

SCARRED LANDS

Yugman's Guide to Ghelspad



Part Three

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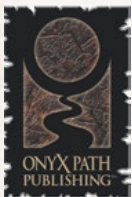
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NOTE ONE: SOCIAL BACKGROUNDS

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.

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.

ARCANE SOCIETIES

THE PENUMBRAL PENTAGON

The Penumbra Pentagon is a cabal with motives as mysterious as their magic; wielding influence through fear, shadow, and illusion from the safety of the Penumbra 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 Penumbra Fortress is rumored 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 Penumbra 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.

NEW SOCIAL BACKGROUND: SLARECIAN DESCENDANT

You were raised amongst the mages of the Penumbra 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 Penumbra Pentagon (though you do not know which). You know two contacts from the Penumbra Pentagon, though if you are a deserter, they may need convincing not to kill you.

Suggested Characteristics

The Penumbra 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

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.

-ZARRA

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.

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. While 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 typically allows 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 *avianus 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 forest city 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 10gp

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 artifacts. 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.

NOTE TWO: CLASSES

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

SORCERER

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.

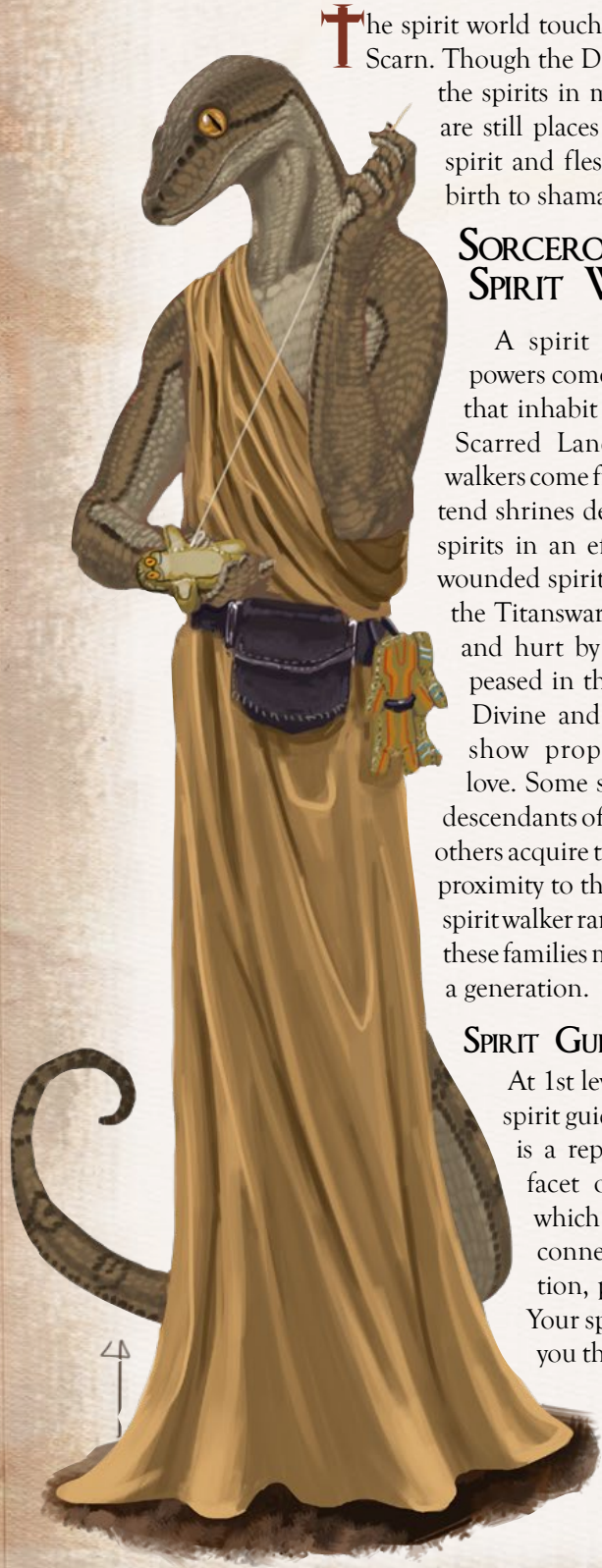
SPELL LEVEL	SPELL
1st level	<i>find familiar</i>
2nd level	<i>find steed</i>
3rd level	<i>conjure animals</i>
4th level	<i>conjure minor elementals</i>
5th level	<i>conjure elemental</i>
6th level	<i>conjure fey</i>
7th level	<i>conjure celestial</i>

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.

WIZARD

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 ley lines 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.

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 1d4 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

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

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

-ZARPA

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 *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.
- 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.



BRYAN
SYME

NOTE THREE: NEW SPELLS

The following expand on those presented in chapter six of the *Scarred Lands Player's Guide* (SLPG).

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.

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.

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.

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.

NEW SPELL LIST

BARD SPELLS

CANTRIPS

Chameleon Skin

Dowsing

1ST LEVEL

Dead Man's Eyes

Inquisition †

2ND LEVEL

Serpent's Stare † *

6TH LEVEL

Declaration of Death

CLERIC SPELLS

1ST LEVEL

Constrictor Staff †

Enkili's Luck

2ND LEVEL

Enkili's Prank

3RD LEVEL

Commander of Death

Corpse Bomb

Fountain of Blood

Tattoo Item *

4TH LEVEL

Escape the Bonds of Flesh

DRUID SPELLS

1ST LEVEL

Buoyancy Net

Constrictor Staff †

Magic Fang †

2ND LEVEL

Bite of the Habu †

Serpents' Stare † *

3RD LEVEL

Bite of the Krait †

Call Acquatic Beast*

Mormo's Serpent Hands †

Sethris' Potency †

4TH LEVEL

Bite of the Mamba †

Bone Spikes

5TH LEVEL

Bite of the Cobra †

RANGER SPELLS

1ST LEVEL

Magic Fang †

2ND LEVEL

Call Acquatic Beast*

Sethris' Potency †

SORCERER SPELLS

CANTRIPS

Chameleon Skin

Coldsnap

Dowsing

1ST LEVEL

Buoyancy Net

Dead Man's Eyes

Enkili's Luck

2ND LEVEL

Armor of Undeath

Bloodstorm

Enkili's Prank

3RD LEVEL

Commander of Death

Fountain of Blood

Mormo's Serpent Hands †

4TH LEVEL

Bone Spikes

Burning Sails

Escape the Bonds of Flesh

5TH LEVEL

Affliction

Feren's Essential Exclusion

Feren's Zone of Purity

6TH LEVEL

Declaration of Death

WARLOCK SPELLS

CANTRIPS

Chameleon Skin

2ND LEVEL

Bloodstorm

4TH LEVEL

Escape the Bonds of Flesh

6TH LEVEL

Declaration of Death

WIZARD SPELLS

CANTRIPS

Cobwebs

Coldsnap

Dowsing

1ST LEVEL

Buoyancy Net

Dead Man's Eyes

Enkili's Luck

Ever Scent*

Inquisition †

2ND LEVEL

Armor of Undeath

Bloodstorm

Enkili's Prank

3RD LEVEL

Commander of Death

Corpse Bomb

Fountain of Blood

Ghostdweomer*

Mormo's Serpent Hands †

Steal Sleep

Tattoo Item *

4TH LEVEL

Bone Spikes

Burning Sails

Escape the Bonds of Flesh

5TH LEVEL

Affliction

Feren's Essential Exclusion

Feren's Zone of Purity

6TH LEVEL

Declaration of Death

† see *Yugman's Guide to Ghelspad pt. 1*

* see *Yugman's Guide to Ghelspad pt. 2*

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 surrounding 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.

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 a blast of 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.

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.

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.

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).

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.

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 Seascrier 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.

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.

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