warhorse, a pony, a camel, an elk, or a mastiff (your GM might allow other animals to serve as a bonded mount). The mount has its normal statistics but has bonus hit points equal to your barbarian level + your Constitution

modifier. Additionally, if your mount has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your mount serves you both in and out of combat. You have an instinctive bond with it that allows you to fight as a seamless unit. While riding your mount, you can use your bonus action to command the mount to take the Attack action.

If your mount dies, you must acquire a new mount before performing the bonding ritual — you do not summon a mount as part of this feature.

Additionally, you have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Arrow Storm

At 10th level, you can fire a bow at blistering speeds. If you do not use any of your movement in a round, you can make one additional attack when attacking with a bow. If you are mounted and use your mount's speed, you can still use this feature.

Shared Frenzy

Starting at 14th level, when you enter either a barbarian or archer's rage, your bonded mount adds your Rage Damage to any successful attacks it makes and gains resistance against bludgeoning, piercing, and slashing damage.



BARD

The magical art of tattooing is an ancient tradition on Ghelspad. Bards who specialize in magical tattoos study the teachings of the College of Needles.

College of Needles

Elves and orcs each claim to be the progenitors of the so-called College of Needles, an artistic tradition as old as Ghelspad itself. Bards who study these old ways, either from their own culture or as a more academic pursuit, learn to express themselves — and their magic — through tattoos. Unlike a static and unchanging canvas, these bards revel in the challenge each new body presents. In more traditional cultures, these bards use their abilities to record history on their own bodies, using themselves as a living archive. No mere decorative art or stylish whim, a tattoo from a College of Needles bard is highly sought after; those fascinated with body modification may travel many miles through dangerous lands to seek out a tattoo from a trained practitioner.

The College of Needles bard is able to inscribe a tattoo they create with magical enchantments. The bearer of such a tattoo often finds themselves just a bit luckier than their comrades, as the tattooist's inspirational art takes life.

Bonus Proficiencies

When you join this college at 3rd level, you gain proficiency with tattooist's supplies and calligrapher's supplies.

Lore of Signs

Also starting at 3rd level, you have advantage on any ability check that you make using Arcana, History, Nature, Religion or your tattooist's supplies or calligrapher's supplies proficiencies to determine the nature of a tattoo, sigil, or symbol. This includes symbols using a language you do not understand. This allows you to identify magic tattoos with a successful Intelligence

(Arcana) check (DC equals 10 + the spellcasting ability modifier of the tattoo's creator) as well as understand basic warnings and information communicated through markings used across Ghelspad.

Inked Inspiration

At 6th level, you can imbue your Bardic Inspiration into a tattoo. When you are tattooing someone, you may expend all remaining uses of your Bardic Inspiration feature to imbue one Bardic Inspiration die into the tattoo. The tattoo receives your current Bardic Inspiration die and does not increase when you increase in level.

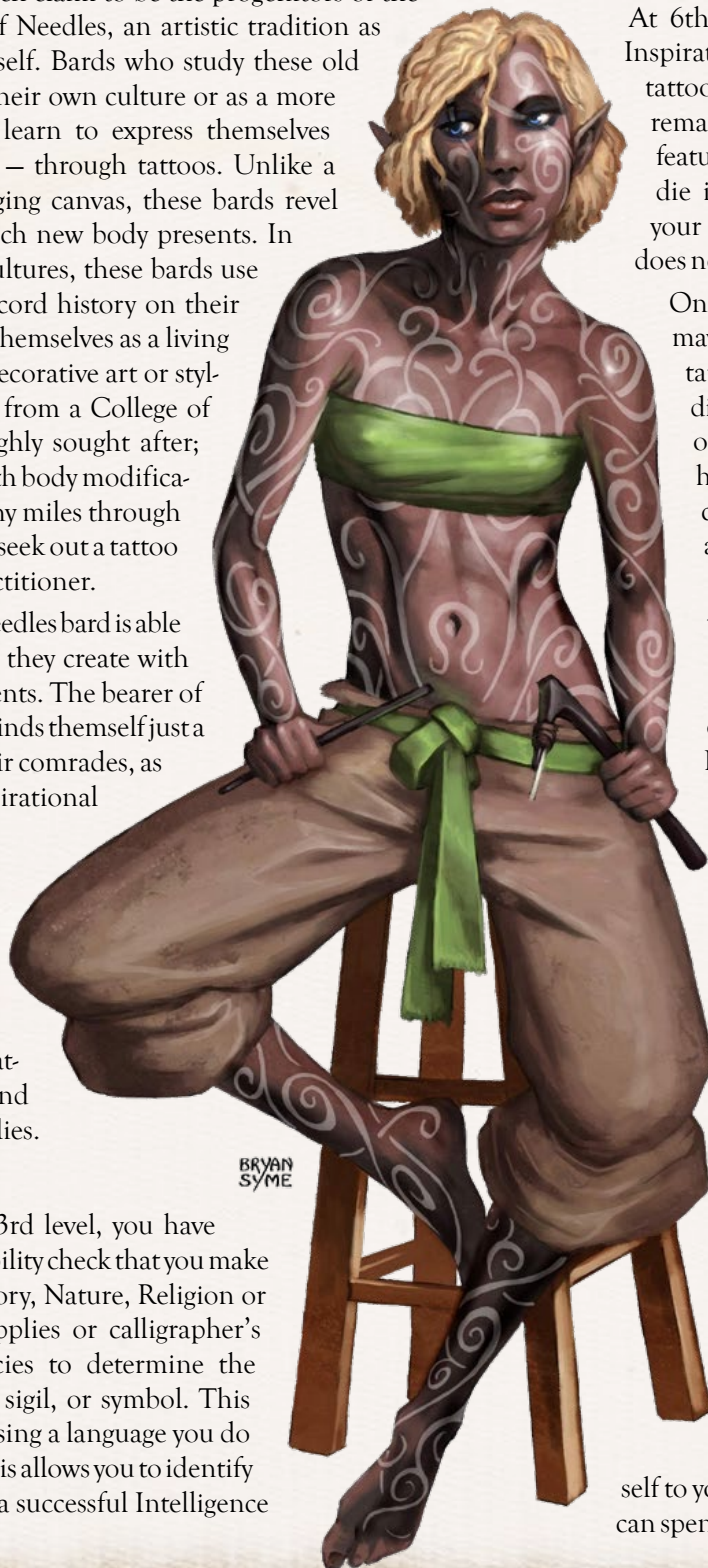
Once the tattoo is complete, the bearer may use a bonus action to activate the tattoo, adding your Bardic Inspiration die to their next attack roll, saving throw, or ability check. Once the recipient has used the tattoo in this fashion, it cannot be used again until they finish a long rest.

You may use this feature on any tattoo you craft, be it magical or not. Adding Inked Inspiration to a magical tattoo does not impact its other effects in any way. Once your Bardic Inspiration die has increased, you may spend one hour performing a touch up on a tattoo you have previously invested with Inked Inspiration. At the end of the hour, you expend all remaining uses of your Bardic Inspiration. Once this is complete, the Inked Inspiration die increases to your current Bardic Inspiration die. You cannot perform touch ups in this way on another artist's tattoos.

Additionally, you are now considered to have achieved the necessary tattoo artist notoriety required to study under an established tattoo adept (SLPG p. 94), even if you have never maintained a shop.

Shared Ink

At 14th level, you can bind yourself to your allies through shared tattoos. You can spend one day of downtime and 300 gp of



MY MOTHER TRAINED WITH THE BARDIC COLLEGE OF NEEDLES FOR SOME TIME. THE SKILLS SHE LEARNED THERE HAVE SAVED MY LIFE IN MANY A BATTLE. AS MY DRAGON SINGS, I CAN HEAR HER WISDOM COURGING THROUGH MY BLOOD.

materials to tattoo a binding tattoo on yourself. Using the same downtime and material cost, you can tattoo a similar tattoo on a creature of your choice. You can create a number of binding tattoos equal to your Charisma modifier. If you create a tattoo over this limit, you must choose a former tattoo to become inactive. You can reactivate an inactive binding tattoo by performing a touch up, requiring one day of downtime and 150 gp of materials.

Any time you cast a spell with the target of self, you can choose to have it affect yourself and one other creature within 120 feet of you that you can see with whom you share an active binding tattoo. Any time you cast a spell that targets multiple creatures, you can target any number of creatures with whom you share an active binding tattoo in range of the spell as if they were one creature.



CLERIC

The gods of Scarn gift their faithful followers with a number of domains, not all peaceful nor pleasant.

Divine Domain: Venom Domain

Clerics of the Venom Domain are often falsely accused of worshiping Mormo, the Serpent Mother, leading many to conceal their abilities. In reality, most Venom Domain clerics follow Sethris, the Spider Queen. It is only through the tenuous Divine Truce that her clerics are accepted in civilized society. They are secretly employed as assassins and investigators willing to venture into the darker corners of Ghelspad. The grotesque spider-eye goblins have been known to exhibit some mastery over the Venom Domain, although it is unclear if they receive their abilities from Sethris or some other entity.



TYPICALLY, I AM LOATH TO SQUISH INSECTS...BUT THERE IS ALWAYS ROOM FOR EXCEPTIONS.

Bonus Cantrip

When you choose this domain at 1st level, you gain the *poison spray* cantrip if you don't already know it.

Teachings of the Spider Queen

At 1st level, you become proficient with the poisoner's kit, if you are not already.

Blood of Venom

VENOM DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>ray of sickness</i> , <i>speak with animals</i> (spiders only)
3rd	<i>beast sense</i> (spiders only), <i>ray of enfeeblement</i>
5th	<i>conjure animals</i> (spiders only), <i>Sethris' potency</i> *
7th	<i>bite of the mamba</i> *, <i>inquisition</i> *
9th	<i>cloudkill</i> , <i>Mormo's serpent hands</i> *

*see Chapter Five: New Spells

Also at 1st level, you can use your action to cause venom to run through your veins for 1 minute. During this time, you can use a bonus action to envenom a piercing or slashing melee weapon that you touch with your blood, damaging yourself according to the table below. On the next successful attack made with the weapon, the target must make a Constitution saving throw or take 1d10 additional poison damage. If the save fails by 5 or more, the target is also poisoned for 1 minute.

WEAPON	DAMAGE
Light	1
One-handed	3
Versatile	4
Two-handed	5

Channel Divinity: Spider's Caress

Starting at 2nd level, you can use your Channel Divinity to place a vile curse on your enemies.

Sethris

Titles: the Spider Queen, the Venom Queen

Sethris is a minor deity revered by spider-eye goblins, narleths, intelligent arachnids, and those seeking vengeance. The Venom Queen is often associated with dark mystics and assassins. She is worshiped in the dark, forgotten places of Ghelspad and only spoken of in guarded whispers. Her symbol is a wavy silver dagger before a spiderweb on a black field. Her cultists often carry similar daggers, dripping with deadly venom.

The Spider Queen is cold and cunning and will wait centuries for her plots to hatch. She prefers to watch the goings-on of both gods and mortals from afar, safely hidden in her web of minions. Sethris often tempts weak-willed mortals who have recently been wronged, sending a skilled cultist to offer their services as an assassin; the buyer need only pay by paying homage to the Venom Queen. Sethris grants divine power to those who seek to subtly spread her influence across Ghelspad, like the slow advance of an insidious poison. Venom Domain clerics rival more traditional assassins in their mastery of venom and poisons. They are able to envenom their own blood, coating weapons in a vicious, fast-acting venom. Through their dedicated worship, Sethris' clergy take on spider-like features, eventually resembling the vermin she created.

As an action, you present your holy symbol and invoke the name of your deity. Choose a number of creatures up to your Wisdom modifier within 30 feet of you that you can see. These creatures must make a Constitution saving throw or suffer disadvantage on saving throws against poison for 1 minute. Starting at 8th level, any resistance (but not immunity) the targets may have against poison damage is removed for the duration.

Thick Carapace

Starting at 6th level, your body begins to produce a strong carapace as you take on arachnid features. While you are not wearing any armor, your Armor Class equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit. Additionally, you have advantage on saving throws against poison and resistance against poison damage.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Arachnoid Apotheosis

Starting at 17th level, you gain immunity to the poisoned condition and poison damage.

Additionally, you gain a bite attack that deals 1d4 piercing damage. On a successful bite attack, the target must make a Constitution saving throw, taking 2d6 poison damage on a failed save, or half as much damage on a successful one. If this poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

DRUID

There is an inherent power in blood. Druids of this circle learn to draw on that power through acts of sacrifice.

Druid Circle: Circle of Blood

During the Divine War the titans failed to establish a connection with their followers, leading to their defeat and banishment. While their children, the gods, fought alongside mortals in the war, the titans seemed to not take note of those working on their behalf. Even without a connection like clerics share with their deities, some titan-worshipping spellcasters found a way to harness their power. By partaking in the flesh and blood of the titans themselves, a new form of titan-priest was born — the blood witch, druids belonging to the Circle of Blood. Today many blood magic practitioners study at the feet of hags or travel away from Ghelspad, far to the east, in search of the forbidden arts.

While the first blood witches discovered power in titan blood, the practice has evolved to draw upon the forbidden energies in mortal blood as well, including the spellcaster's. Druids of the Circle of Blood are able to enhance their magic by consuming a portion of their own essence, or even offering a sacrifice in their stead. This form of blood magic is strictly forbidden by the gods and fervently hunted throughout Ghelspad, but the practice is still used in dark and forgotten places.

Blood Enhancement

At 2nd level, you delve into the old ways, learning to use your own blood to enhance your magic. Whenever you cast a spell you can use your bonus action to cut your hand, bite your tongue, or perform some other minor self-injury. Select one of the spell enhancements below and expend 1, 2, or 4 Hit Dice depending on the potency level chosen; each spell enhancement has three levels of potency.

Damage. If the spell deals damage, roll 1, 2, or 3 additional damage dice. If the spell deals multiple types of damage, choose which type you increase.

Range. If the spell has a range other than Self, increase the range by 30, 60, or 90 feet.

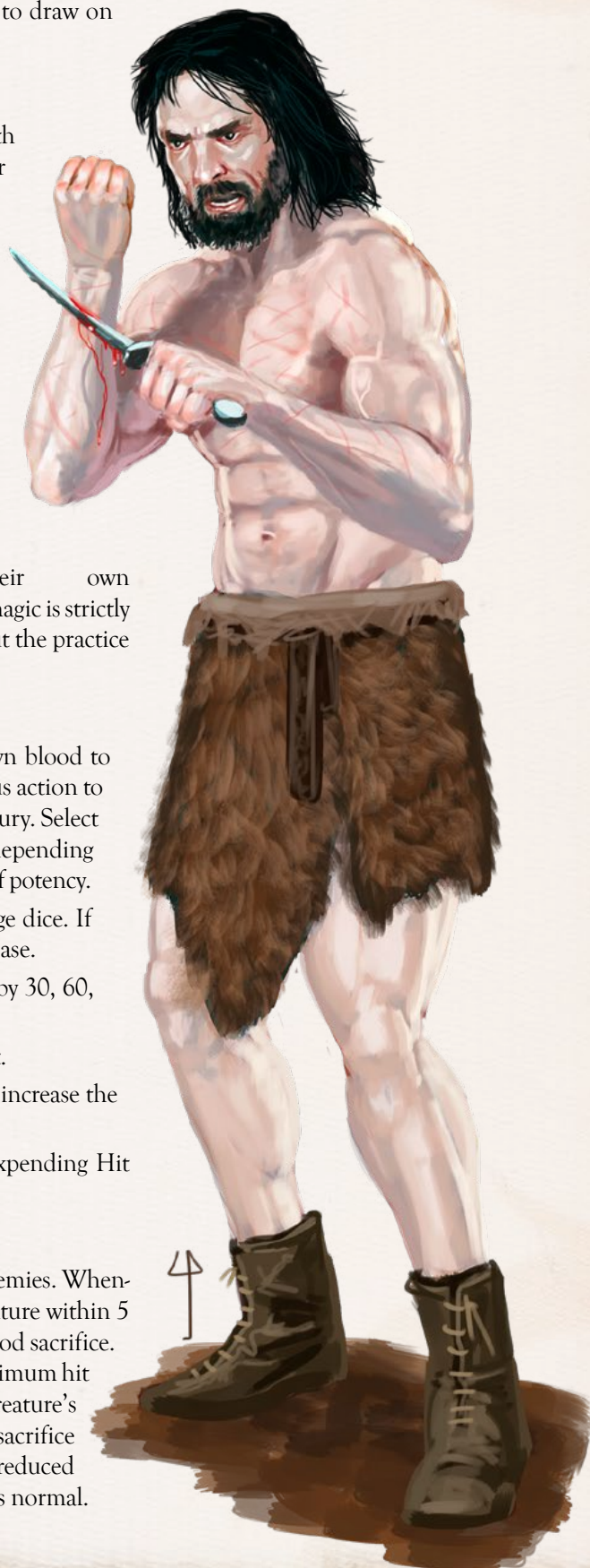
Area. If the spell has an area, increase the area by 10, 20, or 30 feet.

Targets. If the spell is capable of targeting more than one creature, increase the number of targets by 1, 2, or 3.

Starting at 10th level, you can choose two spell enhancements, expending Hit Dice for each.

Sacrifice

Beginning at 6th level, you can make unwilling sacrifices of your enemies. Whenever you use your Blood Enhancement feature, you can choose a creature within 5 feet of you that has been damaged in the last minute to supply the blood sacrifice. The creature must make a Constitution saving throw or have their maximum hit points reduced by the average result (rounded up) of 1, 2, or 4 of the creature's Hit Dice. For example, if a creature has d10 Hit Dice and supplies the sacrifice for a 1st-level potency enhancement, their maximum hit points are reduced by 6. If the target passes the saving throw, you expend your Hit Dice as normal.



Self-harm, Mental Health, and Safety at the Gaming Table

The Venom Domain cleric, Circle of Blood druid, and Oath of the Thorned Purifier paladin contain features that reward players for inflicting damage on their characters. We do not want to glorify or promote what is a serious mental health issue in our world. If you struggle with harming yourself, suicidal ideation, or any other mental health issue, please seek help from a qualified mental health professional.

We want everyone to feel comfortable and safe, even when playing in the dangerous world of Scarn. If any themes in this book or other supplements give you pause, we recommend using the X-card as a comfort and safety tool at the table. This is simply some form of visual signal to everyone at the table that a topic being discussed makes you uncomfortable.

These features are also easily retooled to remove references to self-harm altogether. The Venom Domain's Blood of Venom feature could form as a toxic spittle the cleric spews over a weapon, weakening themselves as the magic takes hold. The Circle of Blood druid's Blood Enhancement could be a mystical draining of their life force, as the titans themselves sap the druid's strength.

Starting at 14th level, you can select two spell enhancements when using this feature. The target makes one Constitution saving throw, reducing their maximum hit points for each spell enhancement on a failure.

You must finish a long rest before using this feature again.

Forbidden Forms

Starting at 10th level, you have learned how to take on forms created by the titans. When using your Wild Shape, you can transform into any creature with the titanspawn subtype with a challenge rating as high as your druid level divided by 4, rounded down.

DRUID LEVEL	MAX CHALLENGE RATING
10	2
11	2
12	3
13	3
14	3
15	3
16	4
17	4
18	4
19	4
20	5

Dark Offering

Starting at 14th level, you can make a ritualistic sacrifice to gain untold power. In order to complete the ritual, you must spend 1 hour chanting, burning incense, and preparing runes in the presence of a willing or incapacitated creature. The creature must either have 5 or more Hit Dice or an Intelligence of 7 or higher. During this hour, you are considered to be taking hostile action against the target and damaging them. Spells such as *charm person* and *dominate person* fail if the target is subject to this feature.

At the end of the hour, you kill the creature, offering their blood to the titans. In exchange, you gain one spell enhancement from your Blood Enhancement feature at its highest potency for 8 hours.

Once you use this feature, you cannot use it again for 8 days.

FIGHTER

Ghelspad is a war-torn land. Though the Divine War ended a century and a half ago, the divine races and the Redeemed still battle over land and resources. Titanspawn threaten to overrun every place where society has gained a foothold. As such, the arts of violence are commonplace throughout Ghelspad.

Martial Archetype: Dragon Knight

Calastia's dragon knights come from among Virduk's finest soldiers, taken to be trained by the Order of the Black Dragon to ride a mock dragon, a species of flightless drake native to Ghelspad, into battle. The mock dragons are cherished by the Order, who have long studied how to breed, train, and care for the unique beasts. Each knight is ordained by a priest of Chardun and then mystically bound to a mount. The loyalty between dragon and rider is unparalleled, making for a terrifying fighting unit.

Fighters who become Dragon Knights of Calastia are master cavaliers. They learn devastating techniques with the lance and, over time, begin to exhibit more magical qualities as well. Even when dismounted, a rare and disgraceful occurrence for any Dragon Knight, they are formidable warriors, unmoved by the horrors of battle.

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, History, Intimidation, or Persuasion. Alternatively, you learn one language of your choice.

Dragon Mount

Starting at 3rd level, you can form a deep bond with one of the Order of the Black Dragon's special mounts. You spend one day of downtime bonding with a mock dragon (see **Creature Collection**). The mount gains the ability to speak one language of your choice that you know.

Your mount serves you both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit.

If your mount dies, you must acquire a new mount before performing the bonding ritual—you do not summon a mount as part of this feature. Losing a mount as a Calastian Dragon Knight is considered a grave offense to the Hegemony and will come with severe consequences. GMs are encouraged to make acquiring a new dragon mount arduous and dangerous. The Order of the Black Dragon may demand that the disgraced knight perform some quest in service to Calastia before being granted a new mount.

Additionally, you have advantage on saving throws made to avoid falling off your mount. If you fall off your mount

Alternate Mock Dragon

If **Creature Collection** is not available to you, your mock dragon has the statistics of a black dragon wyrmling but is Large sized, does not have a flying speed, and its acid breath has a recharge of 6.

and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Dragon Spear Technique

Starting at 3rd level, you master using the lance while mounted. While mounted on your dragon mount, if the mount moves at least 20 feet toward an enemy and you make a successful attack with a lance against that enemy, you deal an additional 1d12 piercing damage. This damage die is rolled again if the attack is a critical hit.

You can make this special attack a number of times equal to your Strength modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Endowment of Scales

Starting at 7th level, the binding magics between you and your mount cause your body to grow thick black scales. While you are not wearing any armor, your Armor Class equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit. If your dragon mount dies, you lose this benefit after 24 hours. If you form a new bond with a dragon mount, the scales grow back over 24 hours and you regain this benefit.

Dragonheart

At 10th level, you gain resistance to acid damage and have advantage on saving throws made against being frightened.

Of One Blood

At 15th level, the binding magics draw you closer to your mount. Any healing you receive, including through your Second Wind feature, also affects your mount.

Wrath of the Black Dragon

Starting at 18th level, you share your dragon mount's powerful breath. You can use an action to exhale acid in a 15-foot line that is 5-feet wide. Each creature in the line must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier), taking 5d8 acid damage on a failed save, or half as much damage on a successful one.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Martial Archetype: Goreguard

In Fangsfall, the City of Teeth, the goreguard serve as enforcers and guardians in Fang Quarry. At night they fight in gruesome pits for coin and glory. The City of Teeth is known for the great deposits of fangstooth ore found in the Quarry, at the base of a mountain formed from one of Gaurak's teeth. The goreguard were created when a particularly rich vein was cut open and began to bleed the titan's blood. The blood was distilled and used in deadly experiments, eventually creating the goreguard — warriors who grow to resemble one of Gaurak's fatlings.

Fighters who undertake the process necessary to become a goreguard quickly gain weight but enjoy increased might and fortitude and a truly iron stomach as a result. Trained gladiators all, the goreguards are able to survive both in Fangsfall's many fighting pits and the goblin-infested Quarry.

Ravenous Hunger

When you choose this archetype at 3rd level, you begin to take on aspects of Gaurak. You require twice as much food as a typical humanoid of your age and size but can eat nearly anything. You are immune to diseases and other negative effects related to eating raw, rotten, or otherwise dangerous foods. This immunity does not extend to ingested poisons that may be added to your food.

Gaurak's Gnashers

Starting at 3rd level, the infusions of Gaurak's blood cause your teeth to become larger and thicker, allowing you to bite through flesh and bone with ease. When you take the Attack action and attack with a melee weapon, you can use a bonus action to bite a target within 5 feet. Your bite deals 1d6 piercing damage. You are considered proficient with your bite attack.

I WOULD RATHER SINGLE-HANDEDLY FIGHT A SWARM OF VENGAURAK THEN BE LOCKED IN A ROOM WITH A HUNGRY GOREGUARD.

Corpulence

Starting at 7th level, the amount of Gaurak's blood coursing through you grows. You gain 50 percent of your body weight as you begin to grow obscenely fat. Your Strength and Constitution scores increase by 1 to a maximum of 20 and your Dexterity score decreases by 1.



At 15th level, you gain another 25 percent of your body weight. Your Strength and Constitution scores increase by 1 to a maximum of 20 and your Dexterity score decreases by 1.

Showboating

Beginning at 10th level, you have become so accustomed to fighting in arenas and back alleys that you can turn anything into a weapon. You are proficient with improvised weapons. Furthermore, your rage and frustration when handling improvised weapons calls to the titanic corruption in your veins.

When using an improvised weapon you may apply your Charisma modifier to attack and damage rolls. If you do, the improvised weapon's damage is considered to be cold and magical in addition to its regular damage type.

Insatiable

Starting at 15th level, you gain supernatural fortitude from gorging yourself on food. If you spend 10 minutes eating 30 or more pounds of organic matter, you regain the use of your Second Wind or Action Surge feature (your choice).

Once you have used this feature, you cannot use it again until you finish a long rest.

Hunger of the Glutton

Starting at 18th level, you can inspire the hunger of Gaurak in those near you. You can use your action to let out a tremendous belch. Creatures within 30 feet of you must make a Wisdom saving throw (save DC equals 8 + your proficiency bonus + your Constitution modifier). Creatures who fail the save must spend their actions for the next minute seeking out and devouring food. The target may repeat the saving throw at the end of each of their turns. The target will not endanger themselves while searching for food or act against their nature. For example, loyal companions will not attack one another over food. If you or your companions attack the target while they search for food, they have advantage on the saving throw.

Once you have used this feature, you cannot use it again until you finish a long rest.

Martial Archetype: Liliandeli Archer

The Liliandeli archers are stalwart defenders of the Hornsaw Forest, formerly called the Broadreach. Before the Divine War, the Broadreach was a sanctuary for many sylvan creatures and goodhearted fey, but after the ravages of the war it is simply known as the Forest of Blood. The archers take their name from an elven bard and devout follower of Tanil named Liliandel. She and her husband Thoresk, an accomplished ranger, are said to have been visited by the Huntress herself and taught how to craft and wield bows as well as survive among the woodland creatures. By the time of the Divine War, many archers had flocked to Liliandel to learn by her side. Though many of the Liliandeli archers

died during the Titanswar, including Liliandel herself, some have returned to their former home seeking to rid it of Mormo's dark influence.

Fighters who train as a Liliandeli archer are gifted with abilities from Tanil herself. They learn to pierce the defenses of even the most fearsome monsters and navigate the forest like a ranger. Master archers are taught secret artifices, imbuing a piece of themselves into their weapons.

Bonus Proficiencies

When you choose this archetype at 3rd level, you become proficient in Nature and Survival, if you are not already.

Kiss of the Huntress

Starting at 3rd level, Tanil empowers your arrows to slay evil creatures. Whenever you fire a nonmagical arrow from a shortbow or longbow, it counts as silver for the purpose of overcoming resistance and immunity to damage.

Beginning at 7th level, the arrow counts as both silver and magical. The magic fades from the arrow immediately after it hits or misses its target.

Broadreach Training

Starting at 7th level, you learn how to live and hunt well in and amidst trees. Choose one of the options below. At 15th level, choose one additional option.

Brachiation. You gain a climbing speed equal to your walking speed when climbing trees. Additionally, you have advantage on any Dexterity (Acrobatics) or Strength (Athletics) checks related to climbing trees, balancing upon them, or swinging among them.

Camouflage. You have advantage on Dexterity (Stealth) checks made in forested terrain.

Forest Marauder. You can use any tree or thick foliage as half cover.

Sentinel. You cannot be surprised while in forested terrain.

Tanil's Blessings

Starting at 10th level, Tanil bestows magical abilities upon you. You may cast each of the following spells once at their minimum level requiring no material components: *jump*, *longstrider*, *multiply missile* (SLPG p. 139), and *twisting thrust* (SLPG p. 143). You regain the ability to do so when you complete a long rest.

Your spellcasting ability for these spells is Wisdom.

Hornet Shot

Starting at 15th level, you can imbue an arrow to inflict incredible pain on your target. You can use a bonus action to speak a word of power before you fire an arrow from a bow. If the attack hits, the target must make a DC 17 Constitution saving or the arrowhead begins to drill into the target. At the beginning of each of their turns the target takes 2d6 piercing

damage. The arrowhead can be removed if any creature, including the target, uses their action and makes a DC 17 Wisdom (Medicine) check to treat the wound.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Invest the Bow

Starting at 18th level, you have reached the height of Liliandel's teachings and can impart a piece of yourself into your weapon, known as investing the bow. You can take 1 hour, which can be done over the course of a short or long rest, to add one or more of the following magical properties to a bow for 24 hours. For each property added, you must spend a number of Hit Dice indicated below. You cannot regain these Hit Dice until you spend an hour disenchanting the bow, which can be done over the course of a short or long rest. You cannot have more than one bow enchanted

in this way at a time. You must select all properties to add to the bow before undertaking the hour-long ritual.

Chosen Foe (5 Hit Dice). You have advantage on attacks made with the bow against any creature of a type you choose, such as beasts, dragons, or monstrosities. If you choose humanoids, pick one subtype such as humans or elves. You can add this property multiple times, choosing a new type and expending Hit Dice for each additional property.

Elemental Barrage (3 Hit Dice). Attacks made with the bow deal an additional 1d6 cold, fire, lightning, or thunder damage. You can add this property multiple times, choosing a new damage type or an additional 1d6 damage of the same damage type and expending Hit Dice for each additional property.

Seeking Shots (3 Hit Dice). Attacks made with the bow ignore half cover.



MONK

Martial prowess and discipline are hallmarks of the monk. The Way of the Sacred Chain is no exception.

Monastic Tradition: Way of the Sacred Chain

The Order of the Sacred Chain was born in Chardas, a large settlement in Calastia dedicated to the worship of Chardun, the Great General. The Order teaches that if one seeks power over others, then they must first master themselves in mind, body, and spirit; the true master rules themselves first and then their underlings. The monks dedicated to Chardun have mastered his iconic weapon in combat and serve Calastia as assassins, bodyguards, and secret operatives. They are often pitted against more traditional Calastian knights in duels, urging both to better themselves, and thus Calastia as a whole.

Monks hailing from Chardas itself wear a heavy iron manacle on one wrist, to which they permanently latch their spiked chain. The manacle and chain serve as an outward representation of their teaching and a reminder that they are slaves to Chardun.

Monks following the Way of the Sacred Chain dedicate themselves to the weapon. They learn to subdue opponents quickly, bringing them off their feet or transferring their ki through the weapon, enslaving their enemies' minds. Masters of the style are dervishes on the battlefield, able to bring down entire squadrons of Virduk's enemies in a flurry of steel.

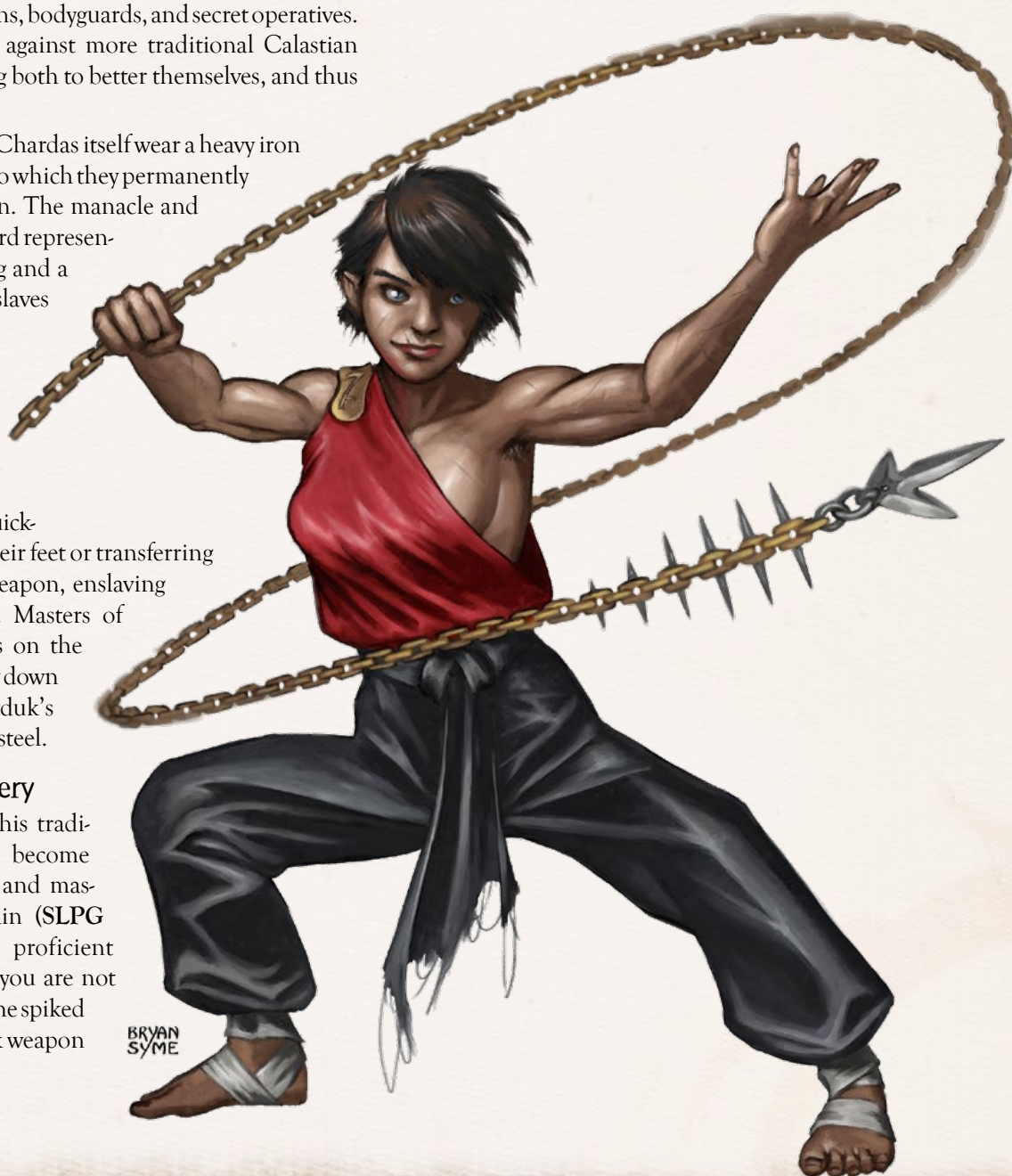
Spiked Chain Mastery

When you choose this tradition at 3rd level, you become dedicated to studying and mastering the spiked chain (SLPG p. 118). You become proficient in the spiked chain if you are not already. Additionally, the spiked chain counts as a monk weapon for you.

When you make a successful attack with a spiked chain, you can spend 1 ki point to attempt to trip your enemy. The target must succeed on a Dexterity saving throw or be knocked prone.

Slaver's Strike

Starting at 3rd level, you can strike a wounded creature and bring them to heel. When you make a successful attack with your spiked chain against a creature with half or fewer of their hit points remaining, you can spend 2 ki points to attempt a slaver's strike. The target must succeed on a Con-



stitution saving throw or be incapacitated for 10 minutes or until they take damage. While incapacitated in this way, the target's speed is reduced to 0.

Climb the Chain

Starting at 6th level, you can use your spiked chain to pull yourself to any object within 10 feet of you, spending an amount of movement equal to the distance traveled. Your GM may also allow you to anchor the chain to an object above you and swing over obstacles, traveling no more than 10 feet.

Dervish of Terror

At 11th level, you can use your action and spend 4 ki points to perform a flourish with your spiked chain. Creatures within 20 feet of you that can see you must make a Wisdom saving throw or become frightened of you for 1 minute.

Iron Tempest

Starting at 17th level, you can create a storm of attacks with your spiked chain. When you use the Attack action, you can expend 5 ki points to make an attack against every creature within 10 feet of you.



PALADIN

Though rare and wildly different than traditional paladins of Ghelspad, those who swear the following oath are no less devoted.

Sacred Oath:

Oath of the Thorned Purifier

This oath began among devout followers of Chardun but has grown beyond those who worship the Overlord. Paladins outside the auspices of Chardun's worship who follow this oath focus their attentions on learning control of the body, seeking mastery of pain and pleasure, with a strong focus on the consent and safety that are required to push the boundaries of sensation. Paladins of this oath who follow the Slaver believe that strength is found through enduring suffering and dominating not just the world but one's self. The weak, soft, and corrupt are subjected to torture to remove their weakness, sometimes permanently, from the world as Chardun demands. Interestingly, some Chardun worshipers who follow this oath eventually leave the Great General's faith, finding the Slaver's teachings incompatible with some of the tenets of this oath.

Every Chain that Binds, Can Also Hold and Support

To the Thorned, pain is a great gift. These paladins test their techniques on themselves and each other in an elaborate system of submissive/dominant relationships. The sub is referred to as a Rose and their dom is the Thorn. These relationships are consensual and are signified by wearing matching chains, adorned with a unique emblem chosen by the participants. This relationship is often, but not always, independent of romantic relationships the paladins may have.

Consent is paramount in these relationships, and paladins who violate it can expect the indignity of a swift death (see **Sexual Violence in Ghelspad** p. XX).

Tenets of the Thorned Purifier

Know Your Weakness. Pain is not something to be feared, but a weapon to be harnessed. Do not cower from it but run to meet it.

Delight in the Flesh. Know your pleasures as deeply as your pains. They are the opposite sides of the same coin that can purchase your soul.

There is Only You. Anything that is owned can be taken. Do not become attached to possessions or they will possess you. This only leads to weakness.

Your Rules are Sacred. The good do not need rules. The wicked are animals without them. Choose them as you need, inscribe them on your flesh, answer to Chardun if you break them.



THESE PALADINS OF CHARDUN ARE QUITE UNLIKE ANY WARRIORS I HAVE EVER MET. I LEARNED A GREAT DEAL ABOUT SACRIFICE WHILE IN THEIR COMPANY, BUT ULTIMATELY DECLINED FURTHER EDUCATION. I CANNOT CONDONE ANY GOD THAT BINDS THEIR CHILDREN WITH CHAINS.

Oath Spells

You gain oath spells at the paladin levels listed.

PALADIN LEVEL	SPELLS
3rd level	<i>flash</i> , <i>inflict wounds</i>
5th level	<i>halting the wayward tongue</i> *, <i>rend the sovereign soul</i> †
9th level	<i>dying breath</i> *, <i>fountain of blood</i> *
13th level	<i>blood water</i> *, <i>inflict susceptibility</i> †
17th level	<i>aura of death</i> †, <i>modify memory</i>

†see *Scarred Lands Player's Guide*, Chapter Six: Spells

*see Chapter Five: New Spells

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Rebuke. When you cast *inflict wounds* on another creature or yourself, after you have rolled damage, you may roll the same number of dice again immediately after and double the result to recover that many hit points. If you do, the target must make a Constitution saving throw; on a failed save, they suffer an additional 1d4 necrotic damage due to blood loss each round for a number of rounds equal to your Strength modifier. You have advantage on Constitution saves called for by this ability.

Aura of Penance. Forced to face their own personal demons, all creatures within 30 feet of you must make a Wisdom saving throw. Those that fail suffer disadvantage on all Attack rolls and cannot take opportunity attacks against you for a number of rounds equal to your Charisma modifier as they are plagued by visions of their past that most shame or scare them.

Rending of Roses

At 6th level, you may choose a creature within 30 feet of you. The target must make a Wisdom saving throw against your spell save DC. If the target fails, you gain advantage on all Charisma Ability checks against your target as you project an air of dominance to them which lasts until you leave their presence or for an hour, whichever is shorter. This ability allows you to glean basic information about your target's relationships, including whether they are owned by another according to Chardun's law, and if so whether their master has mistreated them in Chardun's eyes. Once you use this ability you may not do so again until you have completed a long rest.

At 10th level, you may use this ability twice between long rests.

Share the Pain

Starting at 15th level, when you take damage you may use your reaction to transfer that damage to a creature of your choice within 30 feet. If you do, you suffer no damage and the target may make a Constitution saving throw against your spell save DC. On a failed save the target suffers the full damage of the initial attack. On a successful save the target suffers half the damage you transfer and the rest is negated. Once you use this ability, you cannot do so again until you complete a short or long rest.

Return to the Halls of Dominion

At 20th level, you may send a victim to the Overlord's hellish demesne. This ability emulates the effects of the *power word kill* spell. At the GM's discretion, certain creatures killed in this manner may return as Chardun-slain (see **Creature Collection** p. 38) after one year. Once you use this feature, you cannot use it again until you have completed a long rest.

RANGERS

In the wake of the Divine War, much of Ghelspad is wild and untamed. Rangers excel at navigating these wilds and the unique threats that reside therein.

Ranger Archetype: Black Thorn

Dating back to the old Ledean Empire and dedicated to the expansion of Chardun's Church as a whole, the Order of the Black Thorn have managed to remain outside of the political games of Calastia and Chardunahae. With great delicacy, the Order supports Chardun's Church in both nations, as well as in other lands across Ghelspad without bias for any one in particular.

Black Thorn Magic

Beginning at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown on the table below. The spell counts as a ranger spell for you but does not count against the number of ranger spells you know.

LEVEL	SPELL
3	<i>bane</i>
5	<i>hold person</i>
9	<i>nondetection</i>
13	<i>weapon of nature</i> *
17	<i>hold monster</i>

*see Chapter Five: New Spells

Master of Poisons

When you choose this archetype at 3rd level, you gain proficiency with a poisoner's kit if you did not have it already. You may create a poison in half the listed time for half the listed cost.

Combat Perception

Also at 3rd level, you achieve lightning fast reflexes and reaction times in combat. You have advantage on initiative rolls.

Chardun's Stature

At 7th level, your mental hardening exercises provide you with advantage on saving throws against being frightened or charmed.

Blessing of the Dark Will

Beginning at 11th level, you have gained enough favor in Chardun's service that the Great General grants you the Blessing of the Dark Will. As a reaction, you may elect to have advantage on any saving throw. You may use this feature in this fashion a number of times equal to your Wisdom

modifier (minimum 1). You regain all expended uses when you complete a long rest.

Eye of the General

At 15th level, with the divine help of Chardun, your knowledge of enemies exceeds the normal ability of other rangers. During the fury of battle, you know precisely where to hit an opponent and how to deal the hardest blow as quickly as possible.

You make a Wisdom (Perception) check against a DC equal to the target's AC. On a success, you may declare your next attack to be an automatic critical hit provided that your attack roll is sufficient to hit the target's AC.

If you wish, you may continue to make these checks every round until you either fail the Wisdom (Perception) check or miss with the subsequent attack roll.

Once this feature has been used it cannot be used again until you complete a long rest.

Ranger Archetype: Bounty Hunter

Bounty hunters are known to the agents of law nearly everywhere, from Hedrad to the tribes of Albadia, and even among the disciplined military of Vesh. Every nation—civilized or uncivilized, free or despotic—possesses some of these resourceful individuals. The vast tracts of wilderness that often separate a fugitive from their justice often require a skilled ranger in order to navigate.

Hunter's Craft

At 3rd level you gain proficiency with thieves' tools.

Hunt Quarry

At 3rd level, if you spend at least one hour studying any history of your quarry (such as legal records, or eyewitness reports) or simply observing the individual in question, you gain advantage on attack rolls made against the target. In addition, you may treat the target as a favored enemy with regard to Ability checks you make related to tracking or recalling information related to your target.

You may only use this ability on one target at a time.

Pulse of the Relentless

At 7th level, you develop an almost supernatural ability to sense and track your prey. You may use this ability to cast *locate creature* without the need for components and without expending a spell slot. Once you have used this ability you may not do so again until you complete a long rest.

When you reach 11th level you may use this ability twice between long rests. At 15th level, you may use this ability three times between long rests.

Ambush Master

Starting at 11th level, you excel at leading ambushes and acting first in a fight.

You have advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until you hit another creature, the creature is reduced to 0 hp, or you are reduced to 0 hp.

Nemesis

You emanate an aura of fear for the mark you have studied with Hunt Quarry. When within 30 feet of you, the mark must make a Wisdom saving throw against your ranger spell save DC.

On a failed save, the creature is frightened of you until the start of its next turn.

This saving throw occurs every turn the mark is within 30 feet of you. If the mark does enough damage to you to reduce you to half your maximum hit points, the aura's effect ends.

Ranger Archetype: Hornsaw Sentinel

The Hornsaw sentinels are wicked rangers who guard the Hornsaw as fervently as their previous incarnation guarded the Broadreach. They will gladly give their lives to prevent anyone from changing the Hornsaw; they believe that the "taint" was actually the vast forest's true destiny, unlocked by the touch of Mormo. Though they rarely worship Mormo per se, many certainly do ally themselves with her servants.

Hornsaw Magic

Beginning at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown on the table below. The spell counts as a ranger spell for you but does not count against the number of ranger spells you know.

LEVEL	SPELL
3	<i>expeditious retreat</i>
5	<i>enhance ability</i>
9	<i>Sethris' potency</i> *
13	<i>hallucinatory terrain</i>
17	<i>cloudkill</i>

*see Chapter Five: New Spells

Hornsaw Blade

At 3rd level, you are led to a site where Hornsaw unicorns have fallen and guided through the sacred process of harvesting two of their curved, serrated horns for the purpose of crafting Hornsaw blade scimitars. This process makes the horn as hard as the finest steel. Your blade is considered a natural weapon regarding the *magic fang* spell. After you gain your companion at 7th level, when you cast *magic fang*

targeting yourself you can also affect your beast companion with the spell if the beast is within 60 feet of you.

Hornsaw Companion

At 7th level, you gain a particularly intelligent but willful **juvenile hornsaw** as a companion. Though it will occasionally permit you to ride it, the beast is not a mount. The hornsaw accompanies you on your adventures and is trained to fight alongside you. Like any creature, it can spend Hit Dice during a short rest to regain hit points.

The hornsaw obeys your commands as best it can and takes its turn on your initiative. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, or Help action. If you don't issue a command, the beast takes the Dodge action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the hornsaw to take the Attack action.

If you are incapacitated or absent, the hornsaw acts on its own, focusing on protecting you and itself. The beast never requires your command to use its reaction, such as when making an opportunity attack.

While traveling through your favored terrain with only the hornsaw, you can move stealthily at a normal pace.

If the hornsaw dies, you can obtain a new companion by spending 8 hours magically bonding with a juvenile hornsaw that isn't hostile to you and that meets the requirements.

Exceptional Training

Beginning at 11th level, when you command your hornsaw companion to take the Attack action, the hornsaw can make two attacks, or it can take the Multiattack action. On any of your turns when your hornsaw companion doesn't attack, you can use a bonus action to command the hornsaw to take the Dash, Disengage, or Help action on its turn.

Blood of the Hornsaw

When you reach 15th level, your juvenile hornsaw matures to an adult and begins using the hornsaw statistics (see **Creature Collection** p. 107). As this occurs, you gain the ability to call upon the power of Mormo's dark forest and gain some of the characteristics of a hornsaw. The effect lasts for one hour. Once you use this feature in this way, you may not do so again until you complete a long rest.

Wounded Fury

When you have 35 hit points or fewer, you have advantage on attack rolls. In addition, you deal an extra 2d6 damage with your melee attacks.

Horn

You grow a large, serrated magic horn from the center of your forehead. You are proficient with the horn, which deals 2d8 slashing damage.

Charge

If you move at least 20 feet straight toward a target and hit it with a horn attack on the same turn, you deal an extra 2d8 slashing damage. The target must succeed on a DC 16 Strength saving throw or be knocked prone.

Ranger Archetype: Huntsmaster

Each huntsmaster bonds with a wolf animal companion — of whom he is both master and student. These wolves obey the huntsmasters but also teach them their own ways; in the process these warriors become as cunning and ferocious as the animals themselves. As they grow more attuned to the wolves who share every aspect of their lives, huntsmasters increase in strength and potency.

Many outside of Vera-Tre fear huntsmasters, and with good reason. They are commonly viewed as little better than barbarians, with their animalistic ways and predilection for hunting under cover of darkness. On nights when Belsameth's moon is full, the huntsmasters gain the ability to enter a rage that gives them superhuman strength and endurance.

Moon Rage

At 3rd level, you learn to stoke your instincts into a bestial rage. On one of the three nights of the full moon of Belsameth, you can enter a Moon Rage. This is treated as a barbarian rage, save for the following changes:

May only be entered on one of the nights of the full moon.

You may enter such a rage once per night. This increases to 2/night at 7th level, 3/night at 11th, and 4/night at 15th.

Wolf Companion

At 3rd level, you gain a wolf companion that accompanies you on your adventures and is trained to fight alongside you. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills in which it is proficient. Its hit point maximum equals the hit point number in its stat block or four times your ranger level, whichever is higher. Like any creature, it can spend Hit Dice during a short rest to regain hit points.

The beast obeys your commands as best it can. It takes its turn on your initiative. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, or Help action. If you don't issue a command, the beast takes the Dodge action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. The beast never

Juvenile Hornsaw

Medium beast (titanspawn), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	9 (-1)	17 (+3)	12 (+1)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, Titan Speech (can't speak)

Challenge 4 (1,100 XP)

Charge. If the juvenile hornsaw moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 5 (1d8) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Magic Resistance. The juvenile hornsaw has advantage on saving throws against spells and other magical effects.

Magic Weapons. The juvenile hornsaw's weapon attacks are magical.

Wounded Fury. When it has 35 hit points or fewer, the juvenile hornsaw has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Actions

Multiattack. The juvenile hornsaw makes three attacks: one with its hooves, one with its bite, and one with its horn.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

Horn. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

The Moons

Scarn has two moons, but only one is granted a name. The orb called Belsameth's moon passes through a full cycle every 25 days, and it is said that Manawe, goddess of the seas, commands the ocean tides to rise and fall in honor of her half-sister.

The second moon is called the Nameless Orb or the Gray Moon when it is called anything. Corean decreed that the moon should not be named or mentioned, and across Ghelspad it is considered a symbol of death and ill omen. Its cycle is four months plus one day, or 101 days. Every six and one-quarter years the two moons are full on the same night, widely considered to be a time of catastrophic events, horror and disaster. On such nights, the commoners of Ghelspad pray behind locked doors, and even the brave and wise feel a deep sense of unease and fear.

requires your command to use its reaction, such as when making an opportunity attack.

While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace.

If the beast dies, you can obtain a new companion by spending 8 hours magically bonding with a wolf that isn't hostile to you and that meets the requirements.

Wolf Master

The huntsmaster possesses such a close bond with his wolf companion that he can train his bonded wolf various ways to improve its abilities. Beginning at 7th level and again at 9th, 13th, 17th, and 20th, the huntsmaster may add one of several special abilities to his companion. The abilities are listed below. All may be selected multiple times unless otherwise stated in the description.

Increased Hit Die: The animal companion gains one additional hit die of its type.

Increased Intelligence: The animal companion gains +2 Intelligence.

Natural Armor: The animal companion gains a +2 natural armor bonus.

Rageful: When the huntsmaster enters a Moon Rage, their wolf companion does as well, gaining the same bonuses and penalties while in such a rage.

Exceptional Training: On any of your turns when your wolf doesn't attack, you can use a bonus action to command the beast to take the Dash, Disengage, or Help actions on its turn.

Save Bonus: The wolf companion gains advantage on one of its saving throws.

Speech: The animal companion gains the ability to communicate telepathically with the huntsmaster, just as if the spell *Speak with Animals* were in effect. If this ability is taken a second time, the companion gains the ability to communicate verbally with its master.

On the Hunt

Starting at 11th level, your speed increases by 10 feet while you aren't wearing heavy armor. Additionally, you have advantage on Dexterity (Acrobatics) checks while chasing down quarry.

Summon the Pack

Upon reaching 15th level, a huntsmaster may let loose an unearthly howl, which summons a number of normal wolves equal to their Charisma modifier (minimum 1). These wolves understand and obey the huntsmaster on a primal level. They look to the huntsmaster and his wolf companion as the alphas of their



pack for the evening and are able to enter a moon rage when the huntsmaster does. While raging, the wolves receive the same bonuses and penalties as the huntsmaster.

Ranger Archetype: Oaken Shadow

There are no oaken shadows—at least, not officially. But every local elf knows they exist, just as every inhabitant of Vera-Tre knows that their life depends on these agents and the secret of their identity. On the perimeter of the Ganjus, titanspawn often wander into the forest. Usually, they don’t wander back out.

Trained in the mysteries of Denev, Oaken Shadows are some of the finest rangers that Vera-Tre has to offer and were taught to move within the forest’s shadow; they were not to be simply part of the forest but were rather to make the forest’s hidden places their domain. Thanks to these teachings, the Shadow of the Oak became a deadly force hidden within, and in defense of, the borders of the Ganjus.

Recently, the Shadow of the Oak has begun to move beyond the borders of the Ganjus. South into the Hornsaw, they have created alliances with the Broadreach elves in the hopes of cleansing the wicked forest and consolidating their position against Calastia. Westward they travel into the Stricken Forest, cleansing the forest there so that perhaps, just perhaps, one day the elves may establish a great wooded empire. Even the Hellianns in Albadia quietly wonder at the elves they see wandering through their forests, seemingly at home in the shadowy places of the icy wastes.

Oaken Shadow Magic

Beginning at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown on the table below. The spell counts as a ranger spell for you but does not count against the number of ranger spells you know.

LEVEL	SPELL
3	<i>entangle</i>
5	<i>darkness</i>
9	<i>shade’s sight</i> *
13	<i>dominate beast</i>
17	<i>hold monster</i>

*see Chapter Five: New Spells

Of the Forest

When you select this archetype at 3rd level, you learn to use the forest itself to create and hide simple booby traps such as pit traps. You can create a trap using items you have on hand by making a Wisdom (Survival) check. At the GM’s discretion you may claim advantage on this check if you are proficient with and have access to tools appropriate for the type of trap you are building, such as an herbalism kit or poisoner’s kit for dealing with poisonous plants, or carpenter’s tools for working with branches and wood. The total

of your check becomes the DC for any attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it, such as poison damage for an herbal concoction or piercing damage for tree branches sharpened into spikes, equal to half the total of your check, rounded up.

Guardian of the Forest

Also at 3rd level, creatures of the forest do not casually assault an oaken shadow; whether this is through respect or fear is unknown. Any beast acts as if the oaken shadow is under the effect of a *sanctuary* spell. This effect is always active and requires no effort on the part of the ranger to maintain.

Skin of Wood

At 7th level, you learn to call on the protection of the forest. You may cast the *armor of brambles* spell (see Chapter Five) without using a spell slot and without the need for components. In addition, while in a forest and using this ability, you gain advantage on Dexterity (Stealth) checks. You may use this feature a number of times equal to your Wisdom modifier (minimum 1) and regain all uses when you complete a long rest.

Shadow Forest Walker

When you reach 11th level, you gain the ability to enter the shadow of a tree and then travel to the shadow of any other tree within 500 feet. Both trees must be living, and their shadows must be at least the same size as you. You must use 5 feet of movement to enter a tree’s shadow. You instantly know the location of all other valid shadows within 500 feet and, as part of the move used to enter the shadow, can either pass into one of those shadows or step out of the shadow you’re in. You appear in a spot of your choice within 5 feet of the destination shadow, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the shadow you entered.

You may use this ability a number of times equal to your Wisdom modifier (minimum 1) and regain all uses when you complete a long rest.

Between the Light and Dark

Upon reaching 15th level, you are always considered lightly obscured while in wooded areas. Whenever you are in forest or swamp terrain, you have advantage on Dexterity (Stealth) checks and other creatures suffer disadvantage on Wisdom (Perception) checks when attempting to notice, track, or locate you.

Additionally, you may use this feature to become shadowy and insubstantial, granting you the effects of the *gaseous form* spell for up to one hour. Once you have used this feature in this fashion, you may not do so again until you complete a long rest.

ROGUISH ARCHETYPES

In a climate still in chaos, those who are cunning and capable stand to gain the most. The challenges facing Ghelspad, be they environmental, political, or war driven, have given rise to a variety of specialized rogues.

Blood Sea Pirate

The Blood Sea is a horrifying locale, its waves filled with deadly monstrosities and stalked by pirates, its very waters poisoned by titan's blood. Pirates brave enough to carve out a living on the Blood Sea resign themselves to an existence constantly filled with peril. The greatest threat that pirates on the Blood Sea face comes not from the forces of national navies, nor even from predation by their fellow pirates. Rather, the waters of Blood Sea itself take a toll on those who sail it, leading to sickness and early death after only a short career. A rare few, however, have found a way to not only survive the fury of the Blood Sea's power, but to harness it. These pirates and sailors immerse themselves in the water of the Blood Sea, drawing strange and unnatural abilities from its taint.

Pirates who undergo this process gain extraordinary abilities, but they also begin to change physically and mentally. Their visages shift towards the monstrous and they become prone to uncontrollable bouts of rage. The powerful pirate bands that rule the Blood Sea are divided on how these blood-stained seafarers are viewed:

- The Empire of the Sea views these pirates with absolute disdain. Empress Nephantaros has banned the inclusion of any such villains amongst her fleet.
- The Splintered Skull has a completely neutral stance on these pirates. While violent fighters are certainly prized, the Skull's leader, Captain Krid, prides himself on never having bathed in his life.
- Cerdenal's Lot is a band obsessed with secrecy and silence. The violent outbursts of a transformed pirate are a liability to these 'Night Takers.' Cerdenal has never expressed a personal opinion of these pirates.
- The League of Hydros does not employ the services of these tainted pirates. They are much more concerned with using magical artifacts to garner power. Due to the airborne nature of their vessels, the League does not spend much time in direct contact with the Blood Sea's tainted waters.
- The Crimson Tide is hailed as the party responsible for discovering this process of transformation. Captain Erlick "Bloody Yardarm" Thesk is rumored to be the

first pirate to utilize the sea water in this fashion. He is a fearsome fighter, who encourages all of his crew to follow in his bloody path.

- The Japhinian Dynasts employ a few of these pirates in their raiding crews, but do not encourage their members to undergo the transformation. The operations of the Dynasts are far-reaching, and often too nuanced to make use of these brutish rogues.

Rage of the Blood Sea

When you choose this subclass at 3rd level, you gain the ability to focus your anger and fear into a potent weapon, entering a murderous frenzy and gaining monstrous strength and durability.

On your turn you can enter a frenzy as a bonus action.

While frenzied you gain the following benefits:

- You have advantage on Strength checks and Strength saving throws
- You have resistance to bludgeoning, piercing, and slashing damage

Your frenzy lasts for one minute. It ends early if you are knocked unconscious. If you are able to cast spells, you can't cast them or concentrate on them while your frenzy is active. You may enter a frenzy a number of times per long rest equal to your Charisma modifier (minimum one).

Bloody Gaze

When you choose this subclass at 3rd level, your eyes turn a scarlet hue, granting you advantage on all Charisma (Intimidation) checks. In addition, your blood is thoroughly infused with the blood of the titan Kadum and you gain resistance to poison damage.

Mutation of the Sea

Starting at 9th level, your frenzy grows more potent. Choose one of the following additional effects that apply when your frenzy is activated. Once selected, you cannot switch effects:

Great Growth. When you enter a frenzy, you gain the ability to cast the *enlarge* effect of *enlarge/reduce* on yourself once per frenzy without the need for components, using Charisma as your spellcasting ability. This does not require concentration to maintain. The effect ends when your frenzy ends.

Hardiness of the Sea. When in a frenzy you gain resistance to three additional damage types selected from acid, cold, fire, force, lightning, necrotic, psychic, radiant,



or thunder. You must declare which three damage types when you activate your frenzy.

Might of Kadum. When in a frenzy you gain a +2 temporary bonus to your Strength score.

Resist the Arcane. When in a frenzy you have advantage on saving throws against spells and other magical effects.

Further Mutation

At 13th level, you select a second frenzy mutation.

Corsair of the Sea

When you reach 17th level, you can cause fear in enemies and inspire confidence in allies. You can take an action to stir the blood of your allies. Your allies gain a bonus to attack rolls and saving throws equal to your Charisma modifier (with a minimum of +1) as long as they are within 30 feet of you. When you activate this ability, all enemies within 30 feet of you must make a Wisdom saving throw (DC = 8 + your Charisma modifier + your proficiency bonus.) On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. Once you have used this feature you may not use it again until you complete a short or long rest.

Envoy

Ghelspad is a continent rife with infighting. Bickering nobles squabble over territory rights, criminal organizations terrorize the cities, and many countries perpetually seem days away from declaring war. This tumultuous climate has given rise to a new brand of rogue known as an envoy. Envoys make the business of others their own. An envoy uses their many connections to serve as a middleman between all societies, be they mercantile, criminal, or otherwise. Need a bully turned in a different direction? An envoy can put you in touch with the right specialist. Need to find a buyer for a wagon full of “liberated” silk? An envoy can help you. Does the local baron have an unhealthy interest in you all of a sudden? An envoy can arrange to smuggle you to a different duchy, or even to a different continent.

Envoys are the fixers, fences, and influence mongers of Ghelspad. While a lone envoy may not be able to personally solve your problem, for the right price they can certainly find someone who will. With connections more numerous than the population of many small villages, the envoys are practically aristocrats in their own right, albeit on the wrong side of the law.

Stalkers Amongst the Other Races

The battle style associated with this archetype was created by halflings, but they are not the only race allowed to study its methods. The halflings who formed the initial specialized guerilla unit have long since retired, moving off the field of war and into the training schools of Ghelspad. Their teachings have bred a new generation of stalkers comprising many different races.

Scoundrel's Luck

Starting at 3rd level you become touched by luck. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. If this ability is used in tandem with another source of luck, you make the reroll with advantage.

Close the Sale

When you choose this archetype at 3rd level, you gain proficiency in the Persuasion and Insight skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Inscrutable

Starting at 9th level, you are constantly under the effects of the *nondetection* spell. You also gain advantage on any Charisma (Deception) checks made to conceal your activities or identity.

Charming Personality

At 13th level, you gain the ability to cast the *charm person* spell a number of times equal to your Charisma modifier without the need for components. Your spellcasting ability for this spell is Charisma. You regain all expended uses of this feature when you complete a long rest.

Friend of A Friend

At 17th level you always know the right person for a job. You can call upon your contacts to complete a task for you. This task must be physically achievable, cannot exceed a cost of 5,000 gp, and must be completable in a span of three days.

Some example tasks include finding a magic item, booking your party passage on a ship, arranging to smuggle you a delivery or goods, or arranging an assassination.

You can have only one such favor active at one time and your Game Master has final say on whether or not your favor is achievable.

Halfling Stalker

Virduk's treatment of the halflings indigenous to the Heteronomy of Virduk has been exceptional, and a masterstroke of diplomacy as well. By giving halflings a sense

of empowerment and a stake in the Calastian Hegemony, the king has made powerful allies of these oft-overlooked folk. It is no surprise, then, that many halflings feel a sense of loyalty to the king. In untold numbers they have enlisted in the king's armies, some even falsifying proof of their residence in Calastia for the purposes of being eligible for military service. The halfling stalkers are an outgrowth of this sense of pride.

Originating in the Calastian army, the stalkers are a focused, elite force, taking advantage of what other folk consider drawbacks and turning them into significant assets. Trained in guerrilla-style methods, stalkers are certainly underestimated only at their targets' risk. Tales circulate of "ghost companies" of stalkers who roll out, unseen, from hidden bolt holes, piercing their foes with volleys of arrows and sling-stones before vanishing completely from sight without a chance to retaliate.

At one time, this archetype was all but unknown beyond the special training units of the Calastian military, but the practice has now spread. Taught by retired veterans of the Calastian army or by furloughed soldiers, the halfling stalker archetype has become a badge of honor for the Black Dragon's faithful halflings.

Guerrilla Warfare

Starting at 3rd level your mobility makes you deadly. A halfling stalker deals an extra 1d6 points of damage on all attacks they make during any round in which they move at least 10 feet. The extra damage applies only to attacks taken during the stalker's turn. This extra damage increases by 1d6 at 13th level. This damage can stack with sneak attack damage.

Tree Cover

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Fleet of Foot

Starting at 9th level, you have mastered the art of moving quickly. You gain an additional +10 feet to your base movement speed.

Ghost Company

At 13th level, you have mastered the art of attacking as part of a unit. You gain advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Hunt by Night

At 17th level, you can fight in even the darkest of conditions. You gain blindsight out to a range of 30 feet. A creature with blindsight can perceive its surroundings without relying on sight.

Master of the Scaled

The Guild of the Scaled is the largest and most influential thieves' guild in Ghelspad. The Guild formed quickly after the Titanswar, establishing a network of schools all over the continent. These schools recruit promising young rogues and mages, and train them in the subtle arts of the Guild. Upon graduation, a student gains the title 'Master' and is considered a full-fledged operative.

A Master of the Scaled is a skilled illusionist, an untraceable burglar, an artist of deception and a superb infiltrator. They have a versatile mind and a lightning fast body; they can plan carefully or improvise with equal facility. They are the heart and soul of the Scaled organization, tasked to ensure the Guild survives for countless decades to come.

Some of the lesser members of the Scaled even go so far as to nickname these Masters "Enkili's Chosen."

Spellcasting

When you reach 3rd level, you gain the ability to cast spells. You do not prepare spells and can cast any spell you know provided you have an available slot of the spell's level or higher.

Cantrips. You learn three cantrips from the Master of the Scaled spell list. You learn another Master of the Scaled cantrip of your choice at 10th level.

Spell Slots. The Master of the Scaled Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a lot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *charm person* and have a 1st-level and a 2nd-level spell slot available, you can cast *charm person* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level Master of the Scaled spells of your choice. The Spells Known column of the Master of the Scaled Spellcasting table shows when you learn more Master of the Scaled spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

MASTER OF THE SCALED SPELLCASTING

ROGUE LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	1 ST	2 ND	3 RD	4 TH
3 rd	3	3	2	-	-	-
4 th	3	4	3	-	-	-
5 th	3	4	3	-	-	-
6 th	3	4	3	-	-	-
7 th	3	5	4	2	-	-
8 th	3	6	4	2	-	-
9 th	3	6	4	2	-	-
10 th	4	7	4	3	-	-
11 th	4	8	4	3	-	-
12 th	4	8	4	3	-	-
13 th	4	9	4	3	2	-
14 th	4	10	4	3	2	-
15 th	4	10	4	3	2	-
16 th	4	11	4	3	3	-
17 th	4	11	4	3	3	-
18 th	4	11	4	3	3	-
19 th	4	12	4	3	3	1
20 th	4	13	4	3	3	1

MASTER OF THE SCALED SPELL LIST

CANTRIPS	2ND LEVEL
Dancing Lights	Alter Self
Enumerate†	Arcane Lock
Filch†	Arcanist's Magic Aura
Instant Wardrobe†	Blur
Light	Calm Emotions
Mage Hand	Darkness
Mending	Darkvision
Message	Enhance Ability
Prestidigitation	Hypnotic Pattern
True Strike	Invisibility
	Knock
	Mirror Image
	Rope Trick
	Serpents' Stare*
	Spider Climb
	Suggestion
1ST LEVEL	3RD LEVEL
Alarm	Blink
Charm Person	Counterspell
Comprehend Languages	Ghostdweomer*
Disguise Self	Haste
Detect Magic	Hypnotic Pattern
Detect Poison and Disease	Illusory Script
Ever Scent*	Major Image
Expeditious Retreat	Nondetection
Feather Fall	Sending
Flash†	Slow
Fog Cloud	Tattoo Item*
Floating Disk	Tongues
Grease	
Jump	
Multiply Missile†	
Silent Image	
Sleep	
Spectral Hand†	
Unseen Servant	
	4TH LEVEL
	Arcane Eye
	Confusion
	Dimension Door
	Greater Invisibility
	Mage Daggers†
	Scrying Feedback
	Shadow Traitor†
	Wall of Darkness†

†see *Scarred Lands Player's Guide*, Chapter Six: Spells

*see Chapter Five: Spells

Whenever you gain a level in this class, you can replace one of the Master of the Scaled spells you know with another spell of your choice from the Master of the Scaled spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Master of the Scaled spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Master of the Scaled 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

Fast Talker

When you choose this archetype at 3rd level, you gain proficiency in the Sleight of Hand and Deception skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Unbound

At 9th level, you are impossible to trap. You function as if constantly under the effects of the *freedom of movement* spell.

Scaled Scholar

At 13th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast as shown on the Master of the Scaled table, or a cantrip. The chosen spells count as Master of the Scaled spells for you but don't count against the number of spells you know.

Arcane Assistance

Starting at 17th level, you learn to magically summon servants to aid you in times of dire need. As an action, you can summon humanoids instantly to your side. These humanoids appear in unoccupied spaces that you can see within 60 feet of you. Choose one of the following options for what appears:

- Two **assassins** (SRD p. 396)
- Four **bandit captains** (SRD p. 397)
- Eight **spies** (SRD p. 402)

The summoned humanoids are friendly to you and your companions. Roll initiative for the summoned humanoids as a group, which has its own turn. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The humanoids remain with you for one hour before disappearing, or until you send them away. This feature cannot be used again for eight days.

Urban Stalker

Everyone has heard of the Vigils of Vesh. They are praised as noble warriors who brave the wilderness and titanspawn encampments in order to keep the people of Vesh and their allies safe.

However, these forward-facing heroes of legend are not the true saviors of Vesh; this title belongs to the well-kept secret of the Urban Stalkers. If a task requires the highest level of subterfuge, and presents the maximum level of danger, the leaders of Vesh rely on their urban stalkers. Urban stalkers are the agents of Vesh who infiltrate the courts, armies and urban regions of Vesh's enemies. Insinuating themselves into the highest positions and most dangerous surroundings, the urban stalker is a master of disguise and deception, and of discovering even the most closely guarded secrets. On occasion, an urban stalker may also act as a burglar or even an assassin. If King Virduk of Calastia knew of these crafty double agents, he would doubtlessly be far more worried about his Veshian foes. Currently, these unsung heroes continue to evade discovery by the Black Dragon and his agents.

Blend In

Starting at 3rd level, you have perfected the art of disguise. You can use this feature to cast the *alter self* spell a number of times equal to your proficiency bonus without the need for components. Your spellcasting ability for this spell is Wisdom. You regain all uses of this feature upon completing a long rest.

Covert Agent

When you choose this archetype at 3rd level, you also gain proficiency in the Sense Motive and Deception skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Undeceivable

At 9th level, you excel at detecting lies. You make all Wisdom (Insight) checks with advantage. You may also use this feature to cast the *detect thoughts* spell a number of times per day equal to your proficiency bonus without the need for components. Your spellcasting ability for this spell is Wisdom. You regain all expended uses of this feature when you complete a long rest.

Mental Fortress

At 13th level, your mind becomes impenetrable. You are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

Create an Opening

Starting at 17th level, you can read any target to find their weakness. Once per combat you can grant yourself advantage on an attack roll or grant disadvantage to one hostile creature when that creature makes a saving throw to resist an attack, spell, or effect generated by you or one of your allies.

The spirit world touches everything on Scarn. Though the Divine War cowed the spirits in many areas, there are still places of power where spirit and flesh mingle, giving birth to shamanic sorcerers.

Sorcerous Origin: Spirit Walker

A spirit walker's innate powers come from the spirits that inhabit the wilds of the Scarred Lands. Many spirit walkers come from families who tend shrines dedicated to these spirits in an effort to heal the wounded spirit realm following the Titanswar. Spirits angered and hurt by the war are appeased in this way, adopting Divine and Redeemed that show proper respect and love. Some spirit walkers are descendants of the spirits, while others acquire their powers from proximity to the shrines. Still, a spirit walker rarely emerges from these families more than once in a generation.

Spirit Guide

At 1st level, you choose a spirit guide. A spirit guide is a representation of a facet of the world to which you are mystically connected, be it a location, plant, or animal. Your spirit guide is with you the rest of your life and manifests an appearance that reflects their worldly basis, such as a cactus creature or a talking ball of fire. Only you can see and hear your spirit guide.

Your spirit guide can cast *augury*. At 5th level, you can expend 1 sorcery point allowing your guide to instead cast *divination*. At 9th level, you can spend 2 sorcery points to instead cast *legend lore*. Once you use this feature to cast a spell you may not do so again until you complete a long rest.

Expanded Spell List

Your connection to spirits lets you choose from an expanded list of spells when you learn a sorcerer spell. The following spells are added to the sorcerer spell list for you.

SPELL LEVEL	SPELL
1st level	<i>find familiar</i>
2nd level	<i>find steed</i>
3rd level	<i>conjure animals</i>
4th level	<i>conjure minor elementals</i>
5th level	<i>conjure elemental</i>
6th level	<i>conjure fey</i>
7th level	<i>conjure celestial</i>

Spirits of the Hearth

Beginning at 1st level, you are very precious to your spirit guide. This relationship allows you to cast *unseen servant* at will. Your spirit guide is more intelligent than an *unseen servant*.



and can do more complicated tasks, such as cooking food, setting up a camp on their own, setting traps for food and checking them, spying and reporting on a target within 15 feet, but will leave the Material Plane of their own accord if they are pushed to fight or threatened. They can act to Help (SRD p. 93) you as a bonus action once during a fight and then not again until after a long rest. Their effective Strength is either your Wisdom or Charisma modifier, whichever is higher.

Spirit Doll

Starting at 6th level, you can create a doll that allows you to cast *conjure minor elementals* without expending a spell slot. These elementals function independent of any other summoning spells you cast. You do not need to maintain concentration on this spell, but the spell immediately fails if your spirit doll is destroyed. The doll has AC 13 and 5 hit points. If you are carrying the doll it uses your AC, and the attacker must specify that they are targeting the doll in order to affect it with an attack. Once you use this feature, you cannot use it again until you have performed the doll's ceremony which is an elaborate ritual that requires one uninterrupted hour and may be completed during a short or long rest.

Master the Spirits

At 14th level, your connection to the spirit world grows so strong that you can bind spirits into temporary, one-use dolls. You can create a number of temporary dolls with this

feature equal to your Wisdom modifier (minimum 1). These dolls use the same AC, hit points, and rules as the dolls described under the Spirit Doll feature. When you create the doll you must choose earth, air, fire, or water. You may then use the doll at any time to cast *conjure elemental*, summoning an elemental of the doll's type. You do not need to maintain concentration on this spell, but the spell immediately fails if the doll is destroyed. When the spell ends the doll turns to ash. To create a doll using this feature you must perform a ceremony as described under Spirit Doll.

One with Spirit

At 18th level, you gain the ability to walk between worlds. This feature functions as though you cast the *etherealness* spell, with the following exceptions:

- The total duration of this effect is 1 hour. If you are in the Ethereal Plane when the effect ends, you are immediately shunted to the plane you originated from in the spot you currently occupy.
- While you have available duration remaining on this effect, you may enter or exit the Ethereal Plane as a bonus action on your turn.
- If you die on the Ethereal Plane you become a ghost.

Once you use this feature, you may not do so again until you complete a long rest.

Though most titan worship on Ghelspad falls under the purview of druids, some followers of the titans attempt to go directly to the source in their quest for corrupted power.

Otherworldly Patron: Mother of Serpents

These warlocks make their pacts with the Mother of Serpents, Mormo. Since the Queen of Witches favors women, most warlocks who take this pact are women. While few women who take this pact use the title now, during the Titanswar a warlock who took the Pact of the Serpent was known as a Lady of Serpents, and she was often a cunning assassin. The origin of these warlocks as serpentine assassins heavily influences their perception among others to this day; it's rare to find another warlock who would trust a Pact of the Serpent warlock, because they're known for being sly and ferocious.

All warlocks who take the Pact of the Serpent take some assassin training as part of their warlock pact. Their fondness for poison makes them efficient and dangerous assassins, and the few remaining warlocks who use the title Lady of Serpents often have work for newer warlocks in training.

Taking the Pact of the Serpent is a risk — since Mormo is cut up and her pieces scattered and buried, the best way for an interested warlock to commune with her and make a pact is through poison. New warlocks must survive a bite from a venomous snake to take this pact, and while their body fights off the poison and they make their pact with Mormo, they develop their resistance to poison and the ability to secrete venom to use as a weapon.

A pact with Mormo grants the following benefits to the warlock.

Expanded Spell List

At first level, you gain poison spray and acid splash as cantrips. These do not count against the number of warlock cantrips you know. Your pact with Mormo also lets you choose from an expanded list of spells when you choose a warlock spell. The following spells are added to the warlock spell list for you.

Poison Resistance

Starting at 1st level, you gain poison resistance. When you reach 10th level, it becomes poison immunity.

Venomous Barb

Starting at 6th level, your warlock pact allows you to secrete venom from your nails which you can deliver with a scratch. You may make an unarmed attack to scratch an opponent, and



they take 2d4 poison damage in addition to the damage of the scratch. You can use this ability once per short or long rest, and you cannot poison yourself with your own nails.

Your poison becomes more potent as you study, and you add an additional 2d4 poison damage at levels 10 and 14.

Uncanny Dodge

Starting at 10th level, your assassin training allows you to use your reaction to halve an attack’s damage against you when an attacker that you can see hits you. In addition, you gain an intuitive sense warning you of nearby traps, granting you a +2 bonus to Dexterity checks made to avoid traps.

Ophidian Spirit

Starting at 14th level, as an action, you may use your pact with the Mother of Serpents to assume one of the following ophidian traits for different benefits. The trait you select lasts for one hour per warlock level, and you may use this ability once per short or long rest.

TRAIT	ABILITY
Forked Tongue	Treat all weapons as envenomed; they deal an additional 2d4 poison damage
Scaled Skin	+3 to AC
Serpentine Agility	+2 to all Dexterity checks

Eldritch Invocations

In addition to those from the core rules and other official sources, the following eldritch invocations are commonly practiced by warlocks of the Pact of the Serpent.

Poisoner’s Intuition

Prerequisite: 5th level

Your familiarity with poisons grants you the supernatural ability to detect them. You may cast *detect poison and disease* at will.

Mormo and Gender

Mormo welcomes trans and cis women to take the Pact of the Serpent without question; however, she is less interested in those who don’t identify as women. While she can be persuaded to make a pact with a nonbinary warlock who shows their dedication to her, men are another story. Most men who take this pact are treated as little more than pawns in the Queen of Witches’ plots until they prove themselves worthy of her attention with a particularly extraordinary and dangerous act of loyalty, usually involving poison in some way.

Entrance the Beast

Prerequisite: 7th level, hypnotic pattern spell

You may use your action to hypnotize a target within 30 feet that can see you. You can cast *dominate beast* with this ability without expending a spell slot, and if you first make eye contact, the target has disadvantage. Once you use this invocation, you can’t use it again until you finish a short or long rest.

Snake Eyes

Prerequisite: 9th level, hypnotic pattern spell

You may use this ability to cast *dominate person* without expending a spell slot, and if you first make eye contact, the target has disadvantage. Once you use this invocation, you can’t use it again until you finish a short or long rest.

Ghelspad harbors several schools of wizardry rarely found elsewhere, and below are outlined some examples.

Arcane Tradition: High Astrologer

In the skies of Ghelspad, the stars move in a slow and hypnotic odyssey across the night sky. Scholars who venture to study the heavens have grouped these movements into constellations, or 'Houses,' each representing an ethos, concept or notion. Those who lose themselves in the stars recognize that these forces contain some awareness, a recognition of the mortal world over which they endlessly circle. The casting of spells in alignment with these subtle astral leylines can produce mesmerizing, if perplexing, results, and the practitioners of this art are called High Astrologers.

Mutable Signs

When you adopt this tradition at 2nd level, you can use the sympathetic links between all Houses of magic to defend yourself against hostile incantations. As a reaction, when another

creature you can see casts

a spell, you can surround yourself with a sphere of synastratic magic that glows with the designs of all the astrological houses.

The creature casting the spell must succeed on a Constitution saving throw

against your spellcasting DC. On a failed save, choose

an effect from the Synastratic Magic table and apply it to the affected spell.

Once you have selected an ability from the table, you cannot choose it again until you have used each other ability on the table once. When you use this ability, your eyes and mouth appear ablaze with pure white flame. You must finish a short or long rest before you use this ability again.

Armillary Sphere

At 6th level, you gain a greater understanding of your place in the cosmos. You can spend 10 minutes in meditation to conjure a magical dome around you in which the movements of the constellations are recorded. Whilst in the Armillary Sphere, you know the exact time of day, all four cardinal directions, and how far you are (as the crow flies) from any destination you are familiar with. You can remain in the dome indefinitely, though maintaining it requires concentration.

In addition, you may use your Armillary Sphere to attempt to draw forth information from the stars, allowing you to cast



SYNASTRATIC MAGIC TABLE

Redirect	Choose a new target or targets for the spell
Extinguish	The spell is countered
Delay	The spell vanishes and re-appears 1 d4 rounds later, targeting the same creature(s) if possible, or the same area of effect
Warp	The spell is countered. Roll on the wild magic surge table for the caster of the spell

contact other plane as a ritual, requiring no components or additional use of concentration.

Retrograde

At 10th level, you can reverse the cycles of magic as easily as you can augment them, undoing what has been done. When you use this ability, you can target yourself or a creature or object you can see within 30 feet. If used on a creature, or an object being held by a creature, the creature must succeed on a Charisma saving throw against your spellcasting DC. On a failure, the target visibly reverts in time to their condition and the location they occupied at the beginning of your last turn. All of the target's resources and abilities are restored to that point, and all other creatures and objects in the area remain unaffected. Using this ability on the corpse of a creature that has died since the beginning of your last turn can bring it back to life as if it had not died. If this ability is used on an unattended object it simply works.

You must finish a long rest before using this ability again.

The Stars Are Right

At 14th level, you fully understand the nature of the stars and their relation to one another, allowing you to call on their combined power. At the start of your turn, you may use a bonus action to check if the Stars are Right. When you do so, roll a d6. On a result of a 6, the stars are indeed right. You enter an Astral Form, in which you glow with ethereal white flame from your hands, face and feet.

While in your Astral Form, you gain the following benefits:

- You can use your Synastratic Magic feature once per round.
- You gain a flying speed of 30 feet
- You are surrounded by a *globe of invulnerability* (4th level) that is marked with revolving constellations

Your Astral Form lasts for 1 minute, after which you cannot enter it again until you finish a long rest.

Arcane Tradition: Vigilant Arcanist

The Vigils of Vesh, a society that wanders Ghelspad putting the world to rights, invests in both martial and

arcane might to better meet their ends. The latter of these facets, better known as Vigilant Arcanists, are far from the typical understanding of a Wizard or Enchanter. Instead, these hardened veterans channel their scholarship into endurance, survival and wilds lore.

Champions of freedom and foes of tyranny, the society fights the works of the titanspawn wherever they can be found. The Vigilant Arcanists are rare but important weapons in this fight, rallying communities and forcing them to stand on their own two feet. Rarely will a Vigilant Arcanist tackle a problem head on, instead preferring to encourage and bolster local heroes and allies to form their own bulwark against evil. In this way, the Arcanist ensures that even after they leave a settlement for their next mission, the community they leave behind is no longer completely undefended.

The life of a Vigilant Arcanist is a traveling one, and in the dangerous land of Ghelspad often requires the wizard to go for days (or in extreme cases, weeks) without sustenance. To mitigate this problem, the Arcanists have developed secret magical techniques designed to inure them against mundane hardships, allowing them to travel vast distances in horrible conditions and reach their destination still ready to fight evil wherever it is hiding.

Veshian Arts

Beginning when you select this tradition at 2nd level, whenever you gain a wizard level, you can replace one of the wizard spells you add to your spellbook with a ranger spell. The spell must be of a level for which you have spell slots. Any ranger spell you gain from this feature is considered a wizard spell for you, but other wizards can't copy ranger spells from your spellbook into their own spellbooks.

Wyrd of the Wild

At 2nd level, you can fuel yourself with your magic, maintaining a nigh-superhuman level of stamina and energy. You can expend a spell slot to utilize one or more of the following abilities.

- To allow you and up to ten humanoids within 100 feet of you to travel for longer each day without taking a Forced March. You gain an extra hour in this way per level of the spell slot expended.

I ASKED A HIGH ASTROLOGER IF I WOULD FIND A WIFE IN THE NEXT YEAR.
UNLIKE ME, THEY DID NOT FIND MY QUESTION HUMOROUS.

- To go without sleep. For each level of the spell slot expended, you may remain awake for an extra hour at night with none of the usual consequences. You cannot benefit from a long rest while using this ability
- To replace food and water. For each level of the spell slot expended, you may travel for a day without food or water without risking exhaustion. Multiple uses of this ability do not stack.

Eyes and Ears

At 6th level, you learn the *find familiar* spell if you do not already know it. When you cast this spell, you can summon a number of familiars equal to 1+ half your wizard level (rounded down). Each familiar uses the same rules and options for a familiar conjured by the *find familiar* spell. All the familiars conjured by this spell must be fey creatures.

Indefatigable

At 10th level, your ability to endure hardship reaches new heights. You gain advantage on saving throws and ability checks when the result of failure would include any levels of exhaustion.

Tenacious Exhortation

At 14th level, your magic allows you to draw out courage and the will to carry on in others. You can use an action to call out words of encouragement laced with magic to inspire and buoy your allies when all seems lost. When you use this ability, a number of friendly creatures equal to your Intelligence modifier (Minimum 1) that can see or hear you can use their reaction to make a new saving throw against any ongoing condition, curse, or detrimental effect currently active on them. Creatures can even make new saving throws against conditions they are not aware they are afflicted by. Once you have used this ability, you may not use it again until you finish a long rest.





The background of the page is a full-page illustration. It depicts a character, possibly a wizard or a warrior, in a dark, swirling, stormy environment. The character is wearing a dark, ornate robe and has their right hand raised, palm facing forward, as if casting a spell or feeling the elements. Bright, jagged lightning bolts are visible in the upper left and center of the image, illuminating the scene. The overall color palette is dark, with deep blues, purples, and greys, contrasted by the bright yellow and white of the lightning. The title 'chapter three: Races' is overlaid on the upper half of the image.

chapter three: Races

Ghelspad is a diverse land. Characters hail from a wide array of geographic and racial backgrounds. The following options may be added to those presented in the **Scarred Lands Player's Guide**, Chapter Two.

BROADREACH (WOOD) DWARVES

The Broadreach dwarves (also known as wood dwarves) are distant cousins to the mountain dwarves of the Kelder Mountains, but the dwarves in the woods have a vastly different culture, drawing heavily on the nearby wood elves. These elves and dwarves have lived and grown together and through years of incorporating aspects of the each other's cultures into their own have created a new hybrid culture shared by many wood dwarves and wood elves in Broadreach Horizon.

The elves of the Hornsaw Forest helped the dwarves escape from the clutches of the necromancers in Glivid-Autel after almost a century of slavery, and the dwarves have spent their time since attempting to relearn their dwarven customs and create new ones. Though they shared and passed on what they could of their culture while they created dwarven weapons and armor for the necromancers holding them captive, that century of slavery broke many spirits. Often, when the enslaved dwarves attempted to partake in their more joyful traditions, the necromancers would send in a cadre of zombies comprising the reanimated corpses of the dwarves' own deceased relatives to quash their hope. As a result of the memories lost during that time, Broadreach dwarf customs draw almost equally on the customs of their cousins the mountain dwarves and of the nearby Broadreach elves.

The elves of Broadreach Horizon, after failing to fully heal the Hornsaw Forest of Mormo's taint during their century merged with the forest, seek to push the remaining titanspawn out of Hornsaw and settle every part of it with more communities. The Broadreach elves and dwarves are united in their desire to rid the forest of the pain and poison brought upon it when Vangal tore Mormo apart and left the pieces of her corpse to ravage the land.

Though Hornsaw Forest remains a deadly place, the Broadreach dwarves in particular spend their time partaking in as many bright and cheerful celebrations as they can to commemorate their continued freedom from the necromancers.

Physical Description: Wood dwarves look similar to mountain dwarves, though some wood dwarves can grow a foot or so taller. Due to Broadreach dwarves' love of art, their beard adornments may be more elaborate and colorful than mountain dwarves'.

Society: The Broadreach dwarves have close ties to the Broadreach elves, drawing much of their social and societal norms from the nearby wood elves. These elves, after all, rescued them from slavery and brought them to Broadreach Horizon. After so long away from their mountain dwarf brethren, they feel particularly connected to the wood elves both physically and spiritually, though they find that mountain dwarves sometimes look down on them because of this strong connection.

These dwarves have a great appreciation for art and music, using the creativity developed in the woods to supplement old traditions and create new



TIME SPENT AMONGST THESE DWARVES IS ONE JOY TO THE NEXT. ONE EVENING A MAID TOLD ME THIS HILARIOUS JOKE, SOMETHING ABOUT A PINECONE, AN ORC, AND AN ACOLYTE OF CHARDUN. I CAN'T FOR THE LIFE OF ME REMEMBER HOW IT WENT, BUT I HAVE A DISTINCT MEMORY OF MAPLE ALE SPRAYING OUT MY NOSE.

ones. They also use their love of art to create elaborate and unique adornments for their facial hair and some even spend their time making impressively complex outfits.

All are welcome in dwarven Broadreach communities, though the dwarves dislike and distrust necromancers. The wood elves in Broadreach Horizon, however, are more suspicious than the dwarves, and travelers may find themselves caught in a trap the elves set for the roaming titanspawn in Hornsaw Forest. For anyone who makes it to a dwarven settlement in Broadreach Horizon, they find the dwarves here value equality, ensuring all who dwell in their communities are treated fairly and equitably.

Relations: After so long in Broadreach Horizon, the dwarf and elven communities have spread and mixed, so it's common to find elves in dwarf communities and vice versa.

While mountain dwarves pride themselves on their elaborate artistry, wood dwarves take that love of artisan crafts and complex art to a new level, and there are some mountain dwarves who see this extra effort as gaudy and unnecessary. In general, however, the wood dwarves have strong positive relationships with the mountain dwarves, and their communities tend to intermingle very often.

Alignment and Religion: While many wood dwarves honor Denev in rituals and songs, few wood dwarves actually worship her, instead favoring Goran as their primary deity. During their time enslaved at Glivid-Autel, strange visions of the neighboring wood elves appeared and helped the dwarves, and for a time the dwarves revered these elves as akin to demigods. While the respect and appreciation for these elves remains, the dwarves no longer worship or pray to them.

Most wood dwarves are neutral good, and they tend toward good or neutral alignments.

Adventurers: Wood dwarf adventurers are very common. Often, a wood dwarf will partner with a wood elf from a neighboring Broadreach community when they receive the Mother's Call and begin their journey, but Broadreach dwarves are equally as likely to travel on their own and find a new adventuring party. Some wood dwarves start an adventure to hone their craft and learn new skills, and others may join an adventuring party to escape the forest and seek adventure out in the world.

Broadreach Dwarf Names: Broadreach dwarf names often combine naming conventions of Ganjus elves and Kelder dwarves; examples include Temach, Arlenah, Neytei, and Hren.

Dwarf Racial Traits

While Broadreach dwarves are cousins to Kelder dwarves, they have some differences in their traits due to living in the forest instead of the mountains. Broadreach dwarves have the same age, speed, dwarven resilience, dwarven armor training, and tool proficiency traits as Kelder dwarves.

Ability Score Increase. Your Constitution score increases by 2. Your Dexterity score increases by 1.

Size. Broadreach dwarves stand around 5 feet tall and tend to be taller than Kelder dwarves. They average about 200 pounds.

Woodcunning. You have advantage on any Intelligence (History), Intelligence (Investigation), or Wisdom (Perception) check you make when examining unusual woodwork such as traps, new construction, unstable trees, or wood disguised as something else.

Keen Senses. You have proficiency in the Perception skill.

Languages. You speak Dwarvish, Elvish, and any one other language.

HALF-ELF

Though elves are typically an elusive sort who keep to themselves in the mountains or deep in the forests, some have been known to venture out and join other cultures and societies. This can result in the union of an elf and another mammalian race, creating a half-elf child.

Because half-elves can vary so widely, there is no known society or country specific to half-elves. They can be found across Ghelspad in any society that welcomes them. Due to the large variations in half-elf backgrounds, there are many aspects of their lives and personalities that differ greatly between half-elves; no two half-elves possess exactly the same background or life experiences, so generalizations about them can be difficult to make.

While half-elf children seem relatively rare in the Scarred Lands, as old boundaries between the races thin, many find these children are more common than they would have expected. Some parents attempt to hide the true heritage of their children to avoid discrimination, but as the world changes and becomes more accepting, these half-elf children are more willing to make themselves known.

Physical Description: Half-elves take after both of their parents, and the balance is different for each half-elf. Some genetics may overpower others, which could result in a half-elf/half-manticora who appears indistinguishable from other manticora, or a half-elf/half-halfling child may take enough traits from both parents that they look very much like a human.

Society: While there are no known societies specific to half-elves, their adaptability allows them to feel at home in most places that welcome either of their parents' races. There are some cultures that would be more

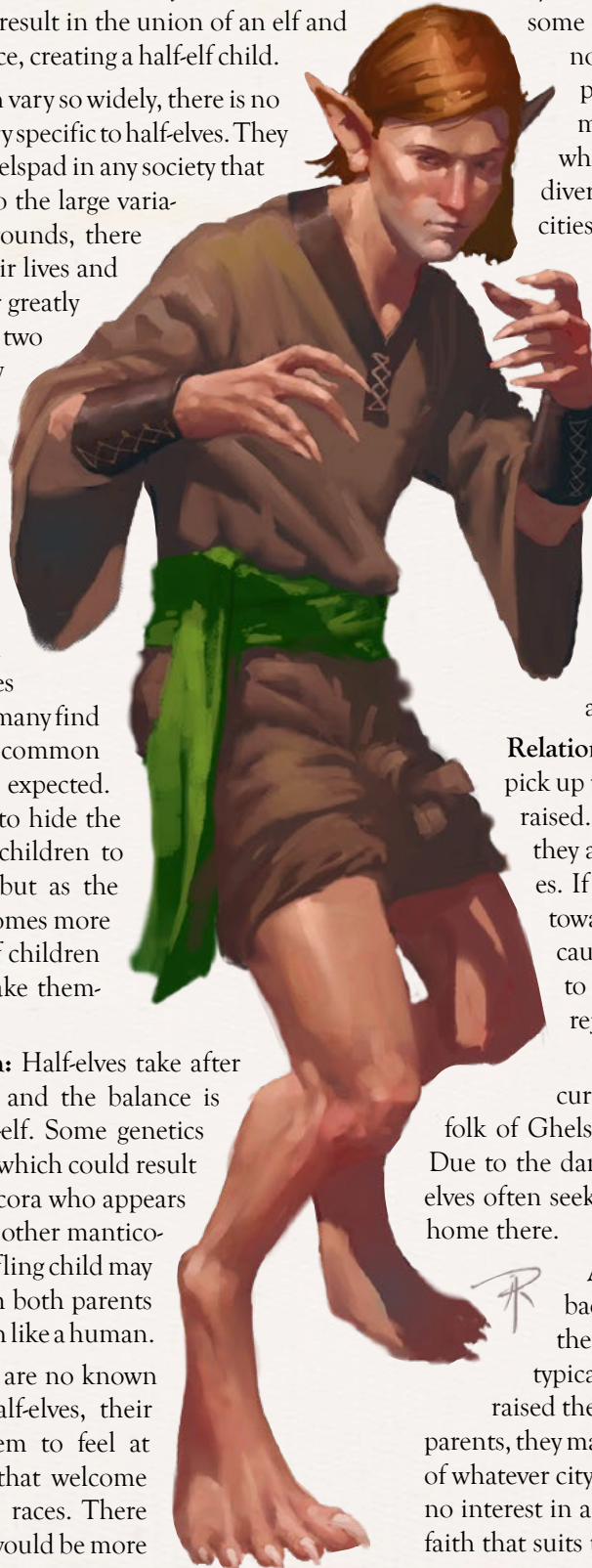
welcoming to one race than another, and in these societies their half-elf heritage can make them stand out more than they would like. Places such as Vesh might welcome some half-elves, depending on the race on their non-elf parent, while others such as the xenophobes of Calastia would be openly hostile to most half-elves with rare exceptions for those whose non-elf parent is human. Cities with diverse populations such as Fangsfall, or newer cities establishing themselves as open and diverse such as Leoni, are more open to half-elves regardless of their non-elf parent's race.

Some half-elf children attempt to stay in one of their parents' cultures if they can, but some cultures look at these children as outsiders. Many elven societies that don't have an outright hatred of non-elves are typically welcoming to half-elves because they are still elves. Some half-elves whose physical appearance trends more closely with one parent than another may wish to hide their true heritage to avoid conflict, while others may announce it loudly in an attempt to promote acceptance and inclusion.

Relations: Half-elves raised by their families tend to pick up the traditions of the culture in which they're raised. Ever aware of their own heritage, though, they are less likely to feel hatred toward other races. If they're raised in a culture that feels hatred toward the race of one of their parents, this could cause anything from a rejection of their culture, to harmful internalized racism, to a complete rejection of their own self and identity.

There are many who see half-elves as unusual curiosities, and some of the crueler and bolder folk of Ghelspad have attempted to study their biology. Due to the danger of potential racism or dissection, half-elves often seek a place that accepts them and build a safe home there.

Alignment and Religion: Since half-elves' backgrounds and cultures can vary so widely, their alignment and religion do as well. They typically take after the parent or parents that raised them in this regard, or if they don't know their parents, they may be interested in the most common religion of whatever city they grew up in. It is also possible they have no interest in any religion, or they may only have a passing faith that suits them in certain company.



LIKE MANY THINGS IN THIS WAR-TORN WORLD OF OURS,
HALF-ELF CHILDREN ARE A UNITY OF TRADITION AND PASSION.

Likewise, a half-elf's alignment depends on many factors, but they are most likely to take the alignment of whoever raised them.

Adventurers: Half-elves may become adventurers for any number of reasons, but the most common reason is unfortunately because they aren't welcome in the societies in which they were raised. They may set out to find a new home, or at least a new city where they can return to rest between adventures.

Half-elves may also set out simply because they want to see more of the world. Some half-elves grow up in the culture of only one parent, and they may find their curiosity about the world and the culture of their other parent growing as they get older.

Half-elf Names: Names for half-elves follow the conventions of the parent(s) who raised them.

Half-elf Racial Traits

Ability Score Increase. Your Dexterity score increases by 2. Choose an ability score increase other than Dexterity from your non-elf parent to increase by 1.

Age. Half-elves have the potential to live as long as their elven parents. You may choose an age range from either parent or an average of the two.

Size. If both of your parents' size is Medium, then yours is, as well. If one parent is Small, you may choose.

Speed. Your base walking speed is 30 feet if you are Medium, 25 feet if you are Small.

Half-elf Heritage. When creating your half-elf, you gain a total of five racial traits. You may choose racial traits from either parent. If your non-elf parent has a feature that increases their speed, you may choose this as one of your racial traits. The mix is up to you, but you may not choose contradictory traits; for example, a Small character can't choose Powerful Build.

Languages. Half-elves speak the languages of both of their parents, as well as two other languages.

Half-orc/Half-elf

To create a character that is half orc and half elf, choose either the half-orc or half-elf racial option as your base and use the information from the other parent's base race to fill in the traits.

For example: either choose the half-orc base and the elf options to create your character or the half-elf base and orc options.

HALF-ORCS

After the Divine War, orcs' nomadic tendencies allowed them to spread through the nations of Ghelspad rapidly, allowing them to establish strong relationships with other cultures and races. When an orc and another mammalian race come together and have a child, their half-orc offspring often takes after both parents, though their orcish genes tend to show through the child's size and skin color.

Orcs, especially those still following the traditional nomadic lifestyle, tend to be very welcoming to half-orcs of all kinds. Even within orcish populations, half-orcs create their own customs that combine orcish traditions with those of other races to encourage inclusion among all half-orcs. These complex customs can be difficult to learn, but half-orcs, and the orcs who participate in these customs, are always willing to teach anyone who's willing to learn.

Orcish societies, because they're so open and welcoming, embrace half-orcs and their parents. If a non-orc wishes to live in an orcish society to raise their half-orc child, most orcish tribes happily welcome them, with or without the orcish parent.

Physical Description: Half-orcs often take after their orcish parent in size; no matter the race of their non-orc parent, half-orcs are typically large and tall. Still, as half-orcs can vary so widely, there isn't a specific size range that defines them. Typically, a half-orc can be anywhere from slightly larger than typical of their non-orc parent's race to slightly smaller than an orc. Not all half-orcs take after their orcish parent, however, and some may not display physical traits associated with orcs.

While the appearance of half-orcs can also vary widely depending on their parentage, most half-orcs usually still have a faint green cast to their skin, revealing their orcish heritage. This is not always the case, however.

Society: Because orcs have such an open society, half-orcs find themselves welcomed into their orc parent's culture easily. Many orcs lead semi-nomadic lives, and the half-orcs who live with them integrate into their society, traveling with the tribe.

Half-orcs raised outside of orcish society, however, typically have vastly different experiences. If a half-orc child is raised with their non-orc parent, they're much more likely to experience discrimination from those who mistrust, misunderstand, and fear orcs in general.

If their non-orc parent is from a particularly insular and discriminatory society,



the half-orc child may even be shunned or worse. Orcs do not suffer the small-mindedness of those who would mistreat them or their half-orc brethren, however, and any half-orc child is welcomed into the nearest orcish society, with most orcs happy to help orphaned half-orcs find a home within their tribe.

Relations: A half-orc's relations to others depends heavily on how they were raised. Half-orcs raised in a traditional and nomadic orcish society tend to take on similar views: they're open to all and happily take part in traditions and customs while also integrating new parts into their own customs based on their mixed heritage.

Orcs who have spent longer in cities might be less interested in helping half-orcs develop new customs and encouraging their inclusion, but it's unusual for any orc to be wholly unwelcoming toward a half-orc.

A half-orc raised with only a non-orc parent typically takes on the mores and traditions of the person who raised them.

Alignment and Religion: Half-orcs can be of any alignment but typically gravitate toward the alignment of whichever parent or parents raised them. Half-orcs raised in primarily orcish societies tend toward neutral alignments.

Depending on where they were raised, half-orcs don't generally feel strong allegiance to any one deity, but much like their orcish parents, would choose Denev if pressed. However, if a half-orc child is raised in a society that observes a specific deity or religion, the half-orc would likely follow in that same path.

Adventurers: Half-orcs raised in semi-nomadic orcish societies need little convincing to become adventurers. Already accustomed to travel, they leap at the chance to learn more about the world and, potentially, their own culture. Orcs raised in orcish tribes may also wish to travel to showcase their skills, much as orcs would.

Half-orcs raised outside of orcish society may choose to become adventurers for any number of reasons, including attempting to find a more welcoming society than their own, learning more about their orcish heritage, or a simple and unexplained wanderlust.

Half-orc Names: Names for half-orcs follow the conventions of the parent(s) who raised them.

Half-orc Racial Traits

Ability Score Increase. Your Strength score increases by 2. Choose an ability score other than Strength from your non-orc parent to increase by 1.

Age. Orcs have relatively short lives. Half-orcs whose non-orc parent comes from a long-lived race typically outlive most orcs. Half-orc lifespans can be anywhere in the range of either of their parents'.

Size. If both of your parents' size is Medium, then yours is, as well, though your orcish heritage may ensure you're larger than others of your non-orc parent's race. If one parent is Small, you may choose to be either Small or Medium, but even if you're Small, you may still be slightly larger than others of your non-orc parent's race.

Speed. Your base walking speed is 30 feet if you are Medium, 25 feet if you are Small.

Half-orc Heritage. When creating your half-orc, you gain a total of five racial traits. You may choose racial traits from either parent. If your non-orc parent has a feature that increases their speed, you may choose this as one of your racial traits. The mix is up to you, but you may not choose contradictory traits; for example, a Small character can't choose Powerful Build.

Languages. Half-orcs speak the languages of both of their parents, as well as one other language.

HOLLOW LEGIONNAIRE REVISITED

Created by the Hollow Knights, hollow legionnaires have been instrumental in the founding, protection, and growth of the Gleaming Valley. Details about the hollow legionnaires can be found in the **Scarred Lands Player's Guide** (p. 30). The rules that follow are variant traits, which you may use in your campaign.

Hollow Legionnaire Revisited Racial Traits

Hollow legionnaires share the following traits, no matter what spire they are created in.

Ability Score Increase. One ability score of your choice increases by 1.

Age. Whether you have a natural lifespan has yet to be seen. You were reborn fully mature and appear similar to what your mortal body looked like just prior to death.

Size. Your form reflects how you appeared in life. No matter your height, you weigh little more than your armor, typically between 40 and 65 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Armor Bound. You are proficient with light armor. You are bound to the armor that you begin play with, which has already taken on unique markings inherent to you.

You can be bound to only one suit of armor at a time. You may spend one hour to bond with any armor that you are proficient with, given that it is constructed in a way that covers most of a Medium humanoid's body. When you bind yourself to a new set of armor, the old set loses the stylized designs, which now appear on the replacement armor. You can bind

to magical armor. If that armor needs attunement, it attunes to you during the hour that you take to bind to it.

Spireborn. You are a semi-living amalgamation of physical armor and spirit returned from beyond with abilities granted by the spire you were created from. While you do not need to eat, drink, sleep, or breathe to survive, you may choose to if it is beneficial for you

to do so. Magic can't put you to sleep, and during a long rest, you do not sleep. Instead, you may engage in light activity during the 8 hours and still benefit from the rest.

Other creatures have disadvantage on Wisdom (Insight) checks made to determine your emotions or intentions.

You are resistant to poison damage.

Your exposed skin is translucent and glows faintly, casting dim light in a 5-foot radius. You make Dexterity (Stealth) checks at disadvantage and anything viewed through your exposed skin is considered lightly obscured.

Legion's Price. When you die, the spirit matter that makes up your body fades away after 1 minute, after which you cannot benefit from magic or abilities that restore a creature to life. Only a true resurrection or wish spell has the power to return your spirit to your armor.

Past-Life Knowledge. Though you recall little to nothing of your mortal life, you do recall bits and pieces that prove useful. Select one skill to be proficient in.

Languages. You speak Ledean and one other language.

Subrace. Choose one of the following subraces.

Adamantine Spire

Legionnaires reborn in the Adamantine Spire have a good-natured view even in terrible times and are loyal companions on the battlefield and off.



Ability Score Increase. Your Constitution score increases by 1.

Adamantine's Accord. Your hit point maximum increases by 1 every time you gain a level. You have advantage on death saving throws.

Golden Spire

Legionnaires of the Gold Spire see themselves as a part of the grand design and are often forthright in interactions with others.

Ability Score Increase. Your Wisdom or Charisma score increases by 1.

Gold's Accord. You can't be blinded by bright light or similar effects. You know the *light* cantrip. Charisma is your spellcasting ability for it. You have advantage on saving throws against being charmed.

Iron Spire

Legionnaires from the Iron Spire share the direct approach of Gold Spire legionnaires, though they are brash and dislike those who speak in riddles and half-truths.

Ability Score Increase. Your Strength or Charisma score increases by 1.

Iron's Accord. You are proficient in the Intimidation skill. When a creature you can see makes a successful melee attack against another creature within 5 feet of you, you can

use your reaction to interpose your own ephemeral energy between attacker and target, reducing the damage to the target by half. You take the remainder of the damage. You have advantage on saving throws against poison.

Mithril Spire

Legionnaires of the Mithril Spire are staunch in their beliefs, and quick to judge others that step outside those boundaries. They are, however, slow to condemn others without proof.

Ability Score Increase. Your Dexterity or Intelligence score increases by 1.

Mithril's Accord. Your base walking speed increases by 5 feet. Wearing armor doesn't reduce your speed. You have advantage on saving throws against disease.

Silver Spire

Silver Spire legionnaires are slow to trust, tending to keep company with those from their own spire. Once they do connect with an outsider, their bonds are unbreakable.

Ability Score Increase. Your Intelligence or Wisdom score increases by 1.

Silver's Accord. You are proficient in the Insight skill. You have advantage on saving throws against being charmed or frightened and are immune to exhaustion.



MINOTAUR

After many epochs of witnessing the wanton destruction wrought by her brethren, Denev, the Earthmother, created the first minotaurs. She bade them to go forth, defend those who could not defend themselves, and heal the destruction wrought by the titans and their spawn.

Over time, minotaurs developed methods to subdue enemies without injuring them. Guided by the Earthmother, they constructed a mindscape known as the Labyrinth. Scholars debate whether the Labyrinth is a hallucination or a real place, perhaps a pocket dimension of some kind, but it is an apparently endless maze of stone where a minotaur may send the mind of an opponent, rendering them harmless for a short time.

Physical Description: Minotaurs tower over most other humanoids, standing over 8 feet tall. With a head and legs like a bull and a body like a human, they are an intimidating sight. Highland minotaurs tend to have skin and fur ranging from pure white to light browns and tans, while lowland minotaurs exhibit darker brown, reddish-brown, gray, or black hues. While all minotaurs are powerfully built, highlanders tend to be stockier and have thicker fur. All minotaurs have horns, with highlanders having shorter horns which may point upward or sweep back toward the ground, and lowlanders having longer horns that arc toward the sky.

Society: Minotaurs share a tight-knit community. A matriarchal society, the Sovereign Mother stands at the head of all tribes, each of which has a Matron that guides day-to-day life within their settlements. The Sovereign Mother is chosen by majority vote amongst the Matrons, and may be highland or lowland, but always lives within the citadel in the mountain bastion-city of Dromyas in the Titanshome Mountains. That city is carved

from the very stone of the mountain, and those who have seen the Labyrinth notice similarities in design.

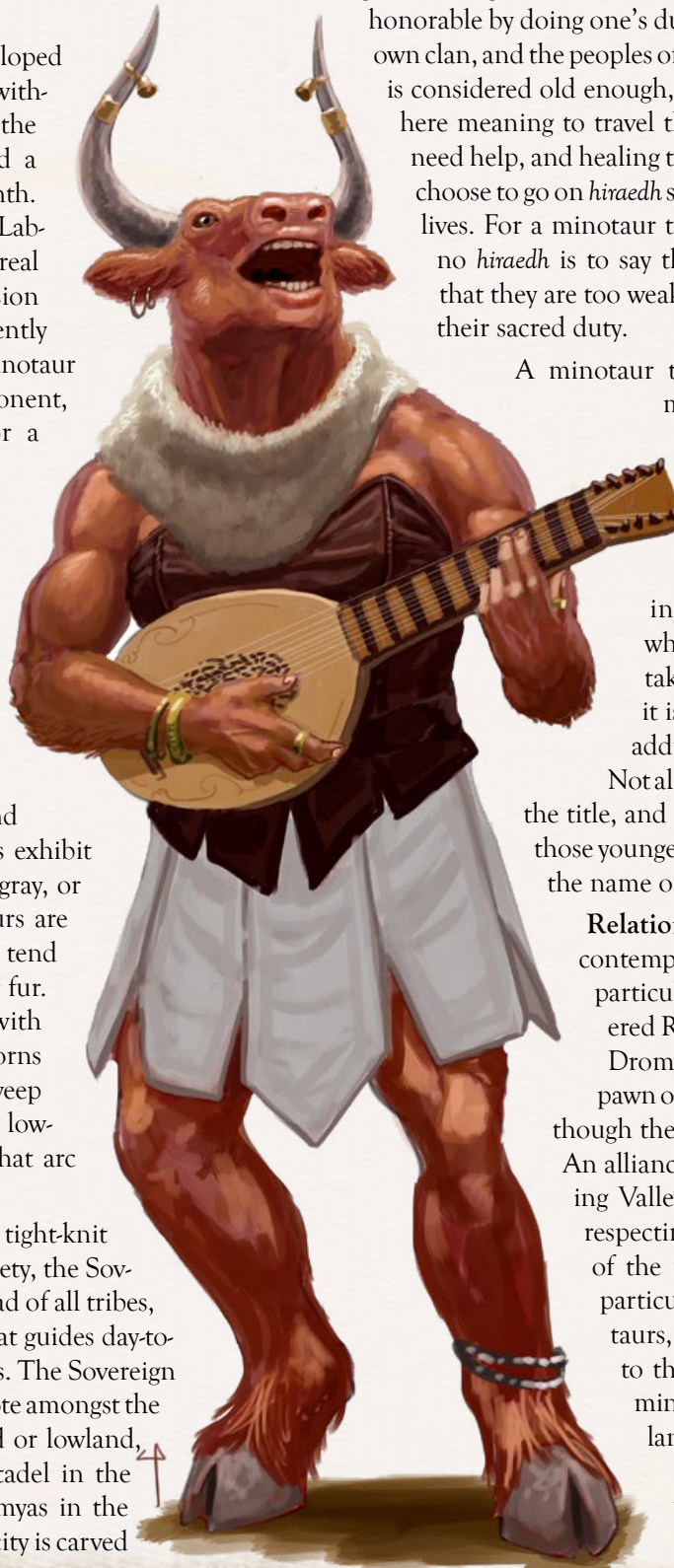
Hiraedh is a strong part of minotaur culture. While it translates to Ledean as “obligation,” the word holds stronger meaning in minotaur society. It is the sense of being honorable by doing one’s duty to the Earthmother, one’s own clan, and the peoples of the world. When a minotaur is considered old enough, they go on *hiraedh*, the word here meaning to travel the world, seeking those who need help, and healing that which is corrupted. Some choose to go on *hiraedh* several times throughout their lives. For a minotaur to tell another that they have no *hiraedh* is to say they have no honor, but also that they are too weak, vile, or cowardly to uphold their sacred duty.

A minotaur that returns from *hiraedh* is marked, either by etchings on their horns or receiving a tattoo or piercings. These symbolize the journey the minotaur has taken and are markings of honor in minotaur society. Those who serve a lifetime of *hiraedh* take on the title of Elder, and it is considered dishonorable to address them without their title.

Not all long-lived minotaurs achieve the title, and aged village chieftains honor those younger than them who have earned the name of Elder.

Relations: Minotaurs are held in contempt by many titanspawn races, particularly those who are not considered Redeemed. The bastion-city of Dromyas is often attacked by titanspawn of the Titanshome Mountains, though they have yet to breach its walls. An alliance is forming with the Gleaming Valley, the Hollow Knights there respecting the abilities and society of the minotaurs. Ganjus elves are particularly friendly with the minotaurs, each race being connected to the earth, and they honor the minotaurs’ life quest to protect the land and heal what is corrupted.

Though minotaurs fought side-by-side with humans, the Calastian



Hegemony wants nothing to do with the titanspawn race, and actively seeks to keep minotaur missionaries outside of its borders.

Alignment and Religion: Almost all minotaurs revere the Earthmother, Denev, who created them. Worship of gods is not unheard of and is not frowned upon as long as such devotion does not go against *hiraedh*.

Most minotaurs are lawful, with a penchant for neutrality or good, though there are those amongst the race that have chaotic and evil tendencies.

Adventurers: While family and home are important to them, the call to be a boon to the world is strong. The call to go on *hiraedh* means that almost all minotaurs are adventurers at some point in their lives.

Minotaur Names: Branys, Drarath, Hammara, Jhroban, Kerzan, Nikhis, Riven, Tyssia, Vyrasha, Wynthkes

Minotaur Racial Traits

All minotaurs share certain aspects. You have the following traits.

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

Age. Minotaurs mature at a rate similar to humans and are considered ready to go on *hiraedh* in their late teens. You can live for 150 years or longer.

Size. Lowland minotaurs tower over 8 feet tall, while highland minotaurs tend to be just under 8 feet. Both weigh between 280 and 360 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Into the Labyrinth. Beginning at 5th level, you can focus on a target you can see within 30 feet of you and attempt to send their mind into the Labyrinth. The target must make a Charisma saving throw. On a failed save, they believe they have been teleported to an ancient maze of stone, inhabited with terrifying monsters. This has the effect of the *confusion* spell, but also causes auditory and visual hallucinations. If the target is allowed to act normally due to their roll at the start of their turn, their mind glimpses what is going on around them outside of the labyrinth for that turn.

You cannot cast other spells that require concentration and must make concentration saving throws if you take damage while using this feature. You may use this ability once and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for this power.

Labyrinthine Recall. You can perfectly recall any path you have traveled.

Tauric Fortitude. Your thick hide allows you to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12 and add your Constitution modifier to the roll. You reduce the amount of damage taken by this amount. After you use this trait, you can't use it again until you finish a short or long rest.

Languages. You speak Titan Speech and two other languages.

Highland

As a highland minotaur, you are stout and hardy, able to survive in the cold climates of the highest mountains of Ghelspad.

Ability Score Increase. Your Constitution score increases by 1.

Mountain Born. You're acclimated to high elevations, including elevations above 20,000 feet, and you are naturally adapted to cold climates.

Touch of the Earthmother. You know the *spare the dying* cantrip. At 3rd level you can cast *aid* once as a 1st level spell, and at 5th level you can cast *beacon of hope* once as a 2nd level spell. You regain the ability to cast these spells after a long rest.

Lowland

As a lowland minotaur, your powerful build and wicked horns make you a formidable opponent.

Ability Score Increase. Your Strength score and one other score of your choice increases by 1.

Charge. If you move at least 10 feet straight toward a target and then hit with your gore attack on the same turn, the target takes an additional 1d6 piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Gore. Your horns are natural weapons, which you can use to make unarmed strikes. On a hit you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can lift, push, or drag.

SCRAG

Children of Kadum, the scrag were once the undisputed masters of the oceans. Then the tritons came, Kadum was cast down at the end of the Divine War, and the scrag found themselves battling to maintain their own territory while physically diminished without the power of their titanic father. Once giants of the water, the scrag now seek only to survive in a new world.

Physical Description: Standing just over 8 feet tall and weighing 320 to 400 pounds, scrag have a rubbery hide that is mossy green, putrid gray, or a mottled combination of the two, with hair that is greenish black or iron gray. Females are slightly larger than males. When on land, scrag hunch over, their knuckles almost dragging on the ground due to their abnormally long arms. Despite their awkward appearance, scrag are surprisingly agile, especially in water.

Society: Naturally combative and dominating, the scrag have a hierarchy based on who can cow whom. Slugs are the lowest caste and are often misshapen runts. Slugs do menial labor and serve all other castes. Above them are the kappi, the warrior caste of scrag society, which encompasses the bulk of the scrag population. Though required to take on menial tasks, the kappi spend most of their time hunting, invading other territories, watching over slaves, or defending scrag colonies. Warlords oversee the kappi and are usually found heading up raids or plotting invasions to claim slaves and territory. A colony may have a few warlords or only one, depending on its size. On equal footing with warlords are shamans, a caste made up of druids, clerics, and a smattering of sorcerers and warlocks. Shamans often work with the warlords, helping them plot and divining potential outcomes. Prior to the Divine War, the scrag had a jarl, a central chieftain. When the jarl perished following Kadum's imprisonment, the warlord and shaman castes fell into disarray, each striving to take control of what was left of the scrag empire. No single figure has managed to claim the title of jarl, so the various colonies answer only to themselves.

Relations: It would be a stretch to say that the scrag have any true alliances. Some tribes or individuals have chosen to serve Queen Ran of the Blood Sea, though such alliances may end at Ran's merest whim.

Tritons are hated enemies of the scrag, who view them as trespassers and interlopers that have stolen the scrag's rightful place.

Alignment and Religion: Most scrag pray to Kadum, though support of the titan has faded since the Divine War. There are scrag who believe that life would be better without gods and titans.

Scrag tend to lean toward evil or neutrality, though the caste system finds many scrag adhering to a lawful alignment.



Adventurers: Scrag adventurers are found exploring the oceans of Scarn or the coastlines of Ghelspad. Finding a scrag far inland is a rare thing indeed, though it is possible. Mixing company with divine races is generally avoided. An adventuring scrag is often accompanied by other scrag or members of redeemed races.

Scrag Names: Aggrik, Blix, Fennic, Gharl, Linzt, Mekzin, Orut, Sehnk, Utuz

Scrag Racial Traits

You have a number of abilities granted by your creator, Kadum.

Ability Score Increase. Your Strength and Constitution scores increase by 2.

Age. A scrag reaches maturity around the age of 10 and can live to be nearly 100 years old.

Size. You tower over many other humanoids of Ghelspad, at around 8 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swim speed of 30 feet.

Darkvision. Accustomed to the depths of the ocean, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

Amphibious. You breathe air and water.

Claw. Your claws are natural weapons, which you can use to make unarmed strikes. On a hit, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Regeneration. When submerged in water, you regain 1 hit point at the end of each of your turns. In addition, if you lose a limb or body part, the lost portion regrows within 3d6 minutes. A severed limb can be reattached by holding it to the stump, where it reattaches instantly.

If you take fire or acid damage, or if you fail a death save, your regeneration ability does not function at the end of your turn.

Unshakable. You have advantage on saving throws against being frightened.

Languages. You speak Titan Speech, Giantish, and one common language of your choice.



TRITON

Created by Corean to bring peace and law to the oceans of Scarn, the tritons are sea dwelling humanoids. During the Divine War, they were instrumental in defeating the titanspawn that ravaged the oceans.

The tritons who dwell within the Blood Sea have mutated, becoming a twisted version of their former selves, so much so that there are now two distinct subraces of the sea-dwelling folk.

Physical Description: Clearwater tritons appear similar to humans, though they have silvery skin in tones of blues and greens with silvery-blue scales on their lower bodies. Their hair is often dark blue, teal, or sky blue. Gills allow tritons to breathe water. Heavy webbing between their fingers and toes and fin-like structures protruding from their legs make them powerful swimmers.

Blood-tainted tritons retain the same physical build as their clearwater relatives but have been corrupted, their natural skin tone taking on the reddish-hue of the waters they live in. A blood-tainted's eyes are larger, the irises capable of opening much further, making the eyes look completely black. Their hands are elongated, ending in deadly claws.

Society: In the early years of the triton empire, their society was rigid, militaristic, and strongly devoted to Corean. While the tritons still worship their creator, the years since the titan-swar have allowed the tritons the opportunity to relax and expand their worldviews. The great coral cities of the tritons now see sculptures and grand works of art, as well as schools for subjects beyond the arts of war. Professions that create more than weapons are on the rise. Peace has not made the tritons lax in their defense of the oceans, however. They remain vigilant against titanspawn, particularly the scrag.

For the blood-tainted, life has become more difficult, and the cities they once built are now in terrible decay. The tritons still live within them, but the ever-present anger that rises from Kadum's blood has caused progress to come to a halt. The blood-tainted rely on hunting and scavenging to survive, as well as goods from their clearwater brethren. As the blood-tainted fall farther into savagery, the future of the tritons in that region grows uncertain.

Relations: Tritons enjoy ongoing peace with the merfolk of the oceans. Few coastal villages have issues with the sea people coming on land. Shelzar has even built several centers of entertainment for tritons, always welcoming them and their coin. The city of Mithril is counted amongst the tritons' land-based allies, though blood-tainted that visit the city should still expect the occasional suspicious glance due to their twisted appearance.

Tritons are still embroiled in an ongoing war with the scrag as the sea trolls attempt to reclaim their former territory.

Tritons are generally unwelcome in the Calastian Hegemony. While commoners in coastal towns welcome



triton visitors, the rulers and nobles of the Hegemony want nothing to do with the tritons.

Clearwater and blood-tainted tritons share strained relations. Clearwaters refuse to travel through the Blood Sea to lend aid to the blood-tainted, for fear that they too may become corrupted.

Though blood-tainted are welcome in clearwater kingdoms, their growing madness has caused the blood-tainted to brush off the welcoming hand of their untainted kin.

Alignment and Religion: All tritons praise Corean. Many also make offerings to Kadum in hopes of easing the titan's suffering. Worship of other gods is not uncommon, though very few triton cities have any sort of temple dedicated to their honor.

Clearwater tritons are commonly lawful and tend to be good or neutral, though the blood-tainted have begun to show signs of chaotic thinking and behavior. Few tritons of either subrace are considered evil, though it is not unheard of.

Adventurers: Adventuring the ocean is part of daily life for many tritons, as they seek out enemies of the gods, defend their settlements, and seek to impose balance and justice in the underwater realm. Often, tritons that venture onto land remain within a day's travel of the coastline, though there are many reasons one of the sea folk would travel further inland. Visions from Corean often fuel quests of tritons who brave the surface world, as do rumors of titanspawn that need to be halted, or agreements with land-based governments.

Male Names: Dhemnes, Johvnos, Kimris, Mahlas, Nehles, Vunrus, Zavas

Female Names: Adyn, Ethehyn, Naddohen, Osnyn, Solteryn, Wedyrin

Triton Racial Traits

As a triton, you share certain characteristics with all other members of your race.

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

Age. Tritons are considered mature in their mid-teens. You can live for almost two centuries.

Size. More compact than humans, tritons are powerfully built and stand around 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swim speed of 30 feet.

Amphibious. You breathe air and water.

Ally of the Ocean. Though you cannot speak with them, beasts that breathe water understand the concepts of your words. You may convey simple ideas to them. You can cast the *call aquatic beast* spell once and regain the ability to do so after a short or long rest. Charisma is your spellcasting ability for this feature.

Ocean's Embrace. You are resistant to cold damage and are not affected by conditions of a deep underwater environment.

Languages. You speak Primordial and one other language of your choice.

Clearwater

Corean created your race, imbuing you with power to help govern the oceans.

Ability Score Increase. Your Charisma score increases by 1.

Darkvision. Able to see in the depths of the ocean, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

Sea's Gift. At 5th level you can cast the *control water* spell once. At 10th level, you can cast *conjure elemental* once to summon a water elemental. You regain the ability to cast these spells after a long rest. Charisma is your spellcasting ability for this feature.

Triton Weapon Training. You are proficient in the use of the trident, net, and crossbow.

Blood-tainted

The titan's blood in the waters of your homeland has altered your people. As a blood-tainted triton, you have the following abilities.

Ability Score Increase. Your Dexterity score increases by 1.

Superior Darkvision. Your eyes are large and are capable of seeing in the dark depths. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim. The corruption that has changed you also allows you to see color in darkness.

Claw. Your claws are natural weapons, which you can use to make unarmed strikes. On a hit you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Blood Rage. When you take damage in combat, you must succeed on a Wisdom saving throw (DC equal to 8 + half the damage taken) or be overcome by a berserker rage. You may choose to fail this saving throw. While in the rage, you may only attack the creature that provoked your rage. You have advantage on attack rolls and deal an additional 2 points of damage on a successful melee attack. Attack rolls against you have advantage. You cannot cast spells or maintain concentration. After your enemy is dead, you must make a DC 12 Wisdom saving throw to calm down. On a failed save, you attack the nearest hostile creature. This continues until you make a successful save, kill all hostile creatures you can perceive, or you are incapacitated. You cannot voluntarily end this rage.

Chameleon. Your skin shifts colors, granting you advantage on (Dexterity) Stealth checks.



chapter four: Equipment and Magic Items

Adventurers on Ghelspad rely on a host of tools, technologies, and objects of power to contend with threats from rivals and titanspawn. The following items are available for use in your Scarred Lands adventures.

BLOOD SEA ALCHEMY

The Blood Sea is a visceral reminder of violence, and beats with the drowned heart of a slain titan. Kadum's blood infuses the flora and fauna around it with monstrous life. While this makes it a perilous location in which to linger, it has fostered a lively culture of alchemy which thrives on the alien reagents found on the shores of the crimson abyss.

Practicing Blood Sea Alchemy

The practice of Blood Sea alchemy requires proficiency in and access to alchemist's supplies. Each recipe requires a special reagent unique to the Blood Sea. The use of such components risks tainting the result with titanic corruption. A character proficient in alchemist's supplies and in possession of the necessary ingredients can attempt to craft one of the recipes they know during a long rest, using Intelligence (Alchemist's Supplies). When the alchemist prepares their consumable, roll on the Blood Sea Corruption table below to determine if and how the preparation has been affected.

Example Recipes

The following recipes are examples of what it is possible to create through Blood Sea Alchemy.

Claret Oil

This oil is created from the tentacle of a lurker below, which must be harvested and used within 8 hours of the creature's death. The resulting oil, however, retains potency until used.

Type: Viscous Oil

Time and cost to craft: 4 hours, and 50 gp in rare ingredients

Duration of effect: 1 hour after application

Blood Sea Reagent: The tentacle of a lurker below (see *Creature Collection*).

Effect: Claret oil can be applied to any weapon that deals slashing or piercing damage. Attacks from a weapon treated with claret oil are considered to deal poison damage in addition to their regular damage type. Furthermore, whenever an attack from the treated weapon damages a creature, that creature must succeed on a DC 14 Constitution saving throw or become paralyzed until the end of their next turn.

One batch of claret oil is sufficient to cover a single melee weapon or 10 pieces of ammunition.

Drawback: If the user receives any magical healing, including drinking a potion of healing, while carrying a weapon treated with claret oil, the claret oil immediately loses potency. This does not apply to claret oil that has been prepared but has not been applied to a weapon.

Evergreen

Perhaps the most common alchemical recipe found under the Blood Sea, Evergreen is a thick turquoise sludge that undersea communities use to light their cities and towns.

Type: Inedible Ooze

BLOOD SEA ALCHEMY RESULT TABLE

INTELLIGENCE CHECK	RESULT
1 (unmodified)	The mixture creates a magical explosion of blood, dealing 6d10 bludgeoning damage to the alchemist and 1d10 force damage to each creature within 5 feet of the alchemist. All affected creatures are coated in viscera.
2-5	The preparation warps and boils into a fountain of blood. The reagents are wasted.
5-9	The preparation is poisonous, and consuming it affects the creature in the same way as a potion of poison instead of its intended effect.
10-13	The recipe works, but the skin of the creature that prepared it is dyed blood red for 1d4 days.
15-20	The recipe works as intended.
21-25	The consumable works as intended, for twice the expected duration, where relevant.
25+	The effects of the preparation are permanent

Time to craft: 1 hour and 5 gp in rare ingredients per lb created

Duration of effect: 7 days

Blood Sea Reagent: Kadum's Blood, algae harvested from the shores of the blood sea.

Effect: One pound of Evergreen sheds bright light in a 30 foot radius, and dim light for a further 30 feet.

Drawback: The light is actually shed by living micro-organisms in the ooze, which are killed if damaged. Evergreen is typically kept in glass jars, vials, or orbs (AC 13, 5 hp) dealing 1 point of damage to the container holding the Evergreen is sufficient to kill the organisms within it. Evergreen can be coaxed into shedding light of any color other than white.

Feral Draught

This foul drink requires the alchemist to collect cruor, clotted blood of the titan Kadum. The cruor is then strained and mixed with an herbal concoction to create this bitter, brackish potion.

Type: Ingested Liquid

Time and cost to craft: 2 hours, and 50 gp in rare ingredients

Duration of effect: 1 minute after ingestion

Blood Sea Reagent: Cruor, the clotted blood of Kadum, which can only be acquired by spending one hour trawling in the waters of the Blood Sea. A successful DC 15 Wisdom (Survival) check provides 1d4 clots of cruor. Each clot is sufficient to craft one dose of feral draught. Once removed from the Blood Sea, cruor loses potency in 8 days.

Effect: Upon consuming a dose of feral draught, the drinker must succeed on a DC 14 Constitution saving

throw. On a successful save, the drinker gains a +2 bonus to all melee weapon attacks and unarmed strikes. While this bonus is active, the creature's melee attacks are considered magical for the purposes of overcoming damage resistance. Additionally, the drinker gains 5 temporary hit points for the duration of the effect. On a failed save, the drinker suffers 2d4 poison damage and is poisoned for one minute.

Drawback: The user becomes aggressive and cruel, suffering disadvantage on Charisma checks for the duration of the effect.

Folly

The recipe requires the pollen of a rare flower which is invisible until after sundown. The powder produced grants the user superhuman senses and augments psychic powers by swelling areas of the brain that process information.

Type: Inhaled Powder

Time and cost to craft: 4 hours, and 25 gp in rare ingredients

Duration of effect: 8 hours

Blood Sea Reagent: The pollen of an 'Evening Whisper' flower, which can only be located at night.

Effect: The powder enhances the user's awareness, granting them advantage on Wisdom (Perception) checks for the duration. Creatures have disadvantage on saving throws against divination spells and effects cast by creatures under the influence of Folly.

Drawback: The user becomes jittery and easily spooked, gaining disadvantage on saving throws against fear and illusions for the duration.

EQUIPMENT

The following equipment expands on gear presented in chapter five of the **Scarred Lands Player's Guide (SLPG)**.

Hook Crossbow

This small device appears very similar to a hand crossbow but bears a 30-foot coil of thin rope attached to a grappling hook. The hook can be fired from the crossbow as an action at any overhang, ledge or load bearing support within 30 feet.

A character holding the crossbow can use a bonus action to release a hidden mechanism, which causes the rope to quickly wind itself back onto the coil, catapulting the crossbow (and its holder) off the ground 30 feet towards the hook. A character using this feature must succeed on a DC 10 Dexterity saving throw or lose their grip on the crossbow as it jerks from their grasp, causing the user to fall prone.

The rope has a high tensile strength and can carry up to 300 pounds. It can carry multiple creatures as long as their weight does not exceed the limit.

Itching Powder

Contact with a dose of itching powder causes the skin to break out in angry hives and causes the target to suffer disadvantage on ability checks as they struggle to focus. A spellcaster concentrating on a spell who is subjected to itching powder must make a DC 10 Constitution saving

throw at the start of each turn they are afflicted by itching powder in order to maintain concentration. Itching powder continues to affect a target for 2d6 hours, or until they are cleaned. One gallon of water is sufficient to wash off 1 dose of itching powder. As itching powder gets directly on the target's skin, prestidigitation is ineffective at removing the substance from a person.

In combat, itching powder can be used as an improvised thrown weapon. On a hit, the target must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute, in addition to the effects mentioned above.

Lock Gum

Lock gum is a thieves' tool that makes it easier to pick locks. If applied judiciously to lockpicks, it makes manipulating the lock interior easier, while also muffling the noise made in doing so. Practically speaking, 1 dose of lock gum gives advantage to a character making an ability check using thieves' tools to open a lock or tinker with a mechanism. Each time a dose of lock gum is applied to tools, the character must succeed on a DC 10 Dexterity (Arcana) check, or have their tools catch fire, warping the tools beyond use and dealing 1 fire damage to the holder. In addition, when the gum is used to open a lock, the lock remains sticky for 1d4 hours afterwards, during which time no key will open it.

MAGIC ITEMS

Divination dice, poison-detecting spices, fish tattoos: Ghelspad is the home of a variety of magic items, blessed by titans, gods, or exceptional artisans. Some of these items have been around for centuries, perhaps even before the Titanswar, while others were created due to the events of the war and the changes that it brought to the world. A sharp sword is of no use to someone becalmed in the Blood Sea, so variety is advised to adventurers hoping to traverse the most dangerous regions of Ghelspad. In this section you can find a description of some of these particular items and what they can be used for. The following magic items expand on gear presented in chapter seven of the **Scarred Lands Player's Guide (SLPG)**.

Blood Compass

Wondrous item, uncommon (requires attunement)

Created by the artificer Morgo, so he would always know where his daughter, an adventurer, was, this compass is actually more commonly used by assassins due to its abilities. The compass can be filled with blood of a creature, and after doing so the compass points toward whoever the blood belongs to as long as they are on the same plane of

existence. If the creature is on another plane, the compass simply spins slowly, not locking onto a single direction. The compass can be emptied out and filled with water, in which case it points toward the nearest living creature, besides the one who's attuned to it.

Bone Dagger

Weapon (dagger), very rare

This potent weapon consists of a shard of bone crudely fixed into an ivory hilt. It is almost always found sheathed, often in human or humanoid skin. In truth, it's a weapon made from the femur of a long-dead necromancer, and those vile enough to use it gain power over the undead.

The *bone dagger* is a +2 dagger. On a successful strike, the dagger may inflict one level of exhaustion upon a target. The victim must make a successful DC 18 Constitution saving throw to resist. If the blade is unsheathed and an exhaustion level is not inflicted within 10 rounds, the wielder automatically suffers one level of exhaustion and continues to do so for each 10 rounds thereafter in which the weapon remains drawn and in their possession unless a level of exhaustion is inflicted upon a target. Placing the *bone dagger* in a sheath requires a successful



DC 18 Strength saving throw unless the dagger has inflicted a level of exhaustion since it was last sheathed.

A *bone dagger* that has been drawn may be abandoned before its wielder suffers exhaustion. If the blade is discarded, the next person to touch the weapon must make a DC 18 Constitution saving throw or gain one level of exhaustion. Wherever the *bone dagger* goes, the area around the dagger is treated as though it is desecrated via a hallow spell with the Extradimensional Interference effect, with the dagger at the center of the effect.

Castaway's Jacket

Wondrous item, rare

It is theorized that these jackets used to be fairly common along the coast of Ghelspad, but the civilization that made them has fallen and left no record of how to reproduce these life-saving devices. This has caused them to become less and less common, now only used by paranoid sailors.

This yellow jacket keeps its wearer afloat in all liquids. It can also be tapped twice, causing it to begin slowly dragging the wearer to the nearest plot of dry land at a speed of 15 feet per round.

Chest Bellows

Magic tattoo, uncommon

This tattoo is always inked on the character's chest. It is intended to help sailors whose ships are becalmed, and while it is always helpful to have some crew members with chest

bellows, some over-cautious sailors demand that everyone in the crew have this particular tattoo. Some prolific captains even have their own personal versions of *chest bellows*, making members of their crew easy to identify.

As an action, the tattoo can be activated to allow the wearer to cast *gust of wind*, but after doing so the wearer gains one level of exhaustion for 1 hour. Once you activate the tattoo it cannot be activated again until you finish a long rest.

Cloak of the Sondra

Cloak, very rare (requires attunement)

A small group of Dar'Tan's apprentices banded together under the name of Sondra. They classified themselves as the mage's best apprentices and were easily spotted due to their characteristic cloak. People with poor eyesight would claim the cloak was black, but anyone with at least one good eye could easily see that was not exactly the case. It was rather as if shadows covered the Sondra, moving, and dark.

One day some Sondra attacked another wizard, destroying a city in the process. After this event they made themselves scarce. Nowadays seeing anyone with a shadow cloak is enough to strike fear, even if the wearer has no idea how to use it.

The cloak has 6 charges and it regains 1d4 charges at dusk. Being attuned to the cloak grants the ability to cast the following spells: *shadow bolt* (3 charges), *inflict wounds* (2 charges), *darkness* (1 charge).

Dead Tongue

Magic tattoo, rare

Drawn as a stylized wisp of smoke on the tongue, the wearer can activate this tattoo to cast *dying breath* (see **Note Four: New Spells**) as a bonus action. The tattoo can only be activated again after completing a long rest.

Enkili's Blessing

Magic tattoo, rare

This tattoo is unique for each wearer. It's composed of a personal symbol of luck, inked into the forehead. Just like Enkili, the tattoo may favor or curse its user; it's all a matter of luck. After making any attack roll, ability check, or saving throw, you can activate the tattoo. You roll 1d20, and if the result is an odd number, you subtract it from your original roll. If it is an even number, you add it to your original roll. The tattoo cannot be activated again until you have completed a long rest.

Enkili's Knucklebones

Wondrous item, very rare

Enkili's knucklebones are a pair of magic dice carved from bone. They may have any number of sides, but the faces don't have numbers or marks and instead appear completely blank. They are divination dice but have an ill reputation. For those who know of them the dice are believed to only foretell bad fortune, and several people prefer to not use them at all. However, that particular ability is of use to some people, and the dice are fairly accurate, so they prove useful in avoiding or planning against dangerous situations.

Roll the dice and ask a question. The dice continue rolling until the query has been completed, or for 10 minutes if the roller asks nothing. As soon as the question has been asked, the dice stop rolling and the character receives an accurate, two-word answer to the inquiry, with each word appearing on one die. The answers won't always be helpful, and if the question or answer doesn't relate to a future or present danger or problem, the dice don't respond at all.

Once you have used these dice you may not use them again until the following dawn.

Example: Ms. Hatch is wondering if the merchant she tricked yesterday is concocting any sort of revenge. She rolls the dice and asks, and the dice stop, displaying the words "Planning" and "Murder." Ms. Hatch wastes no time in going to the merchant and killing them first.

Forging Shard

Wondrous item, legendary

Golthagga's last duel with Corean was violent, filled with destruction and rage. Even Golthagga's hammer was shattered, scattering pieces of it all over Ghelspad. Many have

found these innocuous-looking shards of coal-black metal, as small as a nail or as large as a fist, and thought little of them. However, the *forging shards* still retain a great portion of Golthagga's power. The bearer of a *forging shard* receives its powers so long as the shard touches their flesh. Those wearing a shard of the Tongs gain resistance to fire; those bearing a shard of the Hammer receive a +2 bonus to their Strength score. Further, if two forging shards that share a common break are placed together, they fuse seamlessly into a larger shard.

Forsaken Elf Blade

Weapon (rapier), legendary

The elves of Termana are the only race of mortal beings to defeat a titan without divine intervention. In their fight against Chern, the elves' blades gained new powers; no one knows how. These blades have become increasingly rare over the years.

A true forsaken elf blade is a +2 rapier with the unique power to ignore the damage resistance and damage immunities of any titan or titanspawn. Against a titan or titan-worshiper, the rapier also has advantage on attack rolls and inflicts 2d6 points of additional radiant damage on a successful strike.

Hidden Compartment

Magic tattoo, uncommon

Who has never faced the problem of just having too many things to carry? Or perhaps wanting to bring an item into an area where it was forbidden? No one knows who first created this tattoo, but now it is used by a variety of people across Ghelspad, from the merchant who wishes to keep his earnings safe to the prisoner wanting to carry a hidden weapon.

This tattoo is drawn on the leg and it has the appearance of a pocket or pouch. It works as a *bag of holding*, only usable by the wearer of the tattoo and with a maximum capacity of 4 pounds. Items placed inside the tattoo must fit past the opening that was drawn; a pouch drawn with a larger opening can fit a bigger variety of items, but it is also more difficult to hide.

Intelligent Rope

Wondrous item, rare

Though this rope is not sentient, it is far more responsive than your average piece of braided hemp. Able to tie, untie and coil itself on command, *intelligent rope* is very popular among burglars, spies, assassins and participants in illicit love affairs. Besides the obvious use as a rope to climb wherever one is not supposed to, rumors swirl of intelligent rope being used as a murder weapon. This is accomplished by allowing someone who was unaware of its nature to begin climbing

the rope, then commanding the rope to untie itself, causing the climber to fall to their doom.

An *intelligent rope* can perform either of the following actions. One tug at one end of the rope, combined with a word of command, tells the rope to wrap and knot itself around the nearest solid, anchored object. Two tugs and the command word tells the rope to untie its other end and coil itself into the user's hand.

An *intelligent rope* can perform either action twice and may not do so again thereafter until the following dawn.

Mark of the Fish

Magic tattoo, rare

This tattoo is drawn as two stylized fish swimming along the shoulders. It is a favorite of those who want to brave the seas of Scarn while still being able to communicate with whatever intelligent sea life they may find. As an action the tattoo can be activated, granting the wearer a swim speed of 30 feet and the ability to speak the Aquan language. The activation only lasts one hour, and the tattoo cannot be activated again until you have completed a long rest.

Mandolin of Manipulation

Wondrous item, legendary

Long before the Titanswar, when Tanil was young and naive, she watched the titans create things, beautiful things. She decided to do so as well, joining her love of song and mischief to create the Mandolins of Grace, hoping her followers would use them to share beautiful songs all over the world. Though her intentions were good, Tanil was still young, as far as deities can be, and did not think mortals could misuse the gifts that she gave them. Yet when she saw her followers using her gifts for personal gain, she grew troubled. At first, the goddess would simply reprimand those who used one of the mandolins' abilities for reasons she found unworthy or unsavory. Usually a brief word from Tanil was enough to sort out any problems, but after Hrinruuk the Hunter assaulted her, Tanil realized half measures were not enough, and she placed a powerful curse on her instruments to ensure they would never be used to do to another what had been done to her. However, that didn't help change the reputation of the artifacts, now known collectively as the *Mandolins of Manipulation*.

There are at least three known *Mandolins of Manipulation*. Each is a beautiful instrument, made of the finest woods and inlaid with mother-of-pearl and gold filigree. The possessor of one of these masterpieces gains a +2 bonus to their Charisma score and advantage on all Charisma-based checks. Additionally, the mandolins allow their owners to cast the following spells:

3/day: *charm person* (save DC 18)

1/day: *enthral* (save DC 20), *suggestion* (save DC 20)

Sexual Violence in Ghelspad

The world of the **Scarred Lands** is heavily inspired by Greek mythology. In drawing from that inspiration, some of the problematic and potentially triggering aspects of those stories have made their way into the mythology of Scarn, specifically with regard to the issues of sexual violence and the gods. In-world, this has had the effect that religions of all alignments generally view sexual violence as blasphemous and worthy of the harshest punishments for the perpetrator. In the real world, however, consent, awareness, and discussion of boundaries in relation to players' triggers is essential to developing a positive gaming experience. It is important that you as a storyteller have a frank discussion with your players and ask if they are comfortable with the subject of sexual violence being discussed in your game. If they are not, do not include it. Some incredible resources can be found online that discuss strategies and methods geared toward creating a safe game table, and we encourage you to check them out. Lastly, we can't always tell if someone's life has been touched by sexual violence. We must exercise constant care, concern, and respect.

1/week: *dominate person* (save DC 24), *mass suggestion* (save DC 24)

Tanil cursed these instruments so they might never be misused. If a *Mandolin of Manipulation* is used to curtail another being's freedom or to make someone act against their will, it ceases to function for one full month, and its possessor automatically fails their next five Charisma-based skill checks. If the owner ever commits — whether through blackmail, force, magic, or any other means — any form of sexual violence, regardless of whether the mandolin is used in the coercion, Tanil's wrath is terrible indeed. The mandolin never again functions for that being, and no test proves that it is anything more than a well-crafted mandolin until it is sold as such or discarded. The possessor's Charisma score is reduced to 1 and the accursed suffers disadvantage on all Charisma ability checks and saving throws. Nothing short of a wish spell can remove this curse once Tanil has placed it unless she chooses to permit it, an unlikely scenario.

Portable Window

Wondrous item, very rare

A *portable window* looks like a smooth, silvery gray handkerchief when not in use. When activated against a surface, the portable window becomes a completely transparent 5 foot square. This item is highly sought after, especially among spies, and it is also particularly useful to burglars, assassins

and voyeurs. But being caught with one is a sure way to get incarcerated anywhere in Ghelspad.

When unfolded and placed flat against a solid object, such as a wall, the area directly behind the *portable window* achieves one-way transparency. For example, a person holding a *portable window* up to a wall can see through the wall as if it were completely transparent, but someone on the other side of the wall would perceive it as unchanged, being unaware that a *portable window* has been applied and that the actions on their side of the wall are viewable by the window's operator. A *portable window*'s powers can work on any flat surface that is less than three feet thick. Using a *portable window* does not allow the user to hear what is transpiring on the other side of this viewport.

Predator Staff

Weapon (quarterstaff), very rare (requires attunement)

This driftwood staff is stained red from the waters of the Blood Sea. Embedded along its length are teeth from several different aquatic beasts of different sizes. No one is quite sure who created the first predator staff, and the technique to make them seems long forgotten but nowadays they can be found in the hands of some druids from the Blood Sea that were lucky or adventurous enough to find them. Some merfolk groups hold these staffs in such high esteem that only their leaders are allowed to use them. At the same time, a leader without a predator staff may have their authority questioned, so it's not uncommon to see groups of merfolk hunting for predator staffs.

A *predator staff* is a +1 quarterstaff. While attuned it also grants the following powers.

If held underwater it allows spells to be cast without a verbal component. The staff also has 6 charges that can be used to cast the following spells: *magic fang* (1 charge), *call aquatic beast* (2 charges).

The staff regains 1d6 charges at dawn, but only if it has been submerged in the waters of the Blood Sea since the previous dawn.

Sail of the Explorer

Wondrous item, rare

First used by Hughbert Glatus Marvin II, this magic fabric is widely sought by explorers. Its unique ability to push a small ship, even without wind, makes it the best thing to have when exploring the seas surrounding Ghelspad.

A ship equipped with these sails is able to move at half speed without wind.

Seriden Shield

Armor (shield), rare

These shields are fashioned from immense seashells found only in the deepest parts of the oceans. Considered to be some of the most beautiful and exotic shields in all the lands, the majority of *seriden shields* are large shields, though a few buckler-size pieces have been found. These shields are very special for tritons, due to the sacred method of making them, so they aren't too keen on strangers stealing and using these shields. However, due to their unmatched beauty, several nobles and rich merchants enjoy having them as decoration.

A *seriden shield* is a +1 shield that grants +2 AC against melee attacks while underwater.

Spice of Poison Revelation

Wondrous item, common

Poison is one of the most common ways of neutralizing an enemy, rival or annoying neighbor, and having someone test food and drinks is not always an ideal solution. Luckily there is a particular item that can help this situation, the *spice of poison revelation*. Any ordinary spice can be turned into a *spice of poison revelation*, so popular spices like pepper and clove most commonly undergo the transformation.

When sprinkled over food or drink, *spice of poison revelation* acts as a normal spice, unless it enters contact with poison. When that happens the *spice of poison revelation* turns bright green and changes its taste to become terribly bitter. An ordinary jar of *spice of poison revelation* contains 50 doses.

Tar Dragon Tattoo

Magic tattoo, very rare

Incredibly rare, there are only a few known copies of this tattoo ever inked. Covering both the back and shoulders of the wearer with black tar-like wings, this tattoo is rumored to be a creation of a mysterious wrack dragon; what isn't a rumor is the power this tattoo can give.

When activated, the bearer of the tattoo gains the effects of *enhance ability* with the Bull's Strength effect and resistance to non-magical piercing, slashing and bludgeoning damage. In addition, as an action the bearer can vomit a sticky substance from their mouth in a 20-foot cone. Creatures within the cone must make a DC 15 Dexterity save or have their speed reduced to 0 and all speed bonus effects nullified; this effect lasts for 30 minutes. The vomit attack can be used twice while the tattoo is active. The tattoo remains activated for 1 hour or until the wearer deactivates it. Once the tattoo is deactivated, the wearer gains one level of exhaustion for a period of time equal to the duration of the tattoo's prior activation. The tattoo can only be activated again after a long rest.



chapter five: New Spells

NEW SPELL LIST

The following spells expand on those presented in chapter six of the Scarred Lands Player's Guide (SLPG).

BARD SPELLS

CANTRIPS

Chameleon Skin

Dowsing

1ST LEVEL

Dead Man's Eyes

Ever Scent

Gloom

Riddle-Speak

2ND LEVEL

Halting the Wayward Tongue

Serpent's Stare

Voice of the Deep

3RD LEVEL

Meld Object

Proxy Charm

4TH LEVEL

Battlecry

Inquisition

6TH LEVEL

Declaration of Death

CLERIC SPELLS

1ST LEVEL

Constrictor Staff

Dead Man's Eyes

Enkili's Luck

Gloom

2ND LEVEL

Brand of Light

Enkili's Prank

Grim Feast

Sunspear

3RD LEVEL

Commander of Death

Corpse Bomb

Fountain of Blood

Life Force Transfer

Tattoo Item

Transmute Flesh to Shadow

4TH LEVEL

Blood Water

Battlecry

Escape the Bonds of Flesh

5TH LEVEL

Dark Water

DRUID SPELLS

1ST LEVEL

Buoyancy Net

Constrictor Staff

Magic Fang

Swarm

2ND LEVEL

Bite of the Habu

Frog Tongue

Serpents' Stare

Voice of the Deep

3RD LEVEL

Armor of Brambles

Bite of the Krait

Call Aquatic Beast

Clear Sight

Crushing Coils

Sethris' Potency

4TH LEVEL

Bite of the Mamba

Bone Spikes

Weapon of Nature

DRUID SPELLS (CONTINUED)**5TH LEVEL**

Bite of the Cobra

Dark Water

Mormo's Serpent Hands

PALADIN SPELLS**2ND LEVEL**

Brand of Light

Sunspear

3RD LEVEL

Life Force Transfer

RANGER SPELLS**1ST LEVEL**

Magic Fang

3RD LEVEL

Armor of Brambles

Call Aquatic Beast

Clear Sight

4TH LEVEL

Weapon of Nature

SORCERER SPELLS**CANTRIPS**

Chameleon Skin

Cold Snap

Dowsing

1ST LEVEL

Buoyancy Net

Dead Man's Eyes

Enkili's Luck

Riddle-Speak

Swarm

2ND LEVEL

Armor of Undeath

Bloodstorm

Enkili's Prank

Halting the Wayward Tongue

Voice of the Deep

3RD LEVEL

Clear Sight

Commander of Death

Crushing Coils

Fountain of Blood

Proxy Charm

4TH LEVEL

Bone Spikes

Burning Sails

Escape the Bonds of Flesh

5TH LEVEL

Affliction

Dark Water

Feren's Essential Exclusion

Feren's Zone of Purity

Mormo's Serpent Hands

6TH LEVEL

Declaration of Death

WARLOCK SPELLS**CANTRIPS**

Chameleon Skin

1ST LEVEL

Gloom

Swarm

2ND LEVEL

Bloodstorm

Soul Effigy

3RD LEVEL

Crushing Coils

Dying Breath

Shade's Sight

4TH LEVEL

Escape the Bonds of Flesh

5TH LEVEL

Dark Water

6TH LEVEL

Declaration of Death

Imbue Shadow

WIZARD SPELLS**CANTRIPS**

Cobwebs

Cold Snap

Dowsing

1ST LEVEL

Buoyancy Net

Dead Man's Eyes

Enkili's Luck

Ever Scent

Gloom

Riddle-Speak

2ND LEVEL

Armor of Undeath

Bloodstorm

Enkili's Prank

Soul Effigy

Voice of the Deep

3RD LEVEL

Clear Sight

Commander of Death

Corpse Bomb

Dying Breath

Fountain of Blood

Ghostdweomer

Meld Object

Proxy Charm

Shade's Sight

Steal Sleep

Tattoo Item

Transmute Flesh to Shadow

4TH LEVEL

Bone Spikes

Burning Sails

Escape the Bonds of Flesh

Inquisition

Pressure Sphere

5TH LEVEL

Affliction

Dolomar's Limited Liquefaction

Feren's Essential Exclusion

Feren's Zone of Purity

Mormo's Serpent Hands

6TH LEVEL

Declaration of Death

Imbue Shadow

NEW SPELL DESCRIPTIONS

Affliction

5th-level transmutation

A particularly nasty ray that reduces all your target's attributes. Invented by the mysterious Yugman himself.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of ash)

Duration: 1 hour

A pale multicolored beam leaps from your palm, sapping the target's mental and physical attributes. If you succeed on a ranged spell attack, the target must make two separate saves: one Wisdom saving throw (for Intelligence, Wisdom, and Charisma) and one Constitution saving throw (for Strength, Dexterity, and Constitution). Each failed save imposes disadvantage on all Ability checks, attack rolls, and saving throws using the corresponding ability scores for the duration of the spell.

Alibi

2nd-level enchantment

Alter the memories of your mark to create an ironclad alibi. Sure, the memories are a little vague, and they don't all match exactly, but they'll swear you were there the whole time.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small mirror)

Duration: 24 hours

You attempt to implant yourself into another creature's memories. One creature within range that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save the affected creature believes that you were in their company for a period of hours equal to your spellcasting ability modifier (or less, if you so desire at the time of casting). These vague memories last for 24 hours. After this time passes, the false memories fade, as minor details often do. Those individuals unaffected by the spell have no idea that the spell was cast, but their memories of the truth conflict with those you've enchanted.

At Higher Levels. When this spell is cast using a spell slot of 3rd level or higher you can affect one additional target per slot level above 2nd. Each target makes their own save.

Armor of Brambles

3rd-level conjuration

The target becomes encased in thick twisting armor that deals damage to attackers.

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of thorns)

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a spiked, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing. If a creature hits the target with a melee attack while they have this armor, the attacker takes 2d6 piercing damage.

Armor of Undeath

2nd-level necromancy

This spell is a favorite among necromantic warriors who not only desire more protection but want to strike fear in their enemies' hearts as well. Sometimes, however, enemies aren't the material from which an Armor of Undeath is constructed. The rebel hero Orthas used her dead lover's corpse as armor during her battle for revenge, while her troops used other victims of the raid likewise.

Casting Time: 1 action

Range: Self

Components: V, S, M (humanoid corpse)

Duration: 1 hour

This spell allows you to create magical armor from the remains of a humanoid. You must touch a corpse (the corpse can be fresh, rotting or even skeletal, so long as enough of it remains that it could be animated via an *animate dead* spell) and invoke the spell. The corpse then stands erect, embraces you and begins to bend and twist, wrapping itself around you to form a gruesome armor of bones and dead flesh. The armor grants 10 temporary hit points. If you are wearing armor that is no heavier than light when you cast this spell you enjoy a +2 bonus to AC. The spell ends either when the duration expires or when the temporary hit points are lost. Should the spell be dismissed, all remaining temporary hit points are lost.

At Higher Levels. When this spell is cast using a spell slot of 3rd level or higher the temporary hit points gained increase by 5 for each slot level above 2nd.

Battlecry

4th-level evocation

An arcane battle cry strikes fear into the hearts of your enemies. Bold warriors are granted the power to stun enemies with the force of their shouts, diminishing foes' ability to resist.

Casting Time: 1 action

Range: 15-foot Cone

Components: V, S

Duration: Instantaneous

You issue a loud cry and all creatures in the cone must make a successful Constitution saving throw or be stunned until the end of your next turn.

At Higher Levels. When this spell is cast using a spell slot of 5th level or higher the range of the cone increases by 15 feet for each slot level above 4th.

Bite of the Cobra

5th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Venomous fangs sprout from your mouth, granting you a bite attack with which you are proficient. The next time you hit with the bite attack, you deal 1d6 piercing damage and the target must make a Constitution saving throw. On a failed save, they are poisoned for 1 minute and must make a death saving throw at the start of each of their turns, even if they have more than 0 hit points. If the target fails three death saving throws during this time, they die from heart failure. A successful Wisdom (Medicine) check against your spell save DC made prior to death stabilizes the target.

Bite of the Habu

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Snake fangs sprout from your mouth, dripping with poison and granting you a bite attack with which you are proficient. The next time you hit with the bite attack, you deal 1d6 piercing damage and choose one of the following effects:

- The target must make a Constitution saving throw. On a failed save, the target suffers 2d10 poison damage at the start of each of its turns for 1 minute. The target may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
 - **At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher and choose this effect, the poison damage increases by 1d10 for each slot level above 2nd.

- The target must make a Constitution saving throw. On a failed save, the target's blood stops coagulating, and they bleed profusely from even minor scratches. For 1 minute, the target loses 1 hit point at the start of each of its turns for each piercing or slashing wound they suffer during the duration, including the initial bite attack.

Bite of the Krait

3rd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Wicked snake fangs sprout from your mouth, granting you a bite attack with which you are proficient. The next time you hit with the bite attack, you deal 1d6 piercing damage and 4d10 poison damage, and the target must make a Constitution saving throw. On a failed save, the target is poisoned for 1 minute. In addition to the normal poisoned condition penalties, while poisoned this way their movement is halved, and they must succeed on a Strength (Athletics) check against your spell save DC to maintain hold on melee weapons after they make a successful attack.

Bite of the Mamba

4th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You gain a bite attack, with which you are proficient, from the snake fangs that sprout from your mouth. The next time you hit with the bite attack, you deal 1d6 piercing damage and choose one of the following effects:

- The target must make a Constitution saving throw. On a failed save, they fall prone, their body convulsing uncontrollably for 1 minute, and are paralyzed. The target may repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.
- The target must make a Constitution saving throw. On a failed save, the target's blood begins to coagulate. Each hour after the bite, the target suffers 1d4 Constitution loss as the clotting begins to affect their organs. If this damage reduces the target's Constitution score to 0, they die of heart failure. The target may repeat the saving throw every hour, ending the effect on themselves on a success. If this effect is successfully ended, Constitution points lost to this effect return when the target completes a long rest.

Bloodstorm

2nd-level evocation

The bloodmage Dar'Gartal is said to be the crafter of this dangerous and horrifying spell. *Bloodstorm* is probably his best-known spell, and today it is usually associated with evil or demented spellcasters.

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (small vial of blood)

Duration: Concentration, up to 1 minute

Bloodstorm summons a whirlwind of blood in a cylinder that is 25 feet in diameter and 40 feet high.

The *bloodstorm* has three effects. First, those in the area of effect must succeed on a Dexterity saving throw or be blinded by the swirling blood while they remain within the whirlwind and for 1d4 rounds after leaving it. Second, all combatants within the *bloodstorm* fight with disadvantage on their attack rolls, and ranged attacks that pass through the whirlwind also suffer this penalty. Third, the blood is slightly toxic and causes 1d4 points of poison damage to any living creature that starts their turn in its area.

Blood Water

4th-level transmutation

Followers of Vangal desire their weapons to make the weak bleed as much as possible, so this spell is a favored blessing to them. It is unknown who first used the spell, but it is common knowledge how effective it was in the Battle of the Red Sands, where blood flowed like water and is still found deep underneath the sands of the Ukrudan Desert.

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You target a living creature in range. If the creature fails a Constitution saving throw their blood becomes thinner and less viscous. The creature notices no difference, but any piercing or slashing attack that hits the creature deals an extra 2d6 damage of the same type. This spell has no effect on undead or constructs.

At Higher Levels. When this spell is cast using a spell slot of 5th level or higher the extra damage from piercing or slashing attacks increases by 1d6 for each slot level above 4th.

Bone Spikes

4th-level necromancy

Developed by the crypt lords of Glivid-Autel, this spell is used to enhance the combat prowess of the city's wire-bound berserkers. The spell's effect mixed with their insane rage is devastating to the city's foes.

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a sharp piece of bone)

Duration: 1 hour

The target of this spell sprouts long, sharp spurs of bone all over their body. The target deals 4d6 points of piercing damage with any successful grapple attack. Anyone who successfully grapples the target takes the same amount of damage.

At Higher Levels. When this spell is cast using a spell slot of 5th level or higher the number of targets increases by 2 for every slot level above 4th.

Brand of Light

2nd-level necromancy

The Cabal of the Ashen Dawn, a devout order of paladins, wizards, and clerics sworn to wipe the undead from the face of Scarn, devised this brand as a guarantee they will never rise again should they fall in battle against their foes.

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Instantaneous

A creature that has this spell cast upon it can never be raised as one of the undead, either by magic, curse, or another creature's ability to create undead. If the target is unwilling, they may make a Wisdom saving throw to negate the effect.

The target creature must have the symbol of a good-aligned deity branded on them, causing 1d6 radiant damage. This damage cannot be healed and is recovered at a rate of 1 hit point per long rest.

Buoyancy Net

1st-level conjuration

Sea witches make use of this conjuration for a variety of purposes, such as sending sunken treasures to the surface or escaping from the aberrations that lurk within the depths of the Blood Sea.

Casting Time: 1 action

Range: 100 feet

Components: S, M (palm-sized net)

Duration: 10 seconds

This spell causes one targeted underwater creature or object to be wrapped in a magical net of air bubbles that rises to the water's surface. When successfully cast, *buoyancy net* immediately lifts the target toward the surface of the water. The rate of ascent is quick, at 120 feet per round. The net equalizes pressure during the ascent so that creatures decompress without being harmed. Once the target reaches the surface, the *buoyancy net* matches pressure with the sur-

rounding water and no longer propels the target upward but maintains the target at the surface for the spell's remaining duration. The net is not restrictive in any way, so the target is able to swim about as normal, but any attempt at descent only serves to counter some or all of the 120-feet-per-round ascent, depending on the target's swimming speed. The spell does not interfere with attacks or other actions taken by a target creature. The target of this spell cannot weigh more than 300 pounds.

At Higher Levels. When this spell is cast using a spell slot of 2nd level or higher the weight that can be lifted increases by 100 pounds for every slot level above 1st.

Burning Sails

4th-level transmutation

House Asuras needed something to help their ships run from pirates and reach port safely. *Burning sails* was the result of intensive research by the House — research that almost burned an entire port down. The spell transforms a ship's normal sails into sheets of glowing green flame. Asuras have been trying to keep the technique of this spell a secret, but useful spells like these don't stay secret for long.

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a bolt of expensive emerald-colored silk)

Duration: Concentration, up to 1 hour

Burning sails grants two effects to the target ship. First, any onlooker seeing such frightful sails must make a successful Wisdom saving throw or become frightened by the ship during the spell's duration, though they may use an action to repeat the saving throw. Those aboard the ship at the time the spell is cast are immune to the effects of the spell even if they leave the ship before the duration ends. The second effect allows the sails to propel the ship without wind. Even in the calmest waters, the ship moves at 150% its normal sailing speed. The *burning sails* are not hindered by poor weather, so strong wind forces that would rip apart normal sails do nothing more than speed the boat along its way.

Call Aquatic Beast

3rd-level conjuration

Merfolk of the Blossoming Sea favor this spell. Summoned creatures can help with daily tasks without getting exhausted, help retrieve items from dangerous locations or even fight against hostiles. This helps out the merfolk tribes without endangering other creatures native to the sea.

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

This spell summons one aquatic beast of your choosing (maximum CR 2, must have swimming speed). It appears where you designate and acts immediately after your turn. The called beast must be summoned in a body of water large enough to hold it. If the beast is summoned into a situation that does not support it, the summoning fails, and the spell is wasted. You can communicate with the beast and issue it commands as a bonus action. The beast disappears if the spell is dismissed, its hit points are reduced to 0, or the duration is over.

At Higher Levels. When this spell is cast using a spell slot of 4th level or higher the maximum CR of the beast that can be summoned increases by 1 for every slot level above 3rd.

Clear Sight

3rd-level divination

Archer units in the Ledean Empire used to always require one of their casters to prepare this spell. This made the units deadly no matter the weather. Now it's popular across Ghelspad, used mostly by hunters wishing to not miss their mark while remaining hidden from sight.

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dried eagle's or squid's eye)

Duration: Concentration, up to 1 hour

The target can see through fog, foliage and similar obstructions. It eliminates penalties due to areas being lightly or heavily obscured. It does not help against all forms of concealment — *blur*, *blindness*, and *darkness* still provide concealment. It has no effect on obstacles — cover penalties apply normally.

Chameleon Skin

Transmutation Cantrip

Much like a chameleon, you easily blend into the background.

Casting Time: 1 action

Range: Self

Components: V, S, M (a lizard tail)

Duration: 1 minute

You fade easily into your surroundings. While the spell is active, you gain advantage on Dexterity (Stealth) checks.

Cobwebs

Conjuration Cantrip

A spell taught to the newest of apprentices.

Casting Time: 1 action

Range: 30 feet (10-foot cube)

Components: V, S, M (a dead fly)

Duration: 10 minutes

You conjure a mass of thin spindly webbing at a point of your choice within range. The cobwebs fill a 10-foot cube centered on that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured cobwebs collapse on themselves, and the spell ends at the start of your next turn.

The cobwebs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Cold Snap

Evocation Cantrip

Numbs and injures an opponent with bone chilling cold.

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

A wave of cold sinks into the very bones of your victim. The target must succeed on a Dexterity saving throw or take 1d4 cold damage and suffer disadvantage on all attack rolls and Dexterity saving throws until the end of their next turn.

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

Commander of Death

3rd-level necromancy

The necromancers of Glivid-Autel make use of this spell to send non-spellcasters into battle to command their hordes of undead, rather than taking the risk themselves.

Casting Time: 1 action

Range: Touch

Components: V, S, M (an iron circlet worth at least 10 gp which is worn by the target of the spell)

Duration: 5 hours

You transfer control of undead you control to the target, who must wear the iron circlet used as a material component for this spell. You can no longer command those undead for the duration, nor do they count against the maximum number of undead you can control during that time.

When the spell ends, control of those undead returns to you. If the total number of undead is now higher than you may have under your control, those that exceed that limit upon returning to your control from this spell become uncontrolled.

If the spell's duration is about to expire, you may renew the spell by casting it again, without having to touch the iron circlet, as long as you and the target are on the same plane of existence.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 2 hours for each slot level above 3rd.

Constrictor Staff

1st-level transmutation

Servants of Mormo initially developed this spell, but throughout the ages it has made its way into common practice.

Casting Time: 1 bonus action

Range: Touch

Components: S, M (wooden rod or quarterstaff)

Duration: 1 hour

You can turn any wooden rod or quarterstaff into a **constrictor snake** (SRD p. 369) for 1 hour. If the snake's hit points are reduced to 0 the snake turns back into the object it originally was, but the object is broken. If the spell is dismissed or its duration ends the object remains intact. The constrictor snake is friendly to you and can obey simple commands.

Corpse Bomb

3rd-level necromancy

Originally designed as a gag to humiliate the rival of a powerful and clever necromancer, Xathos Kazan, this spell infuses a corpse with unstable energy, creating a hidden bomb.

Casting Time: 1 action

Range: Touch

Components: V, S, M (a vial of embalming fluid mixed with sulfur and lamp oil)

Duration: Instantaneous

You cause the body of a corpse or a zombie to become oversaturated with negative energy, turning the body into a volatile explosive. If the target is a zombie not under your control, it may make a Wisdom saving throw to negate the effect.

If the corpse or zombie suffers damage, or upon your command, the negative energy is released in a 20-foot blast centered on it. Creatures in the area must make a Dexterity saving throw, suffering 5d6 necrotic damage on a failed save, or half as much on a successful one.

The body holds the negative energy until detonated, or until the corpse decays to nothing but bone. Zombies destroyed by being turned via *turn undead* do not explode.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Crushing Coils

3rd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Your magic takes the form of a giant constrictor which wraps around a single creature that is Large or smaller. The target must succeed on a Strength saving throw, becoming restrained (escape DC equal to your spell save DC) by the snake and suffering 4d10 bludgeoning damage on a failed save, or suffering half as much damage and not being restrained on a success. If the target remains restrained in this way at the end of any of its turns for the duration of the spell, the snake continues to crush the life from it, automatically dealing 4d10 bludgeoning damage, and the target must succeed on a Constitution saving throw or the constrictor forces all the air from its lungs, causing it to begin suffocating.

Dark Water

5th-level necromancy

This insidious spell owes its origin to a coven of evil druids that has set itself up on the Liars' Sound. Having ready access to an inhabited body of water, it was only a matter of time before the druids turned their dark intellects to the question of how to warp it to serve their evil ends.

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (the bone of an undead creature and two pieces of smoked glass)

Duration: Concentration, up to 1 hour

You imbue a patch of water of up to 10 cubic feet with negative energy for a limited time. Each action you spend concentrating allows you to move the fetid water 30 feet. You may take other actions and come back to concentrate on moving the dark water as you please for the duration of the spell. On each of your turns, the dark water moves based on any current that exists within the larger body of water of which it is part. Any other living creature that comes in contact with the dark water suffers 4d8 necrotic damage per round that it remains in contact. A successful Constitution save halves the damage taken. If cast upon a creature made of water, the creature gets a Constitution save to avoid instant destruction.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the area of imbued water increases by 10 cubic feet for each slot level above 5th.

Dead Man's Eyes

1st-level divination

The best method to gain information is to go straight to the source; when someone dies, though, trying to get information out of them becomes tricky. Wizards are an industrious bunch, however, and when one wants to know how someone died, this spell often allows the spellcaster to

figure out what happened.

Casting Time: 1 action

Range: Touch

Components: V, S, M (two gems worth 25 gp each, placed on the corpse's eyes)

Duration: 1 minute

By peering into a dead person's eyes, you may view up to 1 minute of the events immediately preceding the corpse's death. You may dismiss the divination at any point. However, if you witness the victim's final moment and the victim died violently, you immediately suffer 1d6 points of psychic damage from the empathic resonance of the victim's death.

Declaration of Death

6th-level enchantment

The subject of this spell experiences a mental image of their own death so intense they actually believe themselves to be dead. Unless they snap out of the delusion, the victim risks actually dying. The enchantment was originally developed by the Grey Judges as a punishment for murderers. By experiencing their own deaths, criminals were meant to learn intimately the harm they had caused. The enchantment's use as a disciplinary measure was discontinued when the spell's uses in combat were discovered.

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

The spell's target falls to the ground unconscious, unless they succeed on a Wisdom saving throw. Each round thereafter, until the victim awakens, they are allowed an additional Wisdom save to realize that they are still alive. Any successful saving throw immediately breaks the spell. Anyone who spends an action trying to awaken the victim grants them advantage on the next saving throw. The same bonus is granted if the victim is attacked or injured. If the victim is still under the spell's influence by round 5, they must begin making death saves each turn, which are resolved normally. If the target achieves three successful death saves, they become stable at 0 hit points.

Dolomar's Limited Liquefaction

5th-level transmutation

You assume a liquid state, trading some abilities to become fluid and resistant to harm.

Casting Time: 1 action

Range: Self

Components: V, S, M (a drop of water)

Duration: 10 minutes

Dolomar's limited liquefaction allows you to transform your body and equipment into a malleable, mostly liquid state. You

retain some semblance of your normal form, though you are completely liquid — rippling and undulating like a puddle. In addition, you can split and rejoin as if you were made of mercury.

While liquefied, you can cast spells, so long as the spells have no verbal components. While in this form, you gain resistance to all types of damage except for cold. You are immune to the grappled and restrained conditions. Your form is amorphous, and you can move through a space as narrow as 1 inch wide without squeezing.

Dowsing

Divination cantrip

This simple cantrip is one of the most common divinations in the world. Nearly everyone in the Scarred Lands has seen the apprentice magician with his forked stick, searching for water. Many a wandering traveler owes their life to this simple spell.

Casting Time: 1 action

Range: Self

Components: S, M (forked stick)

Duration: Concentration, up to 24 hours

The cantrip has two forms. First, it can detect the nearest potable water on the surface, if it lies within 400 feet. You can also search for subterranean water within 25 feet. You hold the fork of the stick in your two hands. The stick twists to point at the nearest water within the spell's range (assuming there is any water).

Dying Breath

3rd-level necromancy

This spell originated with the necromancers of Hollowfaust, who used it to good effect against their foes during the many sieges of that city. There is a popular beverage of the same name in the Calastian Hegemony; apparently the halitosis it causes is almost as terrible as this spell.

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous

Upon casting this spell, you exhale toward a target, sweeping it with a gust of foul-smelling wind and draining the strength from its limbs. Each time the target fails a Constitution saving throw while under this effect, they gain a level of exhaustion. This effect remains for 1 hour or until the target rests.

Enkili's Luck

1st-level transmutation

Call upon Enkili to bestow a stroke of fortune upon the subject.

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (fur from a black cat)

Duration: Instantaneous

You touch a willing creature. The creature gains advantage on their next attack roll, ability check, or saving throw.

Enkili's Prank

2nd-level enchantment

An unpredictable spell that subtly rearranges triggers in a spellcaster's mind. While under the prank's effects, only Enkili knows what the victim will cast next.

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You point at a creature that you can see in range. The creature must succeed on a Wisdom saving throw or they are affected by the prank. If the saving throw fails, the next spell the target invokes is chosen randomly by the Game Master from the target's remaining prepared spells. If the target has only one spell prepared when afflicted by the prank, the prank has no effect. This spell has no effect on creatures that do not prepare spells.

The target must attempt to cast a spell within an hour of *Enkili's prank* being cast or the prank's power is lost.

Escape the Bonds of Flesh

4th-level necromancy

Rumor tells that this spell was used by necromancers long before the Titanswar, though the origin of the foul magic remains unknown. Very few know of the spell's formula, though witches amongst the slitherin have used it during raids on villages to horrific effect, causing the bones of villagers to tear themselves free of their flesh and then attack their kin and friends.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a fragment of bone with a piece of flesh attached to it by an iron nail)

Duration: Instantaneous

You cause the skeleton of a creature to writhe within the flesh that encases it. The target must make a Constitution saving throw, suffering 6d10 slashing damage on a failed save, or half as much on a successful one. If the damage dealt is enough to reduce the target to 0 hit points, the creature dies as the skeleton rips its way free of its body. The skeleton is under your control as if created by the *animate dead* spell. If you already control the maximum number of undead allowed, the skeleton is not controlled and attacks the nearest living creature.



Creatures that do not have a skeletal system, such as oozes or incorporeal undead, are immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th or higher, the slashing damage increases by 1d10 for each slot level above 4th.

Ever Scent

1st-level illusion

Wrap yourself or your target in an illusory smell. Subtly influence diplomacy, or perhaps cover up evidence.

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of perfume)

Duration: 10 minutes

The target radiates a scent chosen at casting. Anyone who attempts to disbelieve the effects of ever scent may do so normally with a Wisdom saving throw.

Here are three possible options for using this spell:

- You exude a smell pleasing to another creature. You gain advantage on all Charisma-based skill checks to interact with the creature.
- You mask the scent of a creature, granting disadvantage on any Wisdom (Survival) checks made to track the creature.
- You give a creature a horrible stench. Any creature that starts its turn within 5 feet of the target must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench for 1 hour.

Feren's Essential Exclusion

5th-level conjuration

Feren developed this spell based on *Feren's zone of purity* and the ever-popular *mage armor*. It acts quite similar to

zone of purity, with the difference being it follows the target of the spell, making it ideal for exploring the waters of the Blood Sea.

Casting Time: 1 action

Range: Touch

Components: V, S, M (a wax bead)

Duration: 1 hour

The touched character is protected by a force barrier. Fogs, mists and light rain are screened. This protects against contact or inhaled poisons and spells that function similarly, such as *cloudkill*. It does not prevent suffocation or otherwise freshen air. Sprayed acid, touch attacks and other forceful applications of dangerous substances penetrate with no trouble. Solid fog is unaffected. While the fog does not actually touch the target, the substance is still difficult to move through. Underwater the effect is similar: water penetrates the force, but any impurities within it are filtered out.

Feren's Zone of Purity

5th-level transmutation

Feren the Seascryer was a prominent wizard interested in exploring the Blood Sea rather directly. Though regarded as dangerous and reckless, his career was rather successful and nowadays he is held in high regard thanks to the useful spells he created.

Casting Time: 1 action

Range: Self

Components: S, M (a pinch of glass powder)

Duration: 8 hours

The spell creates a stationary, 10-foot sphere of pure air centered on you, shoving aside contaminants and fog. The effects of storms are reduced in severity as well: wind force and rain are reduced within the sphere, eliminating penalties to sight. Underwater the area of effect is halved to a 5-foot sphere. The bubble removes silt and contaminants within the water, including Blood Sea taint. This spell protects against any other spell or ability that depends on natural fog or a substance that could be blown away by wind. Breath weapons, sprayed acid and similar forceful applications are unaffected. Creatures such as elementals are unaffected as well. The zone has no effect on solid objects, such as food. It also has an incomplete effect with respect to making potable water — it clears taint and poisons, but the water could still be muddy, filled with rotting debris, and other natural unpleasantness. The sphere dissipates after 8 hours or when the spell is dismissed.

Fountain of Blood

3rd-level evocation

Clerics of Vangal revere their god's destructive fury and the rivers of blood that mark his passing. No one survives a confrontation with Vangal himself, and slain foes' souls

and rotting bodies are often reanimated in Vangal's service as eternal punishment for their arrogance. The blood and hatred of these defeated souls can be called upon by those who know the secret, spraying forth from the very ground and burning those on whom it falls with unleashed fury.

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of blood)

Duration: Concentration, up to 10 minutes

Casting this spell causes a geyser of blood to erupt from the ground, spraying all within a 20-foot by 20-foot area. The blood causes 4d4 acid damage to anyone that starts their turn in the area.

Frog Tongue

2nd-level transmutation

Sprout a giant frog tongue to bludgeon and constrict your foes.

Casting Time: 1 action

Range: Self

Components: V, S, M (a frog leg)

Duration: Concentration, up to 1 minute

You grow a frog tongue. This tongue is 10 feet in length and can be used for an additional attack each round when you take the attack action. If an enemy is hit by the frog tongue the creature takes 1d6 bludgeoning damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

Ghostdweomer

3rd-level illusion

Creates a phantom *dweomer* around a spell or magic item to foil magical intrusions. They can't dispel what they can't truly see.

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (shred of silk)

Duration: Until dispelled

Intended to protect enchantments from being dispelled, this spell surrounds another spell or magical object with an illusory *dweomer* that foils *dispel magic*, *remove curse*, and similar attempts to strip or unravel enchantments from objects or creatures.

You must invoke the *ghostdweomer* upon the desired enchantment or object after it has been cast or created. Thereafter, any *dispel magic* (or similar spell) cast upon the enchantment protected by the *ghostdweomer* must first attempt to dispel the *ghostdweomer*. If the dispel attempt is successful, then *ghostdweomer* vanishes, but the original enchantment remains intact.

After the *ghostweomer* is removed, the object or enchantment can be dispelled normally. When used in this fashion, the *ghostweomer* feeds upon and lasts for as long as the magics of the original enchantment it overlays. A *detect magic* or similar spell reveals only the original enchantment.

Gloom

1st-level evocation

This spell causes an object to radiate dense shadows, covering it and everything around. While this spell sees a lot of innocent use in theater, several thieves and murderers use it to commit foul acts under the cover of darkness.

Casting Time: 1 action

Range: Touch

Components: S, M (piece of phosphorescent moss)

Duration: 10 minutes

This spell causes an object to radiate dense shadows in a radius of 20 feet. This area is considered under magical darkness until the spell is dismissed or the duration comes to an end. Magical light can negate the effects of this spell.

Grim Feast

2nd-level necromancy

Through the use of this spell, a cleric can cure himself of wounds by consuming the lingering life force of recently dead creatures. The last ounce of energy is sucked from the marrow of the corpses and channeled through the cleric's body, healing his injuries.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (fresh bodies)

Duration: Instantaneous

Target any number of fresh corpses no more than 5 feet apart from each other. You regain 1d4 hit points per affected corpse. Dead bodies used in this way shrivel up and become unusable for anything else, including animation. Only the bodies of size Small or larger, formerly living creatures can be used in this way. For example, the corpses of rats, constructs or undead are worthless, as are corpses more than an hour old.

Halting the Wayward Tongue

2nd-level enchantment

When faced with the possibility of a secret being revealed, even unintentionally, some spellcasters prefer to take matters into their own hands. After all, a subtle enchantment on a loved one or friend is better than murdering them in their sleep. Most of the time.

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 day

Targeting one creature within range that you can see, you name one subject, secret, or truth, and cause the target to make a Charisma saving throw. On a failure, the creature stutters uncontrollably and is unable to communicate whenever they attempt to reveal information pertaining to the forbidden topic for the duration of the spell. This includes talking about the subject, making gestures that would affirm information about it, such as nodding or hand signals, and even writing it down.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 day for each slot level above 2nd.

Hunger's Pledge

5th-level necromancy

This cruel spell is used by either the most despicable or desperate. A sea witch created this spell by using a cabin boy and a prisoner as sustenance for her crew. Besides survival situations this spell is sometimes also used as a test to enter certain pirate crews.

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

You lay a bloodied hand upon another humanoid. Should this person fail a Constitution saving throw, their life force becomes nourishment for those around them. The target's Constitution score is immediately decreased by 1, and this repeats every 12 hours the target is under the spell. You can choose up to 6 humanoids within close range (30 feet) to feed off the victim's emanations. All who do so feel no hunger nor suffer the ill effects of missing food or drink that day. The spell ends when the duration is up or when the victim dies by reaching 0 Constitution or hit points, though you may choose to prematurely end the spell. *Dispel magic* or *remove curse* can also end the effects of this spell. When no longer under the effects of the spell the victim regains 1 point of Constitution score lost to this effect each time they complete a short or long rest.

Imbue Shadow

6th-level necromancy

This spell has seen frequent use by the penumbral lords of the Scarred Lands and, less commonly, by the priests of Belsameth. The double threat of the spell is that it not only summons shadows to slay the caster's enemies, but it can also spread and create more shadows, allowing a lone mage to quickly gather quite the fighting force under their control.

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 24 hours

Through the use of this spell, you are able to imbue energy from the Plane of Shadow into the natural shadow cast by any living being. This normal shadow then becomes a **shadow** (SRD p. 344). Once it is summoned you may issue a simple command to the shadow and give new commands as a bonus action. The shadow fades if you dismiss the spell or if its hit points are reduced to 0. Anyone killed by a shadow becomes a shadow under your control. This transformation is complete in 1d4 rounds. You may only control a number of shadows equal to your spellcasting ability modifier (minimum 1) at one time. If new shadows created in this way exceed the maximum you can control, you must choose an equivalent number of previously-created shadows to become uncontrolled.

Inquisition

4th-level enchantment

Get the answers you need quickly. This spell magically compels the target to answer your questions truthfully.

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

This spell may be used to gain truthful answers from the most stubborn creatures. So long as the creature touched can understand you, the affected creature must answer three questions you ask. In order to resist the spell, the creature must make a successful Wisdom saving throw. If the target sustains any damage while under the effects of the spell, they gain advantage on the save. Success means they can resist answering that question but must save again for the next. As soon as a save is failed, the creature is allowed no more saves and must answer the remaining questions. Note that the subject must answer truthfully, but they can only answer the truth as they know it. If they have no pertinent information with which to answer a question posed, they are compelled to say as much.

At the end of 10 minutes or after three questions have been asked and answered, the spell comes to an end.

Life Force Transfer

3rd-level necromancy

During the Divine War, even the priests of Madriel, the healer, were hard pressed to handle the casualties of the war. The temple of Madriel in Hetanu was remarkable for its willingness to take an active role in healing the wounded. Consequently, the temple priests called upon the Redeemer to inspire them with new methods to aid the injured during those troubled times. *Life force transfer* is but one example of the wisdom that Madriel granted them.

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

When you cast this spell, you absorb — and thereby lessen — part or all of the damage the target has taken. The target regains up to 20 hit points, and you lose hit points equal to half of the damage healed in this way. This spell has no effect on nonliving targets, nor does it function if you target yourself.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher the amount of healing that can be done increases by 6 for every slot level above 3rd.

Magic Fang

1st-level transmutation

Used by druids and rangers to enhance their beastly companions in battle, this is a fairly common spell in the Scarred Lands, especially favored by the owners of beast fighting pits.

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 5 minutes

Magic fang gives one natural weapon of the target a +1 bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or any other natural weapon. Damage dealt by the ensorcelled weapon is considered magical.

Meld Object

3rd-level transmutation

Hide an object on your person, or rather, in your person.

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a drop of the host's blood)

Duration: Until dispelled

When this spell is cast, a small object — up to a pound in weight — sinks harmlessly into the flesh of a host creature, to be hidden from sight. As it drifts into the target's soft tissue, the object develops a magical aura that protects both the object and the host from possible harmful effects that would result otherwise. The long casting time allows the melded item to retain the ability to perform any magical functions. In this way, a magic ring, amulet or other small item can be secured within a host, while still being utilized.

Items secured within a host are detectable as a faint magical aura and by a warping of the flesh at the location at which the item is merged in the body. The spell maintains the melding without disturbing the host's biological functions, making the spell's duration the life span of the recipient. The melded object can be removed forcibly from its host by injuring the area where the object was inserted.

Only one object can be stored in this manner inside a host at any given time.

Mormo's Serpent Hands

5th-level transmutation

Even though Mormo, the Mother of Serpents, was defeated and dismembered in the Titanswar, her magic lives on through her many followers. The wizard Dolomar is credited with recovering this spell from a den of slitherin Red Witches — who likely received the spell from High Gorgons. Dolomar tried to scribe the spell out to several arcane libraries but was assassinated by an unknown group of Gorgons.

Casting Time: 1 action

Range: Self

Components: V, S, M (poison glands of a viper)

Duration: 1 minute

Mormo's serpent hands turns your fingers into large poisonous vipers. On your turn following the transmutation and each round thereafter, the vipers of each hand can be directed to attack opponents, one target per arm and one attack per finger. For example, an able-bodied human can attack two different opponents with five melee attacks per round each. You are considered proficient with these attacks. Each viper causes 1d6 points of piercing damage when it strikes, and if the target of the attack fails a Constitution saving throw it becomes poisoned. While the spell is in effect it is not possible for you to grab or pick up items. As a result, you cannot cast any spells that have a somatic component — and you are unlikely to be able to handle material components either — until this spell expires or is dismissed.

Pressure Sphere

4th-level transmutation

Turn up the crushing weight of water upon your aquatic foes.

Casting Time: 1 action

Range: 60 feet (20-foot radius)

Components: V, S, M (wax-covered string)

Duration: Instantaneous

When cast, all creatures within a 20-foot radius of the spell's center point must make a Constitution saving throw as the water pressure in that area increases dramatically. Those who fail take 5d6 bludgeoning damage. Those who succeed take only half damage. Those who fail the save and who are holding their breath are also forced to release their held breath. Incorporeal creatures are immune to the effects of this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher the damage increases by 1d6 for every slot level above 4th.

Proxy Charm

3rd-level enchantment

Mages that are loyal to courts often find use for this spell, granting their lieges an unbiased ear for as long as the magic has a hold on their target.

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

This spell acts identically to *charm person* but allows you to grant another creature the target's friendship and loyalty. The creature you are designating to benefit from the charm must be within your reach and allow you to touch them. If this proxy is unwilling, they may make a Wisdom saving throw, negating the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature to charm for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them. You may also designate additional, separate proxies as beneficiaries of the charm, if they are within range for you to touch.

Riddle-speak

1st-level enchantment

Popular amongst courtesans, merchants, and entertainers, this spell causes those who would listen in on a conversation to perceive something that is completely mundane, cryptic, or entertaining, as determined by the caster. This has allowed spies and conspirators to exchange information in broad daylight, standing in the middle of a crowd, with no one the wiser as to their true intentions.

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 minute

Choose a willing creature you can touch. You and the target can then talk freely with one another. Anyone other than the two of you hear only a dramatic performance, bawdy jokes, or even a completely normal conversation, as chosen by you. You and your target understand the true meaning of what is being said, and you may even speak with people outside of the conversation without ruining the spell or allowing them to understand the true meaning of your exchange with the target.

Tongues allows a third party to listen in and glean the true nature of your conversation, but they are unable to participate.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 minute for each slot level above 1st.

Serpents' Stare

2nd-level enchantment

While crafted by the titanspawn asaatthi, this spell has since changed hands many times and is now found in the repertoires of both divine and titanspawn spellcasters.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shiny bauble such as a coin, gem or piece of glass)

Duration: Concentration, up to 1 hour

You fix the spell's target with a deep, fearful stare. If the target fails a Wisdom saving throw it becomes paralyzed as long as you maintain concentration and eye contact. While maintaining eye contact with the target you have disadvantage on attacks that don't target the victim of the spell. Anyone that attacks you has advantage on their attack. If you break concentration or eye contact for any reason, the spell ends immediately. The victim can use an action to repeat the Wisdom saving throw, ending this effect on a successful save.

Sethris' Potency

3rd-level transmutation

Use to ensure your poison really gets the job done.

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

This spell increases the save DC for a poison by 1d4 + your proficiency bonus.

After one hour, the poison's save DC returns to its normal value.

Shade's Sight

3rd-level divination

The very shadows become your tools for spying in dark corners.

Casting Time: 1 action

Range: Self

Components: S, M (a smudge of tar)

Duration: 10 minutes

This spell allows you to look into any shadows within 100 feet of you and peer out of the same shadows as if you were standing in them looking in any direction you chose. While under the effects of the spell, you can shift back and forth between your normal vision and *shade's sight* as a free action.

Soul Effigy

2nd-level necromancy

You craft a doll infused with a small piece of your soul. In case of emergency, the doll will die instead of you.

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a doll worth at least 10 gold pieces which is consumed on casting)

Duration: Until used

This spell allows you to imbue a small piece of your life force inside a doll. Upon creation, you reduce your maximum hit points by 1. This reduction is not regained until the doll is destroyed. The doll is then imbued with life. If you drop to 0 hit points or below, you instead return to 10 hit points. The doll is destroyed when this happens.

Steal Sleep

3rd-level enchantment

Drain energy from your foes to invigorate yourself.

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Upon a successful touch attack the target gains one level of exhaustion. You, in turn, regain 3d6 hit points. Creatures that do not sleep are immune to the effects of this spell, including elves and undead.

A target can only be affected by this spell once and cannot be targeted again until they complete a long rest.

Sunspear

2nd-level evocation

Summon a spear of light that heals allies or inflicts blinding damage upon your foes.

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

This spell creates a glowing spear of white positive energy in your hand, which sheds bright light for 10 feet and dim light for an additional 10 feet. While you hold the spear, you have disadvantage on Dexterity (Stealth) checks. As a bonus action on your turn, you may make a ranged spell attack using the spear which targets an ally or enemy.

On a successful ranged spell attack against an enemy, the target takes radiant damage equal to 2d4 + your spellcasting ability modifier and must succeed on a Constitution saving throw or become blinded until the end of their next turn.

On a successful ranged spell attack against an ally, the target regains hit points equal to $2d4$ + your spellcasting ability modifier. If the target is healed beyond its hit point total, those points remain as temporary hit points.

Once the spear is used to inflict damage or to heal, it disappears.

At Higher Levels. When this spell is cast using a spell slot of 3rd level or higher the healing or damage increases by $2d4$ for each slot level above 2nd.

Swarm

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your body explodes into a swarm of Tiny beasts for the duration. The type of beasts can be any with a challenge rating equal to your level or lower that does not have the ability to fly or swim. You transform into a swarm of beasts that are an average example of that creature, one without any class levels or the Spellcasting trait.

You retain your game statistics, and you cannot use legendary actions or lair actions of the new form.

When you transform, you choose if your equipment falls to the ground or merges into the new form. Equipment that merges has no effect in that state.

For the duration, you gain the following characteristics:

Attack. You gain an attack determined by the type of beast (bite, claw, etc.) that deals $1d6$ damage.

Swarm. You can occupy another creature's space and vice versa. You can't regain hit points or gain temporary hit points.

Condition Immunities. You are immune to being charmed, frightened, paralyzed, petrified, prone, restrained, or stunned.

Damage Resistance. You are resistant to bludgeoning, piercing, and slashing damage.

If reduced to 0 hit points, you return to your true form and are unconscious.

At Higher Levels. The spell allows you to choose a swarm of swimming beasts when cast using a 3rd level spell slot, and a swarm of flying beasts when cast using a 5th level spell slot.



Tattoo Item

3rd-level transmutation (ritual)

Tattoo an item upon your skin so you can never leave home without it.

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (tattooing pigments worth at least 500 gp, which the spell consumes)

Duration: Until dispelled

This spell converts one nonmagical object into a small tattoo upon the body of the recipient. The size of the object is reduced to about 1/12 of its normal dimensions, and it appears on the recipient at the place touched during casting. The new tattoo has no weight associated with it. The item is preserved in this form until it is returned to its normal form or the spell is dispelled. The tattoo item can be returned to its normal form by having either the recipient or the caster touch the tattoo and will the spell to end. The tattoo may be removed with *dispel magic* or a similar effect. Dispel­ling the tattoo item in this manner causes the item to revert to its normal form.

A maximum of three tattoo items can affect one creature at any one time

Transmute Flesh to Shadow

3rd-level necromancy

Raise the spirits of the dead to serve you from beyond.

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a strip of flayed skin)

Duration: 8 hours

This spell creates an undead servant. Choose a corpse of a creature in range that has died in the last 10 minutes. Your spell keeps the target's soul bound, raising it as an undead creature. The target becomes a **shadow** (SRD p. 344).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 8 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 8 hours, you must cast

this spell on the creature again before the current 8-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse.

Voice of the Deep

2nd-level transmutation

The merfolk of the City of Pearls taught the surface-dwellers this spell well before the Titanswar, to ensure peace between humans traveling the waters and the races below. While still used mostly for diplomatic purposes there are records of land dwellers who were close friends with merfolk having used this spell to cast pranks or scare seafaring crews.

Casting Time: 1 action

Range: 400 feet

Components: V, S

Duration: 10 minutes

This spell allows you to remain on land or aboard ship and converse with any single sentient creature underwater. You must know the name of the entity you are seeking to converse with. Should the target be willing, the two may begin a dialogue for as long as the spell duration lasts. All replies seem to come from the water itself, so you may never be entirely sure of one another's exact whereabouts. Note that this spell in no way imparts the ability to speak the creature's language.

Weapon of Nature

4th-level transmutation

Those devoted to Denev have learned to harness the power of nature itself, channeling it and empowering their weapons for devastating effects.

Casting Time: 1 action

Range: Touch

Components: V, S, M (a melee weapon you touch)

Duration: Concentration, up to 1 minute

Touching a weapon, you bless it with Denev's power. The weapon gains a +1 bonus to attack and damage rolls, and gains one of the following elemental boons:

- **Landslide:** Empowered by the energies of Scarn's mountains and canyons, the weapon deals an extra 1d6 thunder damage on a hit. The target must succeed on a Constitution saving throw or be stunned until the end of its next turn.

- **Might of Oaks:** The deep forests of Scarn imbue the weapon, causing it to inflict an additional 1d6 damage (type determined by the weapon) on a hit. The target must succeed on a Dexterity saving throw or become entangled by plants that sprout from its wound, restraining it until the end of its next turn.

- **Putrefaction:** Drawing power from Scarn's many swamps, the weapon deals an extra 1d6 acid damage on a hit. The target must succeed on a Constitution saving throw or be poisoned until the end of its next turn.

- **Sirocco:** Imbued with the power of Scarn's deserts, the weapon deals an extra 1d6 fire damage on a hit. The target must succeed on a Constitution saving throw or gain a level of exhaustion.

- **Storm of Rage:** The weapon draws upon fierce storms that rage and thunder across the plains of Scarn, causing it to deal an extra 1d6 lightning damage on a hit. The target must succeed on a Constitution saving

throw or be knocked prone and become deafened for 1 minute.

- **Wasteland:** The corrupted wastelands of Scarn send their rage to imbue the weapon, which deals an extra 1d6 necrotic damage. The target must succeed on a Constitution saving throw or have its maximum hit points reduced by the amount of damage taken. The creature's maximum hit points return to normal after a Long rest.

- **Wintry Blast:** The frozen mountains and the ice fields of the north empower the weapon, which deals an extra 1d6 cold damage. The target must succeed on a Constitution saving throw or be paralyzed from the cold until the end of their next turn.

You may choose the weapon's effect. If you choose an effect for an environment other than the one you are in, you must make a DC 10 Constitution saving throw each turn you maintain the effect, or your concentration breaks, ending the spell.



TRUE RITUALS

Some of the greatest and most awful magic in the Scarred Lands, the following True Rituals are some of the rarer and more closely guarded secrets of the current times. (For more information on True Rituals and how they work, see *Scarred Lands Player's Guide*, p. 145)

Awaken the Forest

9th-level enchantment (druidic, true ritual)

Awaken the forest, also known as 'Denev's cleansing,' is a call to bring forth the spirits of the forest to defend itself. Those who walk through the forest unwelcome first sense the unnatural quiet as the forest animals and birds scurry away, followed by the tiny whispers of the trees. Branches seem to grab, roots rise up to trip feet, and a feeling of menacing intent drills into the trespassers. And then the forest attacks.

Casting Time: 6 hours per square mile of forest

Range: Touch (up to 5 square miles of forest)

Components: V, S, M (offering of a magical object or scroll, a seed from the forest, and a druidic altar to the forest)

Duration: 1 day

In order to summon the spirits of the forest, the threat must have done harm to the forest or the natural order within. That includes but is not limited to cutting down a living tree without replanting, damaging the ground in a forest, killing an animal or forest person for sport, casting necromancy spells or being undead, starting a forest fire, polluting, etc. If these conditions are not met, the spell fails and all components are lost. This ritual requires at least six casters or two proxies per caster, unless the primary caster is a druid, in which case it can be performed with half as many casters or proxies.

Once performed, this ritual creates the effects of an entangle spell throughout the forest undergrowth. Those who walk through the undergrowth who are not the primary caster, secondary casters or proxies who performed the ritual make saving throws to resist this effect at disadvantage. The ritual also creates an insect plague effect in an attempt to drive the intruders out. Every minute that intruders remain

in the forest, 1 **treant** and 2 **shambling mounds** (SRD p. 351 and 345, respectively) animate, immediately attacking the violators. These plant creatures are not affected by the entangle or insect plague effects. When all intruders are neutralized, the spell ends even if the duration has not yet expired. Those who participate in this true ritual are one with the forest and gain a 10 foot increase to Speed, advantage on Dexterity (Acrobatics) checks, and are immune to the effects of the associated entangle and insect plague for the duration.

Ban of Mesos

8th-level transmutation (arcane, true ritual)

This ritual was created by Mesos, the titan of magic, who used it to strip Enkili of their divine powers, denying them access to their followers. Such a heinous act precipitated the Divine War. That act became the inspiration for this True Ritual, refined by the Cult of Mesos. It was primarily used to strip sorcerers and other magic users of their magic to get revenge on those who betrayed their master by joining the divine races against the Titans. Because of its potency, this ritual is a closely guarded secret held by only a few upper level members of the Cult known as 'the 13.' A weaker, more common version of the ritual called censure of Mesos is derived from this one and it is traditional, but not a requirement, that those wishing to be inducted into 'the 13' must have first cast Censure successfully as the primary spellcaster.

Please note, as terrible as is the fate of those upon whom this ritual is used, it does not strip them of their power permanently. For only one whole, excruciating year is all magic denied them. Yet, this true ritual is regarded as a death sentence, since most who fall victim to it die before the year is up, whether by their own hand or by an enemy's taking advantage of their weakness. The few who survive the year are restored to their previous magical potency.

Casting Time: 6 hours

Range: Touch

I ASKED A MAGUS ONCE WHAT THE DIFFERENCE WAS BETWEEN A SPELL AND A TRUE RITUAL. THEY LAUGHED AND ASKED FOR A LOCK OF MY HAIR. A WEEK LATER I AWOKE IN THE PLAINS OF LEDE, COVERED IN BLOOD THAT WAS NOT MY OWN.

Components: V, S, M (a symbol of the target's magic, the last breath of a sentient being, and the target bound with metal from an object that was once magical)

Duration: 1 year

This ritual strips the target of all ability to use magic or use magical items, including potions, for one year. Any class abilities that allow them to use magic cease to function for that year. During the year, the target is free to choose another non-magic base class as a multi-class; all new levels are invested into the new class. After the year is over and their powers return, they may continue as a multi-class. It also means all magic, advantageous or disadvantageous, has no effect on the target for the duration of the year.

Place of Power: Eye of Mesos

There is a place of power that the cult of Mesos prefer to use to invoke this ritual. It sits in the middle of a ring of naturally occurring nullification, where all magical power is dampened while the practitioners pass through it. No one knows why this ring exists, but it is believed that one must understand the gravity of what they are attempting before invoking it upon another. By contrast, the inner space of the Eye has the effect of amplifying magic one level stronger. Those performing the ritual within this place of power may spend one higher level spell slot than their current highest level and suffer one level less of exhaustion.

Raise the Keep

8th-level enchantment (arcane, true ritual)

This ritual, also known as *castle in the sky* was developed during the Titanswar as a means to perform a mass evacuation of whole villages. The spell was later refined to be a sustainable feat. It was once fashionable for every lord who could pay to have their castle fly, but the trial-and-error period during which the ritual was perfected took its toll on public consumption. Now, most wizards only perform this ritual on their own castles as a sign of status and accomplishment. This ritual is therefore kept very secret amongst those few who have performed it and is shared only with those they wish to join their 'mile high' club.

Casting Time: 3 days

Area: within the castle's outer walls

Components: V, S, M (castle, carving tools, and a dragon's heart)

Duration: Instantaneous

This true ritual allows a castle of any size to become a permanent flying fortress. During the initial casting, the castle and its foundation separate from the earth, slowly rising into the air. The castle is under the effect of a permanent *levitation* spell and is able to support its total weight and all who live within it. This effect cannot be dispelled

and persists even within an *antimagic field*. In the control room at the heart of the castle, control of the fortress can be established by any spellcaster of at least 8th level. The castle has a movement rate of 20 miles per day and can be piloted using a Dexterity (Water Vehicles) check to attempt precise course adjustments, sharp turns, or evasive maneuvers. If the control room is within an *antimagic field*, the castle stops moving and levitates in place. Pieces of the castle can also be used to fly or as a version of *featherfall* if they are in contact with the bearer's skin, enabling the castle to be defended by a flying, fighting force. However, since these pieces are no longer directly connected to the heart of the castle, they cannot go beyond 100 feet from the castle walls without losing their power. The first gift a new resident is given upon joining the castle household should be a piece of it to wear. The castle itself is considered a place of power for those that reside within it, which confers the following effects: all residents of the castle gain the benefits of a long rest after only a short rest while within the castle. Residents also enjoy +2 AC that continues as long as they are in the castle or have a piece of the castle with them. Magic users can sacrifice this AC bonus to acquire a bonus spell slot at the highest level they can cast, which is expended and regained normally.

Circle of Stones

5th-level abjuration (druidic, true ritual)

This true ritual allows druids to create a temporary place of power for them to utilize in other rituals.

Casting Time: 1 month

Range: within the radius of the circle up to 15 feet

Components: V, S, M (stone or wood markers designating the place of power, and carving tools)

Duration: 1 year

Upon the creation of this place of power, the druids must designate the area of the future circle using either stone or wooden markers. For one month, these markers must be carved with special runes while reciting the incantations for each rune. This locks the power of the incantations into the stones themselves. The ritual fails if a single day of this process is missed, or if one of the markers that is already etched is broken. Once the ritual is completed, these makers defend themselves, striking anyone who attempts to break or destroy them with force damage equal to 1d8 + the level of the ritual's primary caster.

All die rolls pertaining to spells cast within this new place of power gain advantage as well as the benefits that casting them would receive in any other place of power. A place of power created by circle of stones can be made permanent if the ritual is performed every year without fail for 100 years.

Conversion of the Faithless

8th-level divination (divine, true ritual)

The gods draw power from their followers, making this true ritual the oldest known ritual in existence. Commonly used during the Divine War to attempt to weaken their opponents the titans, many gods would bestow this ritual upon their most faithful in order to attempt to steal away followers from their titan enemies, in order to gain their faith.

Casting Time: 1 day, 10 minutes to invoke

Range: affects everyone within hearing or sight of the primary caster

Components: V, S, M (symbol of the god being invoked, a broken symbol of the deity to be replaced, and an altar to the new deity)

Duration: Special

All casters participating in this ritual must be followers of the same god or titan. The preparation for the spell takes a whole day, but the final invocation takes 10 minutes and must be performed by the primary caster, who goes out in front of the people they wish to convert and begins to preach. Those able to see or hear the preacher can choose to resist the sermon by making a Wisdom saving throw versus the number of casters involved plus 1 for each minute that passes. Example, if there are 10 casters and four minutes have passed, the difficulty is 14. Those choosing to resist must make this save every minute. If they succeed, they may take actions as normal during the encounter, including retreating to be out of the sight or hearing of the primary caster. After the fifth minute, if the faithless continues to resist and has not left, they have disadvantage on their save.

Those who convert to the new faith receive the god's blessing for one week, which gives them a +3 sacred or profane bonus to all saving throws and a +2 sacred or profane bonus to AC for one week as they revel in the glow of their newfound religion. They cannot be converted to another religion or lack of religion during this week, which is called a grace week. If the newly converted participate in casting another *conversion of the faithless*, those attempting to resist are at disadvantage starting from the first minute. If this true ritual is performed in a place of power, there is no save possible and all are instantly converted if they are not within their grace week.

Eternal Youth

4th-level transmutation (divine, true ritual)

This ritual was a personal project by the human wizard Lardanna. Long-held rumors once claimed that she created this ritual because she feared the loss of her youth and beauty, and that its regenerative abilities were an unexpected side effect. Since the discovery and deciphering of her private journals, which were all written in her own personal code,

it has been revealed that it was the other way around. As the Divine War claimed life after life, she sought a way to preserve the greatest minds and strongest warriors so that civilization could not be entirely lost to the ravages of war. Her field of study was considered madness and prejudiced tongues were allowed to deride her skills and efforts, even after she succeeded.

Casting Time: 1 day

Range: Target

Components: V, S, M (rare medicinal herbs, an hourglass, and blood of a nymph)

Duration: Instantaneous

The target of this ritual must drink the blood of the nymph after being ceremonially treated with medicinal herbs at the start of the ritual. They then start the hourglass before falling into a comatose sleep. While they sleep, the hourglass must be continually flipped so that the sand does not stop flowing. If this ritual should fail, the target has a 1 in 6 chance of turning into an undead instead of simply waking with five levels of exhaustion.

Afterwards, if successful, the target awakens at the age they wish to be with a timeless body that ages 1 year for every 10. They also permanently gain the effects of wearing a *ring of regeneration* and gain a permanent +2 to bonus their Charisma score, which can take the score to a maximum of 22. If they should be killed, they take no penalties when *resurrected*.

Infernal Legion

4th-level conjuration (arcane, true ritual)

If ever there was a last resort ritual, this would be it. Created during the Divine War by wizards of Belsameth, it came about as a sort of accident. As the forces of the enemy were closing in, the desperate wizards attempted to perform *chardun's army* true ritual from memory. Instead of creating an army of undead, they summoned a horde of outsiders. The wizards survived. Only the wizards survived.

Casting Time: 3 hours

Range: Self (150 ft radius)

Components: V, S, M (a jeweled greatsword, which is not consumed in the casting, and a field of dead humanoids)

Duration: 1 night

Like *chardun's army*, *infernal legion's* casting must be timed to ensure that the ritual ends at night. Instead of turning up to 40 dead into undead within a 150-foot radius, the bodies burn up, as an offering, and are replaced by fiends. The specific fiends summoned are determined by the GM with the strongest fiends being summoned in the deep darkness of the new moon. These fiends are almost always demons. They do not obey the casters who summon them after the first order is given so it must be given carefully. The fiends

obey the order but look for any loophole they can. Fiends summoned through this ritual cannot go more than 500 feet from the primary caster. When the dawn comes the demons are banished back into the Pestilential Abyss.

Marriage

1st-level divination (divine, true ritual)

While many religions have their own marriage ceremony, they all include the same true ritual that seals the marriage and blesses it. In the days long before the Divine War, this true ritual was a gift to the divine races from Corean the Champion and Madriel the Redeemer in an effort to bring hope and cultural order to a savage and unpredictable world.

Casting Time: 15 minutes

Range: Parties to be married and officiants within a 10-foot radius

Components: V, S, M (bound hands of the participants, chosen symbol of union, and three prepared vows)

Duration: Instantaneous

Marriage is a spiritual bond of love and companionship that goes beyond friendship and camaraderie. This ritual is not taken lightly, whether it is between two people or amongst a dozen. The ritual itself takes 15 minutes, but the rest of the ceremony can take as long as the participants want and can afford. Whenever the persons united in this ritual take an action for the direct benefit or protection of the other or others, they gain advantage on that roll. The blessing from this ritual is broken and lost if the marriage is broken or if either or any in the union take a direct action that is harmful to or attacks the other or others. The ritual weakens if any of the three required vows are broken, in which case the effect granting advantage fails one in every three times. If two vows are violated the rate of failure becomes fifty percent, and the blessing dissolves completely if all three vows are broken. At this point the marriage is considered over. Once a year, or if there is a reconciliation, the ritual can be renewed. The renewal ritual is basically the marriage ritual, but can be performed by a single practitioner versus the usual minimum three. The marriage ritual can be performed amongst as many willing people as desired. If all parties desire to add another member to their marriage the renewal ritual may be performed at any time to include the new member, but the year-long interval for renewing the marriage is measured from the initial union's start date. For example, if a third person joins in the union nine months after the original marriage ritual, all three members must renew the marriage ritual seven months hence, as a year on Scarn lasts 16 months.

Perfect Plague

5th-level transmutation (divine, druidic, true ritual)

Like most of the truly powerful, world shattering true rituals, perfect plague was created during the Divine War.

Vangal, as the Father of Plague, would bring devastation to the lands in the form of diseases that could vanquish whole armies. His followers sought to imitate these great feats and created the perfect plague. Much like the village of the damned ritual, simply having knowledge of this plague is grounds for summary execution.

Casting Time: 6 hours (non-consecutive)

Range: 100-foot radius

Components: V, S, M (one diseased person per caster, the light of the setting or rising sun, and the contagion spell)

Duration: 10 days

To create the perfect plague, there must be six practitioners who all know how to invoke contagion or have contagion invoked upon them if they are a proxy. The ritual also happens in two parts, each part needing to take place during one dawn or one twilight, when the sun's power is in transition. The ritual can be started with either, but the ritual fails if it takes more than 24 hours to complete. Once this ritual is completed, the plague affects every creature within 100 feet of the primary caster as per the *contagion* spell. This includes constructs and other creatures that are normally immune to disease, except these get advantage on their saving throws. The *contagion* can be cured as normal, except that it reactivates every day for 10 days, and the saving throws must be made again.

Rites of the Seasons

4th-level transmutation (druidic, true ritual)

As the seasons turn in the Scarred Lands, one of the sacred duties of the druids is to observe the rites that welcome in each stage of the natural cycle of life. There is a ceremony for each season to be celebrated at the vernal equinox for spring, summer solstice for summer, autumnal equinox for fall, and winter solstice for winter. Each season grants a blessing on the participants and has its own requirements for completion. All rites of the seasons require a minimum of 5 participants to be invoked.

Rites of Spring

Casting Time: 1 day

Range: Within 50 feet of the primary caster

Components: V, S, M (offering of gold, incense, food and drink to the god of the druids conducting the ritual)

Duration: Until the summer solstice

All creatures who participate in this true ritual may add half their proficiency bonus, rounded down, to all saving throws, including saving throws that already receive their proficiency bonus. Also, during this season, the participants are granted a boon that allows them to call upon the earth to cast entangle three times. This boon lasts only until the summer solstice. Furthermore, the countryside within two

miles of the ritual benefits from the enrichment aspect of the *plant growth* spell over the course of the next year.

Rite of Summer

Casting Time: 1 day

Range: Within 50 feet of the primary caster

Components: V, S, M (offering of gold, incense, food and drink to the god of the druids conducting the ritual)

Duration: Until the autumnal equinox

This is a day of dancing and joyous revelry. As the participants revel in the celebration of life, the rite bestows upon them a resistance to one damage type of their choice if they share the same deity as the druid performing the ritual. If they do not share the same deity, the participant receives resistance to only one of either slashing, bludgeoning, or piercing damage. These bonuses last until the autumnal equinox.

Rite of Fall

Casting Time: 1 day

Range: Within 50 feet of the primary caster

Components: V, S, M (offering of the favorite things of the departed, as well as food and drink)

Duration: The night of the autumnal equinox

During the night of the autumnal equinox, the barriers between the realms of the living and the dead are at their weakest. During this time, the casters may attempt to contact and visit with their dead, either to gain information or to wish them well in the afterlife. Only creatures that died within the area of effect can be found. The dead do not give up information willingly and must be coerced into talking. This also provides the opportunity for casters to gain insight from these shades which results in the equivalent of either a *legend lore*, *discern location*, *divination* or any other druidic divination spell of 6th level or less. The casters who attempt this must make an ability check against a DC of 15 to speak with the dead using either their Wisdom (Insight) or Charisma (Persuasion) modifiers, whichever is higher.

If your ability check roll is a natural 1, one of the spirits becomes irate and breaks through the boundary between the living and dead. This spirit manifests as a **ghost** (SRD p. 311) and immediately attacks any living creature in the area. The sites of great battles or graveyards are particularly hazardous, as the shades of the underworld are too numerous and quickly overrun an area touched by this spell. If a 1 is rolled, you must roll again at a disadvantage. Anything less than a 5 releases 1d4 + 1 ghosts into the world of the living.

Rite of Winter

Casting Time: 1 day

Range: Within 50 feet of the primary caster

Components: V, S, M (offering of food and drink to the god of the druids conducting the ritual, and gifts to be exchanged)

Duration: Until the summer solstice

While the winter winds blow harsh and cold, love and joy are remembered in the hearts of those who participate in the rite of winter. It is a more solemn rite than the other three, but not without singing and feasting and making merry with those closest. During this rite, participants are expected to exchange gifts, as well as the benefits that may or may not come with those gifts, and each is imbued with a bit of good will that allows the recipient to have advantage on one roll per day as long as they have the gift. This bonus lasts until the vernal equinox.

Topsy-Turvy

6th-level transmutation (arcane, druidic, divine, true ritual)

This true ritual started out as a joke. Tanil insists that it was Madriel's idea, and Madriel insists it was her sister Belsameth's idea, and Belsameth knows it was Enkili's idea, but refuses to admit the trickster god managed to get her to participate in creating this ritual by getting her drunk. However it came about, in the time before the Divine War, these four gods were put in charge of creating a celebration in honor of the titan Mesos. Unfortunately, Mesos chose to micromanage his own celebration, much to the chagrin of the four gods. In revenge, someone came up with the idea to play a trick on Mesos, by reversing the effects of his magic during the celebration. This did not go as planned, causing much embarrassment for Mesos and, ironically, almost caused Golthain to lose an eye.

Mesos forbade the use of this true ritual, but strangely enough, Belsameth squirreled the method away and continued to refine it in secret, trying to find a way to control how it affected the strengths and abilities of those in its sphere. After the Divine War, Enkili found out Belsameth still had it but never intended to use it, so they liberated it and gave it to a bard named Conker, who does not understand what he now has.

Casting Time: 3 hours

Range: 30-foot radius

Components: V, S, M (sword, knife, staff, and hammer)

Duration: 6 hours

To cast topsy-turvy, there actually needs to be one arcane spell caster, one warrior, one rogue or bard, and one cleric as casters, minimum. The four weapons used as material components for the ritual are set in the middle of the circle. When the spell is cast, the four weapons turn black and become useless. The following effects take place: all magical qualities and effects of weapons, spells, and armor are now inverted. For example: protection against cold now does cold damage; damage rolls from weapons or magic that have a + modifier now have a - modifier; spells or equipment that give advantage or disadvantage now do the opposite; channeling to heal instead causes harm and vice versa. Immunities now

invoke double damage and weaknesses are now immunities. This does not affect proficiencies. All possible opposing effects are at the GM's discretion.

At 9th level, topsy-turvy inverts Ability scores; for example, if you had a strength of 12, you now have a strength of 21 for the duration. If the inversion results in a score higher than is possible (such as a score of 8 becoming 80, for example) that score sits at the cap of 30 instead.

Village of the Damned

6th-level necromancy (arcane, true ritual)

Once thought forgotten after the Divine War, sadly the secret of this hideous true ritual did not stay lost to the world. During the Divine War, whole villages were lost to this ritual, as those who served the titans or the darker among the gods would encircle their victims in order to transform them into a horde of uncontrollable, undead monsters. This ritual was and is so feared, much like *perfect plague*, that if any are charged with simply having knowledge of it, they are hunted down and executed.

Casting Time: 1 night (minimum 8 hours of actual night)

Range: 100 feet per caster (see description)

Components: V, S, M (one sentient life per caster, a clear night with a full moon, and an old grave relic from the affected community's graveyard)

Duration: Instantaneous

This ritual can only be cast during a full moon and takes an entire night. The night must last a minimum of eight

hours, which can make this ritual difficult to cast in summer. There needs to be a minimum of six casters to even perform the ritual, but the area of effect is determined by how many of those casters can create a closed circle while being no more than 100 feet from the nearest two casters. This makes casting the spell on an entire city near impossible, as gathering that many practitioners secretly would be an undertaking of the greatest danger. They must also acquire a grave relic from the community upon which they are casting the spell, the older the better, as it has a stronger connection to the people whom this spell will affect. If a too-new relic is used, the spell can be less effective, giving the affected targets advantage on their saving throw to resist this spell at the GM's discretion. The relic must be placed in the exact center of the circle.

Once the casting is complete, every living thing in the affected area must make a Wisdom or Constitution saving throw or be instantly and painfully transformed into an undead creature, usually a **skeleton** (60%), **zombie** (30%), or **ghoul** (10%). Animals and vermin are transformed into **skeletons** of equivalent size — rats are turned into Tiny skeletons, for example. Insects and other insignificant creatures are destroyed outright. Higher-level characters may be transformed into more powerful undead at the GM's discretion. The undead created by this ritual are all mindless and uncontrolled. If there are already undead within the circle, they become more powerful undead themselves, as if amplified by the power of the ritual.





appendix: Peoples of the Scarred Lands

The playable races presented in Scarred Lands 5e are designed to function in accordance with the core races as presented in the **System Reference Document**. The system contained in this Appendix provides an alternate approach to the races of Scarred Lands that shifts focus away from biological determinism and emphasizes the importance and role of culture. This new system breaks down the elements traditionally encompassed under the race entry into two categories: peoples and heritages.

Peoples

Peoples represent the family lineage of the character. This covers inborn traits that are passed down from parent to child and are physical in nature. Most of the peoples of the Scarred Lands were created by titans or gods with a specific purpose in mind. While many of the peoples have moved beyond that purpose in the years since their birth, there are traits that define their lineage and grant particular abilities to their physical form. This often includes sensory enhancements such as darkvision, keen senses, or a bonus to Wisdom, in addition to modifiers to the physical Ability scores. Many, though not all peoples also have a family option that further defines the character's traits. Dwarves, for example, have the Broadreach, Charduni, and Kelder families, which each provide unique physical traits.

Heritages

Heritages are meant to evoke the folkways observed by the peoples of the Scarred Lands by providing access to certain features, training, and proficiencies. These are constructs of culture and are not inborn traits like those received from the peoples entry. As such, they are interchangeable and mutable. You may wish to have a Charduni dwarf character

who was raised by orcs. This is possible through swapping heritage traits accordingly.

Furthermore, a player may come up with a concept that does not quite fit with the listed heritages. That's perfectly okay! The game master and players are free to work together to build custom heritages for use at their table. Ultimately, each individual in the Scarred Lands is a unique person with unique life experiences that are manifested by trait choice at character creation and beyond. If a trait does not fit the story you want to tell, change it to something more appropriate.

The descriptions herein list the peoples and heritages presented in **Scarred Lands Players Guide** and **Yugman's Guide to Ghelspad**. As the setting details are well covered in the descriptions there, this appendix focuses purely on systems and game mechanics. Each of the peoples has any families that descend from them and the heritages most closely associated with them.

Asaatthi

(Scarred Lands Player's Guide p. 20)

Mormo created the asaath to share numerous similar traits.

Ability Score Increase. You increase your Dexterity by 1.

Age. Asaatthi mature slightly slower than humans, reaching adulthood at around 20 years. An asaath can live to be over 200 years old.

Size. Asaatthi are typically five-to-six feet tall, and they average 145 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet. Due to your long, sinuous body, you can swim at the same speed. You don't need to spend extra movement to swim.

Asaatthi Resistance. You have advantage on saving throws against poison, and you have resistance to poison damage.

Bite. You have a bite attack that acts as a finesse weapon with which you have proficiency. This attack deals 1d4 piercing damage.

Darkvision (30 ft.). You can see in dim light within 30 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.

Keen Senses. You have proficiency in the Perception skill.

Families

While rumors persist of offshoots and splinter families of Asaatthi, if such exist, they are rare.

Heritages

Asaatthi culture is divided into three general categories.

Parehua (Urban Dwellers)

Ability Score Increase. Parehua culture focuses on education and the study of antiquity. You increase your Intelligence by 2.

Parehua Proficiencies. Your scholarship grants you a greater array of proficiencies. You may add Arcana and History to the available skills when selecting proficient skills from your class. Additionally, Parehua monks can treat the war fan as a monk weapon.

Reptilian Mind. You have advantage on saving throws against being charmed.

Languages. You speak Asaatth and any two other languages.

Usaahua (Swamp Dwellers)

Ability Score Increase. Usaahua culture focuses on mobility and tenacity. You increase your Dexterity by 1 and your Constitution by 1.

Rivermastery. You have proficiency with navigator's tools and Vehicles (Water).

Usaahua Weapon Training. You have proficiency with the falchion, trident, and war fan. Usaahua monks can treat the war fan as a monk weapon.

Languages. You speak Asaatth and any one other language.

Yshaahua (Nomads)

Ability Score Increase. Yshaahua culture focuses on scholarship and tenacity. You increase your Dexterity by 1 and your Intelligence by 1.

Seasoned Traveler. You have proficiency with cartographer's tools and Vehicles (Land).

Yshaahua Weapon Training. You have proficiency with the falchion, scimitar, and war fan. Yshaahua monks can treat the war fan as a monk weapon.

Languages. You speak Asaatth and any one other language.

Dwarves

(Scarred Lands Player's Guide p. 22)

Dwarves share common inborn traits.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Size. Dwarves stand between four and five feet tall and average about 170 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Wearing heavy armor doesn't reduce your speed.

Darkvision (60 ft.). Accustomed to life underground, 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.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Families

Most dwarves on Ghelspad belong to one of three families.

Broadreach (p. XX)

Hailing from the Broadreach Horizon, the Broadreach dwarves have adapted to life among the woods.

Ability Score Increase. Your Dexterity score increases by 1.

Keen Senses. You have proficiency in the Perception skill.

Charduni

(Scarred Lands Player's Guide)

Charduni originated on the continent of Termana, and they have traits different from those of other dwarves on Ghelspad.

Ability Score Increase. Your Strength score increases by 1.

Dense Flesh. Your hit-point maximum increases by 1, and it increases by 1 every time you gain a level.

Kelder

(Scarred Lands Player's Guide)

Kelder dwarves are native to the mountains of Ghelspad, and they have traits distinct to their kind.

Ability Score Increase. Your Wisdom score increases by 1.

Steadfast. You have advantage on saving throws against being charmed or frightened.

Heritages

Family is important to dwarves, and their cultural heritages fall along family lines.

Broadreach

Dwarven Armor Training. You have proficiency with light and medium armor.

Woodcunning. You have advantage on any Intelligence (History), Intelligence (Investigation), or Wisdom (Perception) check you make when examining unusual woodwork such as traps, new construction, unstable trees, or wood disguised as something else.

Tool Proficiency. You gain proficiency with one set of artisan's tools chosen from among brewer's supplies, carpenter's tools, jeweler's tools, mason's tools, or smith's tools.

Languages. You speak Dwarvish, Elvish, and any one other language.

Charduni

Charduni Combat Training. You have proficiency with the light hammer, warhammer, warscepter, and spiked chain.

Dwarven Armor Training. You have proficiency with light and medium armor.

Stonecunning. You have advantage on any Intelligence (History), Intelligence (Investigation), or Wisdom (Perception) check you make when examining stonework or trying to determine the origin of such construction.

Tool Proficiency. You gain proficiency with one set of artisan's tools chosen from among brewer's supplies, jeweler's tools, mason's tools, or smith's tools.

Languages. You speak Dwarvish and any one other language.

Kelder

Kelder Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Armor Training. You have proficiency with light and medium armor.

Stonecunning. You have advantage on any Intelligence (History), Intelligence (Investigation), or Wisdom (Perception) check you make when examining stonework or trying to determine the origin of such construction.

Tool Proficiency. You gain proficiency with one set of artisan's tools chosen from among brewer's supplies, jeweler's tools, mason's tools, or smith's tools.

Languages. You speak Dwarvish and any one other language.

Elves

(Scarred Lands Players Guide p. 25)

An elf has traits based on unique physiology.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Elves reach physical maturity as quickly as humans do, but among elves a child becomes an adult only when

mature enough to take on adult responsibility, which takes an elf more than century, and some nearly two. An elf can live over 700 years.

Size. Elves are from five to over six feet tall, but they are slender and usually weigh only around 125 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Keen Senses. You have proficiency in the Perception skill.

Elven Poise. When you select skill proficiencies from your class during character creation, add Acrobatics and Persuasion to your list of choices.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Meditation. Elves do not need to sleep. Instead, they meditate deeply, remaining semiconscious, for four hours a day. While meditating, you remain aware of your surroundings but also drift in a state of reverie, so you have disadvantage on Wisdom (Perception) checks. After meditating, you benefit as if you had eight hours of sleep. You can then undertake other light activity while finishing a long rest.

Families

There are numerous elven family lines on Ghelspad. These are some of the most common.

Drendali Elves

Long separated from their surface kin, Drendali elves have unique traits.

Clear Sighted. Drendali have advantage on saving throws and Ability checks made to resist or perceive illusions.

Darkvision (60 ft.). Drendali are accustomed to living in the dark subterranean world. 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.

Forsaken Elves

(The Wise and the Wicked p. 135)

The Forsaken elves of Termana exhibit the following traits.

Darkvision (30 ft.). Forsaken elves are accustomed to working and traveling at night in dark forests. You can see in dim light within 30 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.

Chern's Curse. You have advantage on saving throws against disease. However, there is a 99 percent chance that you are infertile, and even if you can conceive children, they are very likely to be born with some sort of birth defect, assuming they survive the pregnancy.

Ganjus Elves

The elves of the Ganjus, and wood elves elsewhere, have particular traits.

Ability Score Increase. Your Wisdom score increases by 1.

Speed. Your base walking speed increases to 35 feet.

Darkvision (30 ft.). Gajus elves are accustomed to living in shadowy forests, as well as working and playing at night. You can see in dim light within 30 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.

Heritages

Elvish heritages, like those of dwarves, hew close to family lines. Any character selecting an elvish heritage may swap out the Combat Training feature provided and take Tattoo Mystic in its stead.

Tattoo Mystic. You have proficiency with tattooist's supplies (see *Scarred Lands Players Guide* Chapter 5). You can activate one magic tattoo you possess one extra time per day without completing a rest, provided that tattoo can be used again after you complete a short or long rest.

Dier Drendal

You were raised in Drendali society.

Ability Score Increase. Drendali society does not favor the timid. Your Charisma score increases by 1.

Drendali Combat Training. You have proficiency with the light crossbow, rapier, shortbow, and shortsword.

Drendali Magic. Elves of Dier Drendal have a strong affinity to magic, especially illusion magic. You know the mage hand and minor illusion cantrips.

Languages. You speak Drendali and any one other language.

Highborn

You were raised among the Forsaken elves, either on Termana, or in a nomadic community.

Ability Score Increase. Forsaken society prizes scholarship and education. Your Intelligence score increases by 1.

High Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Languages. You can speak, read, and write Elduran (the modern Termanan dialect of High Elvish), as well as any two other languages.

Woodland

You hail from one of the forests of Ghelspad.

Forest Combat Training. You have proficiency with the longbow, quarterstaff, shortbow, and spear.

Natural Stealth. You have proficiency in the Stealth skill. In addition, you can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Languages. You speak Elvish and any one other language.

Halflings

(*Scarred Lands Players Guide* p. 28)

Each halfling has a number of traits in common with all other halflings.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. A halfling reaches maturity about as quickly as humans do, but most halfling communities consider a halfling to be an adult at age 25 to 30. Halflings can live well into their second century.

Size. Halflings average about three feet tall and weigh a little over 30 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Halfling Stealth. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Families

One of the harsh legacies of Calastian tyranny is the eradication and homogenization of halfling families. There are none to speak of on Ghelspad.

Heritages

As a result of years of mistreatment at the hands of the Calastians, only a single halfling heritage has survived. Halflings may, of course, select an alternate heritage based on upbringing.

Child of the Heteronomy

You were raised in the Heteronomy of Virduk, or under the mores practiced therein.

Halfling Combat Training. Halflings are proficient with blowgun, dart, sling, and spear.

Halfling Talent. When you select skill proficiencies from your class during character creation, add Acrobatics, Deception, Persuasion, and Stealth to your list of choices.

Languages. You speak Calastian, Ledean, or Veshian (choose one), as well as one other language.

Humans

(Scarred Lands Players Guide p. 32)

Humans are diverse. They share only a few traits in common.

Ability Score Increase. Increase each of your ability scores by 1.

Age. Humans reach adulthood in their late teens, and most live less than a century.

Size. Humans can range from under five feet to well over six feet tall, and weigh from under 100 pounds to well over 200. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Families

Humans do not have distinct families. Humanity's strength is in its diversity.

Heritages

Humans are adaptable and easily adopt the dominant heritage wherever they are raised. However, there are three human heritages that appear frequently in human dominated lands.

Martial Upbringing

You were raised in a culture that prioritized violence. Perhaps the focus was on defending your people, or perhaps it was on conquest.

Human Combat Training: You have proficiency with the short sword, longsword, handaxe, and spear.

Human Armor Training: You have proficiency with all armor types except heavy.

Languages. You speak the dominant tongue of your homeland (Albadian, Calastian, Darakeene, Dunahn, Ledean, Ontenazu, Shelzari, Ukrudan, Veshian, or Zathisk), plus one other language.

Tradesfolk Upbringing

You come from a culture of merchants, craftfolk, and tradesfolk.

Family Trade: You have proficiency with two sets of artisan's tools.

Knowledgeable: You may choose proficiency in any one skill, tool set, or language.

Languages. You speak the dominant tongue of your homeland (Albadian, Calastian, Darakeene, Dunahn, Ledean, Ontenazu, Shelzari, Ukrudan, Veshian, or Zathisk), plus one other language.

Versatility

Like many humans, you have a niche interest.

Feat: You begin play with one feat of your choice. You must meet the prerequisites for this feat as normal.

Languages. You speak the dominant tongue of your homeland (Albadian, Calastian, Darakeene, Dunahn, Ledean, Ontenazu, Shelzari, Ukrudan, Veshian, or Zathisk), plus one other language.

Ironbred

(Scarred Lands Player's Guide p. 34)

Ironbred share a number of traits, as designed by their creator, Thulkas.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. Ironbred reach adulthood in their late teens, and most live less than a century, reaching decrepitude a little faster than humans do.

Size. Most ironbred are around six feet tall and weigh close to 200 pounds. (See the Random Height and Weight table at the end of this chapter if you wish to roll for those features.) Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision (30 ft.). You can see in dim light within 30 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.

Fire Born. You have advantage on saving throws to avoid exhaustion due to extreme heat or thirst. In addition, you have resistance to fire damage.

Tough Hide. Your hit-point maximum increases by 1, and it increases by 1 every time you gain a level.

Unnerving. You have a grating voice and an unsettling manner, and you know how to use these traits to your benefit. You gain proficiency in the Intimidation skill.

Families

The ironbred are far too young a people to have developed distinct families. Some scholars who focus on such things point out that the Ironbred might be considered a family of the Sutak. Those who do should take care not to say such things within earshot of the ironbred.

Heritages

There are two distinct heritages among the ironbred, focused on the role they take in their society.

Ironbred Laborer

Hard work is the greatest virtue to a laborer.

Tool Proficiency. You gain proficiency with one set of artisan's tools chosen from among leatherworker's tools, smith's tools, or tinker's tools.

Languages. You speak Sutam and any one other language.

Ironbred Warrior

Your people must be protected.

Ironbred Combat Training. You have proficiency with the cestus, flail, maul, and warhammer.

Languages. You speak Sutam and any one other language.

Manticora

(Scarred Lands Players Guide p. 36)

Manticora are skilled hunters and trackers, as demonstrated by their common traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Manticora mature in their late teens, and few live over a century.

Size. The typical manticora is just under six feet tall and weighs around 160 pounds. (See the Random Height and Weight table at the end of this chapter if you wish to roll randomly for those features.) Your size is Medium.

Speed. Your base walking speed is 30 feet. Provided your hands are empty, you can choose to move on all fours. If you do so, your land speed increases to 40 feet.

Darkvision (60 ft.). Your catlike eyes 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.

Keen Senses. You have proficiency in the Perception skill.

Natural Hunter. When you select skill proficiencies from your class during character creation, you add Stealth and Survival to your list of choices.

Natural Weapons. You have fangs and claws you can use in combat. Both are finesse weapons with which you have proficiency. Your Bite attack deals 1d4 piercing damage, while your Claws attack deals 1d4 slashing. If you deal improved unarmed damage, such as from the monk's Martial Arts class feature, you can deal your normal unarmed strike damage with your Claws attack instead.

Families

Distinct families do not manifest within the manticora. There are those who theorize that the manticora are but one family of a larger catfolk people, related to the terali of Termana.

Heritages

While the Manticora are just coming into their own as a people, there are two distinct heritages that have emerged in their culture.

Hunter

Hunters are warriors and trackers.

Ability Score Increase. Your Wisdom score increases by 1.

Manticora Combat Training. You have proficiency with claw gauntlets and shortbows.

Languages. You speak Leonid and any one other language.

Orator

Orators are leaders and scholars.

Ability Score Increase. Your Charisma score increases by 1.

Skilled Performer: You have proficiency in the Performance skill.

Languages. You speak Leonid and any two other languages.

Minotaur

(p. XX)

All minotaurs share certain aspects. You have the following traits.

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

Age. Minotaurs mature at a rate similar to humans and are considered ready to go on *hiraedh* in their late teens. You can live for 150 years or longer.

Size. Lowland minotaurs tower over eight feet tall, while highland minotaurs tend to be just under eight feet. Both weigh between 280 and 360 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Into the Labyrinth. Beginning at 5th level, you can focus on a target you can see within 30 feet of you and attempt to send their mind into the Labyrinth. The target must make a Charisma saving throw. On a failed save, they believe they have been teleported to an ancient maze of stone, inhabited with terrifying monsters. This has the effect of the *confusion* spell, but also causes auditory and visual hallucinations. If the target is allowed to act normally due to their roll at the start of their turn, their mind glimpses what is going on around them outside of the labyrinth for that turn.

You cannot cast other spells that require concentration and must make concentration saving throws if you take damage while using this feature. You may use this ability once and regain the ability to do so when you finish a Long rest. Wisdom is your spellcasting ability for this power.

Labyrinthine Recall. You can perfectly recall any path you have traveled.

Tauric Fortitude. Your thick hide allows you to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12 and add your Constitution modifier to the roll. You reduce the amount of damage taken by this amount. After you use this trait, you can't use it again until you finish a short or long rest.

Families

Minotaurs are divided into two families.

Highland

As a highland minotaur, you are stout and hardy, able to survive in the cold climates of the highest mountains of Ghelspad.

Ability Score Increase. Your Constitution score increases by 1.

Mountain Born. You're acclimated to high elevations, including elevations above 20,000 feet, and are naturally adapted to cold climates.

Lowland

As a lowland minotaur, your powerful build and wicked horns make you a formidable opponent.

Ability Score Increase. Your Strength score and one other score of your choice increases by 1.

Charge. If you move at least 10 feet straight toward a target and then hit with your gore attack on the same turn, the target takes an additional 1d6 piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Gore. Your horns are natural weapons, which you can use to make unarmed strikes. On a hit you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can lift, push, or drag.

Heritages

Minotaur practice one of two heritages

Physical

Monastic Practice. Your natural weapons can count as monk weapons, if you select the monk class.

Languages. You speak Titan Speech and two other languages.

Spiritual

Touch of the Earthmother. You know the *spare the dying* cantrip. At 3rd level you can cast *aid* once as a 1st level spell, and at 5th level you can cast *beacon of hope* once as a 2nd level spell. You regain the ability to cast these spells after a long rest.

Languages. You speak Titan Speech and two other languages.

Orcs

(Scarred Lands Players Guide p. 38)

Orcs share a number of traits that make them formidable.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Orcs can reach adult size and status in their mid-to-late teens. They seldom live to be more than 50.

Size. Most orcs stand between six and seven feet tall, and orcs commonly weigh over 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision (30 ft.). Traditionally a nocturnal race used to life under the stars, you can see in dim light within 30 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.

Menacing Reputation. Your size combined with tales of orc battle prowess from the Divine War leave others who face you trembling. You have proficiency in the Intimidation skill.

Families

Orc families function a bit differently than the other peoples. An orc litter can contain siblings of either or both orc families.

Brawny

You are one of the larger orcs, seemingly built for brawling.

Ability Score Increase. Your Strength score increases by 1.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Starkissed

The smaller of the orc families, those born with wirier frames are considered chosen by the stars for spiritual greatness. Starkissed often manifest exceptional and unusual gifts early in life.

Ability Score Increase. Your Wisdom score increases by 1.

Feat. You begin play with one feat of your choice. You must meet the prerequisites for this feat as normal.

Heritages

Orcs observe two main heritages, though they are swiftly adopting the heritages of other peoples as they integrate into the societies of the Divine and Redeemed.

Battleborn

You are an orc warrior.

Aggressive. As a bonus action, you can move up to your speed toward a hostile creature you can see.

Orcish Combat Training. You have proficiency with the battleaxe, greataxe, handaxe, and lance.

Languages. You speak Orcish and any one other language.

Skyspeaker

You are an orc spiritualist.

Scholar of the People. You have proficiency in one of Arcana, History, or Nature.

Tool Proficiency. You gain proficiency with one set of artisan's tools of your choice.

Languages. You speak Orcish and any one other language.

Piterin

(The Wise and the Wicked p. 137)

As a piterin, you have several traits in common with your people.

Ability Score Increase. You increase your Dexterity score by 2 and your Wisdom score by 1.

Age. Piterin reach physical maturity after about 10 years. Most live less than four or five decades before passing away due to old age.

Size. Piterin are about five feet tall or slightly taller, and a typical adult weighs 70 to 90 pounds. Your size is Medium.

Speed. Your base walking speed is 20 feet. You have batlike wings that provide a flying speed of 40 feet. You cannot fly if you are wearing medium or heavy armor.

Darkvision. 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.

Keen Senses. You have proficiency in the Perception skill.

Families

All piterin are of a single family.

Heritages

Piterin adventurers are incredibly rare. If they do not adopt the heritage of another culture, they use the trait below.

Languages. You speak Piterin and any one other language.

Scrag

(p. XX)

Scrags have abilities granted by their creator, Kadum.

Ability Score Increase. Your Strength and Constitution scores increase by 2.

Age. A scrag reaches maturity around the age of 10 and can live to be nearly 100 years old.

Size. You tower over many other humanoids of Ghelspad, at around eight feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swim speed of 30 feet.

Darkvision. Accustomed to the depths of the ocean, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

Amphibious. You breathe air and water.

Claw. Your claws are natural weapons, which you can use to make unarmed strikes. On a hit, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Regeneration. When submerged in water, you regain 1 hit point at the end of each of your turns. In addition, if you lose a limb or body part, the lost portion regrows within 3d6 minutes. A severed limb can be reattached by holding it to the stump, where it reattaches instantly.

If you take fire or acid damage, or if you fail a death save, your regeneration ability does not function at the end of your turn.

Families

Scrag are a family of the Troll people.

Heritages

Scrag adventurers are incredibly rare. If they do not adopt the heritage of another culture, they use the traits below.

Unshakable. You have advantage on saving throws against being frightened.

Languages. You speak Titan Speech, Giantish, and one common language of your choice.

Slitherin

(Scarred Lands Players Guide p. 40)

Slitherin make exceptional rogues and scouts.

Ability Score Increase. Your Constitution score increases by 2, and either your Dexterity or

Age. Slitherin are mature by their mid-teens but might not complete training until a few years later. At 60, a slitherin is truly ancient among its kind.

Size. With their hunched postures, slitherin rarely stand much above five feet tall. They average around 100 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet. You climb at the same speed; climbing costs you no extra movement.

Darkvision (60 ft.). You are used to dwelling underground, in lightless burrows and tunnels. 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.

Bite. You have a bite attack, which is a finesse weapon with which you have proficiency. This attack deals 1d3 piercing damage.

Contortionist. You have advantage on Dexterity checks to escape from bonds or being grappled, as well as Dexterity checks to squeeze through tight spaces.

Disease Resistance. You have advantage on saving throws against disease.

Rodent Empathy. You can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

Sure-Footed. When you select skill proficiencies from your class during character creation, you add Athletics, Acrobatics, and Stealth to your list of choices.

Families

All Redeemed slitherin are of the same family. While other families of slitherin exist, they remain loyal to the titans. Still, the Redeemed slitherin, who outnumber all the titanspawn families combined, have not all given up on their cousins. Many still try to reunify their people under the banner of the Redeemed.

Heritages

While slitherin culture is young, two distinct heritages have emerged.

Builder

Builder slitherin focus on feats of engineering.

Ability Score Increase. Your Intelligence score increases by 1.

Tool Proficiency. You gain proficiency with one set of artisan's tools chosen from among brewer's supplies, mason's tools, smith's tools, or tinker's tools.

Languages. You speak Slitherin and any one other language.

Tunnel Runner

Tunnel runners favor adventure, excitement, and on occasion, violence.

Ability Score Increase. Your Dexterity score increases by 1.

Slitherin Combat Training. You have proficiency with light crossbow, shortbow, and shortsword.

Languages. You speak Slitherin and any one other language.

Triton

(p. XX)

As a triton, you share certain characteristics with all other members of your race.

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

Age. Tritons are considered mature in their mid-teens. You can live for almost two centuries.

Size. More compact than humans, tritons are powerfully built and stand around five feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swim speed of 30 feet.

Amphibious. You breathe air and water.

Ally of the Ocean. Though you cannot speak with them, beasts that breathe water understand the concepts of your words. You may convey simple ideas to them. You can cast the *call aquatic beast* spell once and regain the ability to do so after a short or long rest. Charisma is your spellcasting ability for this feature.

Ocean's Embrace. You are resistant to cold damage and are not affected by conditions of a deep underwater environment.

Families

Once a united people, Tritons now divide into two families.

Clearwater

Corean created your race, imbuing you with power to help govern the oceans.

Ability Score Increase. Your Charisma score increases by 1.

Darkvision. Able to see in the depths of the ocean, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

Sea's Gift. At 5th level you can cast the *control water* spell once. At 10th level, you can cast *conjure elemental* once to summon a water elemental. You regain the ability to cast these spells after a long rest.

Blood-Tainted

The titan's blood in the waters of your homeland has altered your people. As a blood-tainted triton, you have the following abilities.

Ability Score Increase. Your Dexterity score increases by 1.

Superior Darkvision. Your eyes are large and are capable of seeing in the dark depths. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim. The corruption that has changed you also allows you to see color in darkness.

Claw. Your claws are natural weapons, which you can use to make unarmed strikes. On a hit you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Blood Rage. When you take damage in combat, you must succeed on a Wisdom saving throw (DC equal to 8 + half the damage taken) or be overcome by a berserker rage. You may choose to fail this saving throw. While in the rage, you may only attack the creature that provoked your rage. You have advantage on attack rolls and deal an additional

2 points of damage on a successful melee attack. Attack rolls against you have advantage. You cannot cast spells or maintain concentration. After your enemy is dead, you must make a DC 12 Wisdom saving throw to calm down. On a failed save, you attack the nearest hostile creature. This continues until you make a successful save, kill all hostile creatures you can perceive, or you are incapacitated. You cannot voluntarily end this rage.

Chameleon. Your skin shifts colors, granting you advantage on (Dexterity) Stealth checks.

Heritages

There are two prominent heritages among tritons.

Anarch

You embrace the chaos of the Blood-Tainted.

Aggressive. As a bonus action, you can move up to your speed toward a hostile creature you can see.

Languages. You speak Primordial and one other language of your choice.

Traditionalist

You adhere to Clearwater values.

Triton Weapon Training. You are proficient in the use of the trident, net, and crossbow.

Languages. You speak Primordial and one other language of your choice.



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YUGMAN'S GUIDE TO GHELSPAD

PAY HEED TO THE WISDOM OF YUGMAN THE SAGE

A century and a half after the Divine War, the titans lay defeated and scattered across Scarn and beyond. As the people of Ghelspad work to build a new world on the war-torn remnants of a fallen paradise, new heroes rise, and new threats emerge. Yugman the Sage brings an overview of these new heroes and villains, as well as the tools they use to rise to power.

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