

SCARRED LANDS

Yugman's Guide to Ghelspad



Part Two

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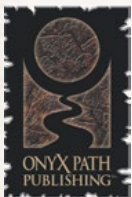
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NOTE ONE: SOCIAL BACKGROUNDS

Adventurers are not born in a vacuum. There are a number of societies on Ghelspad that provide training and motivation for adventurers. The following Social Background options may be added to those presented in the *Scarred Lands Player's Guide*, Chapter Four.

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.

CRIMINAL SOCIETIES

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, Japhinians 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.

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 Jural. 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

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

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.

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.

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 crueller 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.

HOUSE ASURAS

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.

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

-ZARRA

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

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.

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.

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.

NOTE TWO:

RACES OF THE SCARRED LANDS

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.

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 titanswar 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.

NOTE THREE: CLASSES

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

ROGUE

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 granting them 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.

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 slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

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.

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 are not already proficient with them. 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

MASTER OF THE SCALED SPELLCASTING

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

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.

MASTER OF THE SCALED SPELL LIST

CANTRIPS

Dancing Lights

Enumerate†

Filch†

Instant Wardrobe†

Light

Mage Hand

Mending

Message

Prestidigitation

True Strike

1ST LEVEL

Alarm

Charm Person

Comprehend Languages

Disguise Self

Detect Magic

Detect Poison and Disease

Ever Scent*

Expeditious Retreat

Feather Fall

Flash†

Fog Cloud

Floating Disk

Grease

Jump

Multiply Missile†

Silent Image

Sleep

Spectral Hand†

Unseen Servant

2ND LEVEL

Alter Self

Arcane Lock

Arcanist's Magic Aura

Blur

Calm Emotions

Darkness

Darkvision

Enhance Ability

Hypnotic Pattern

Invisibility

Knock

Mirror Image

Rope Trick

Serpents' Stare*

Spider Climb

Suggestion

3RD LEVEL

Blink

Counterspell

Ghostdweomer*

Haste

Hypnotic Pattern

Illusory Script

Major Image

Nondetection

Sending

Slow

Tattoo Item*

Tongues

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 *Note Four: New Spells*

NOTE FOUR: NEW SPELLS

The following spells are referenced in the class descriptions presented in this book.

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.

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.

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 *ghostdweomer* is removed, the object or enchantment can be dispelled normally. When used in this fashion, the *ghostdweomer* 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.

SERPENTS' STARE

2nd-level enchantment

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.

TATTOO ITEM

3rd-level transmutation (ritual)

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.

NOTE FIVE: 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.

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

Type: Viscous Oil

Time and cost to craft: 4 hours, and 50gp 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

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, 5hp) 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 50gp 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 25gp 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.

ROCKING BOATS AND TURBULENT SEAS ARE VILE THINGS. AND SO IT FOLLOWS:
ALL POTIONS, SERUMS, AND POISONS THAT DERIVE FROM THE BLOOD SEA ARE
EQUALLY UNPLEASANT.

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