

SCARRED LANDS

Yugman's Guide to Ghelspad



Part Six

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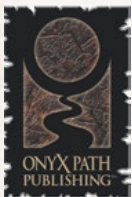
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NOTE ONE: CLASSES

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

RANGER

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

HORNSAW SENTINEL

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

HORNSAW MAGIC

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

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

*see Note Two: New Spells

HORNSAW BLADE

At 3rd level, you are led to a site where Hornsaw unicorns have fallen and guided through the sacred process of harvesting two of their curved, serrated horns for the purpose of crafting Hornsaw blade scimitars. This process makes the horn as hard as the finest steel. Your blade is considered a natural weapon regarding the magic fang spell. After you gain your companion at 7th level, when you cast magic fang targeting yourself you can also affect your beast companion with the spell if the beast is within 60 feet of you.

HORNSAW COMPANION

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

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

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

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

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

EXCEPTIONAL TRAINING

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

BLOOD OF THE HORNSAW

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

WOUNDED FURY

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

HORN

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

CHARGE

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

JUVENILE HORNSAW

Medium beast (titanspawn), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 50 ft.

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

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, Titan Speech (can't speak)

Challenge 4 (1, 100 XP)

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

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

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

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

Actions

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

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

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

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

BOUNTY HUNTER

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

HUNTER'S CRAFT

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

HUNT QUARRY

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

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

PULSE OF THE RELENTLESS

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

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

AMBUSH MASTER

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

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

NEMESIS

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

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

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



NOTE TWO: NEW SPELLS

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

ARMOR OF BRAMBLES

3rd-level conjuration

The target becomes encased in thick twisting armor that deals damage to attackers.

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of thorns)

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a spiked, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing. If a creature hits the target with a melee attack while they have this armor, the attacker takes 2d6 piercing damage.

CLEAR SIGHT

3rd-level divination

Archer units in the Ledean Empire used to always require one of their casters to prepare this spell. This made the units deadly no matter the weather. Now it's popular across Ghelspad, used mostly by hunters wishing to not miss their mark while remaining hidden from sight.

Casting time: 1 action

Range: Touch

Components: V, S, M (a dried eagle's or squid's eye)

Duration: Concentration, up to 1 hour

The target can see through fog, foliage and similar obstructions. It eliminates penalties due to areas being lightly or heavily obscured. It does not help against all forms of concealment — *blur*, *blindness*, and *darkness* still provide concealment. It has no effect on obstacles — cover penalties apply normally.

SETHRIS' POTENCY

3rd-level transmutation

Use to ensure your poison really gets the job done.

Casting time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

This spell increases the save DC for a poison by 1d4 + your proficiency bonus.

After one hour, the poison's save DC returns to its normal value.

SUNSPEAR

2nd-level evocation

Summon a spear of light that heals allies or inflicts blinding damage upon your foes.

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

This spell creates a glowing spear of white positive energy in your hand, which sheds bright light for 10 feet and dim light for an additional 10 feet. While you hold the spear, you have disadvantage on Dexterity (Stealth) checks. As a bonus action on your turn, you may make a ranged spell attack using the spear which targets an ally or enemy.

On a successful ranged spell attack against an enemy, the target takes radiant damage equal to 2d4 + your spellcasting ability modifier and must succeed on a Constitution saving throw or become blinded until the end of their next turn.

On a successful ranged spell attack against an ally, the target regains hit points equal to 2d4 + your spellcasting ability modifier. If the target is healed beyond its hit point total, those points remain as temporary hit points.

Once the spear is used to inflict damage or to heal, it disappears.

At Higher Levels. When this spell is cast using a spell slot of 3rd level or higher the healing or damage increases by 2d4 for each slot level above 2nd.

WEAPON OF NATURE

4th-level transmutation

Those devoted to Denev have learned to harness the power of nature itself, channeling it and empowering their weapons for devastating effects.

Casting time: 1 action

Range: Touch

Components: V, S, M (a melee weapon you touch)

Duration: Concentration, up to 1 minute

Touching a weapon, you bless it with Denev's power. The weapon gains a +1 bonus to attack and damage rolls, and gains one of the following elemental boons:

- **Landslide:** Empowered by the energies of Scarn's mountains and canyons, the weapon deals an extra 1d6 thunder damage on a hit. The target must succeed on a Constitution saving throw or be stunned until the end of its next turn.

- **Might of Oaks:** The deep forests of Scarn imbue the weapon, causing it to inflict an additional 1d6 damage (type determined by the weapon) on a hit. The target must succeed on a Dexterity saving throw or become entangled by plants that sprout from its wound, restraining it until the end of its next turn.
- **Putrefaction:** Drawing power from Scarn's many swamps, the weapon deals an extra 1d6 acid damage on a hit. The target must succeed on a Constitution saving throw or be poisoned until the end of its next turn.
- **Sirocco:** Imbued with the power of Scarn's deserts, the weapon deals an extra 1d6 fire damage on a hit. The target must succeed on a Constitution saving throw or gain a level of exhaustion.
- **Storm of Rage:** The weapon draws upon fierce storms that rage and thunder across the plains of Scarn, causing it to deal an extra 1d6 lightning damage on a hit. The target must succeed on a Constitution saving throw or be knocked prone and become deafened for 1 minute.
- **Wasteland:** The corrupted wastelands of Scarn send their rage to imbue the weapon, which deals an extra 1d6 necrotic damage. The target must succeed on a Constitution saving throw or have its maximum hit points reduced by the amount of damage taken. The creature's maximum hit points return to normal after a Long rest.
- **Wintry Blast:** The frozen mountains and the ice fields of the north empower the weapon, which deals an extra 1d6 cold damage. The target must succeed on a Constitution saving throw or be paralyzed from the cold until the end of their next turn.

You may choose the weapon's effect. If you choose an effect for an environment other than the one you are in, you must make a DC 10 Constitution saving throw each turn you maintain the effect, or your concentration breaks, ending the spell.

NEW SPELL LIST

BARD SPELLS

CANTRIPS

Chameleon Skin ‡

Dowsing ‡

1ST LEVEL

Dead Man's Eyes ‡

Ever Scent *

Gloom

2ND LEVEL

Serpent's Stare † *

4TH LEVEL

Inquisition †

6TH LEVEL

Declaration of Death ‡

CLERIC SPELLS

1ST LEVEL

Constrictor Staff †

Enkili's Luck ‡

Gloom

2ND LEVEL

Enkili's Prank ‡

Sunspear

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

Armor of Brambles

Bite of the Krait †

Call Aquatic Beast *

Clear Sight

Sethris' Potency

4TH LEVEL

Bite of the Mamba †

Bone Spikes ‡

Weapon of Nature

5TH LEVEL

Bite of the Cobra †

Mormo's Serpent Hands †

PALADIN SPELLS

2ND LEVEL

Sunspear

RANGER SPELLS

1ST LEVEL

Magic Fang †

2ND LEVEL

Sethris' Potency †

3RD LEVEL

Armor of Brambles

Call Aquatic Beast *

Clear Sight

4TH LEVEL

Weapon of Nature

SORCERER SPELLS

CANTRIPS

Chameleon Skin ‡

Cold Snap ‡

Dowsing ‡

1ST LEVEL

Buoyancy Net ‡

Dead Man's Eyes ‡

Enkili's Luck ‡

2ND LEVEL

Armor of Undeath ‡

Bloodstorm ‡

Enkili's Prank ‡

3RD LEVEL

Commander of Death ‡

Clear Sight

Fountain of Blood ‡

4TH LEVEL

Bone Spikes ‡

Burning Sails ‡

Escape the Bonds of Flesh ‡

5TH LEVEL

Affliction ‡

Feren's Essential Exclusion ‡

Feren's Zone of Purity ‡

Mormo's Serpent Hands †

6TH LEVEL

Declaration of Death ‡

WARLOCK SPELLS

CANTRIPS

Chameleon Skin ‡

1ST LEVEL

Gloom

2ND LEVEL

Bloodstorm ‡

4TH LEVEL

Escape the Bonds of Flesh ‡

6TH LEVEL

Declaration of Death ‡

WIZARD SPELLS

CANTRIPS

Cobwebs ‡

Cold Snap ‡

Dowsing ‡

1ST LEVEL

Buoyancy Net ‡

Dead Man's Eyes ‡

Enkili's Luck ‡

Ever Scent *

Gloom

2ND LEVEL

Armor of Undeath ‡

Bloodstorm ‡

Enkili's Prank ‡

3RD LEVEL

Clear Sight

Commander of Death ‡

Corpse Bomb ‡

Fountain of Blood ‡

Ghostdweomer *

Steal Sleep ‡

Tattoo Item *

4TH LEVEL

Bone Spikes ‡

Burning Sails ‡

Escape the Bonds of Flesh ‡

Inquisition †

5TH LEVEL

Affliction ‡

Feren's Essential Exclusion ‡

Feren's Zone of Purity ‡

Mormo's Serpent Hands ‡

6TH LEVEL

Declaration of Death ‡

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

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

‡ see *Yugman's Guide to Ghelspad pt. 3*

TRUE RITUALS

Some of the greatest and most awful magic in the Scarred Lands, the following True Rituals are some of the rarer and more closely guarded secrets of the current times. (For more information on True Rituals and how they work, see *Scarred Lands Player's Guide*, p. 145)

AWAKEN THE FOREST

9th-level enchantment (druidic, true ritual)

Awaken the forest, also known as 'Denev's cleansing,' is a call to bring forth the spirits of the forest to defend itself. Those who walk through the forest unwelcome first sense the unnatural quiet as the forest animals and birds scurry away, followed by the tiny whispers of the trees. Branches seem to grab, roots rise up to trip feet, and a feeling of menacing intent drills into the trespassers. And then the forest attacks.

Casting Time: 6 hours per square mile of forest

Range: Touch (up to 5 square miles of forest)

Components: V, S, M (offering of a magical object or scroll, a seed from the forest, and a druidic altar to the forest)

Duration: 1 day

In order to summon the spirits of the forest, the threat must have done harm to the forest or the natural order within. That includes but is not limited to cutting down a living tree without replanting, damaging the ground in a forest, killing an animal or forest person for sport, casting necromancy spells or being undead, starting a forest fire, polluting, etc. If these conditions are not met, the spell fails and all components are lost. This ritual requires at least six casters or two proxies per caster, unless the primary caster is a druid, in which case it can be performed with half as many casters or proxies.

Once performed, this ritual creates the effects of an entangle spell throughout the forest undergrowth. Those who walk through the undergrowth who are not the primary caster, secondary casters or proxies who performed the ritual make saving throws to resist this effect at disadvantage. The ritual also creates an insect plague effect in an attempt to drive the intruders out. Every minute that intruders remain in the forest, 1 **treant** and 2 **shambling mounds** (SRD p. 351 and 345, respectively) animate, immediately attacking the violators. These plant creatures are not affected by the entangle or insect plague effects. When all intruders are neutralized, the spell ends even if the duration has not yet expired. Those who participate in this true ritual are one with the forest and gain a 10 foot increase to Speed, advantage on Dexterity (Acrobatics) checks, and are immune to the effects of the associated entangle and insect plague for the duration.

BAN OF MESOS

8th-level transmutation (arcane, true ritual)

This ritual was created by Mesos, the titan of magic, who used it to strip Enkili of their divine powers, denying them access to their followers. Such a heinous act precipitated the Divine War. That act became the inspiration for this True Ritual, refined by the Cult of Mesos. It was primarily used to strip sorcerers and other magic users of their magic to get revenge on those who betrayed their master by joining the divine races against the Titans. Because of its potency, this ritual is a closely guarded secret held by only a few upper level members of the Cult known as 'the 13.' A weaker, more common version of the ritual called censure of Mesos is derived from this one and it is traditional, but not a requirement, that those wishing to be inducted into 'the 13' must have first cast Censure successfully as the primary spellcaster.

Please note, as terrible as is the fate of those upon whom this ritual is used, it does not strip them of their power permanently. For only one whole, excruciating year is all magic denied them. Yet, this true ritual is regarded as a death sentence, since most who fall victim to it die before the year is up, whether by their own hand or by an enemy's taking advantage of their weakness. The few who survive the year are restored to their previous magical potency.

Casting Time: 6 hours

Range: Touch

Components: V, S, M (a symbol of the target's magic, the last breath of a sentient being, and the target bound with metal from an object that was once magical)

Duration: 1 year

This ritual strips the target of all ability to use magic or use magical items, including potions, for one year. Any class abilities that allow them to use magic cease to function

for that year. During the year, the target is free to choose another non-magic base class as a multi-class; all new levels are invested into the new class. After the year is over and their powers return, they may continue as a multi-class. It also means all magic, advantageous or disadvantageous, has no effect on the target for the duration of the year.

Place of Power: Eye of Mesos

There is a place of power that the cult of Mesos prefer to use to invoke this ritual. It sits in the middle of a ring of naturally occurring nullification, where all magical power is dampened while the practitioners pass through it. No one knows why this ring exists, but it is believed that one must understand the gravity of what they are attempting before invoking it upon another. By contrast, the inner space of the Eye has the effect of amplifying magic one level stronger. Those performing the ritual within this place of power may spend one higher level spell slot than their current highest level and suffer one level less of exhaustion.

MARRIAGE

1st-level divination (divine, true ritual)

While many religions have their own marriage ceremony, they all include the same true ritual that seals the marriage and blesses it. In the days long before the Divine War, this true ritual was a gift to the divine races from Corean the Champion and Madriel the Redeemer in an effort to bring hope and cultural order to a savage and unpredictable world.

Casting Time: 15 minutes

Range: Parties to be married and officiants within a 10-foot radius

Components: V, S, M (bound hands of the participants, chosen symbol of union, and three prepared vows)

Duration: Instantaneous

Marriage is a spiritual bond of love and companionship that goes beyond friendship and camaraderie. This ritual is not taken lightly, whether it is between two people or amongst a dozen. The ritual itself takes 15 minutes, but the rest of the ceremony can take as long as the participants want and can afford. Whenever the persons united in this ritual take an action for the direct benefit or protection of the other or others, they gain advantage on that roll. The blessing from this ritual is broken and lost if the marriage is broken or if either or any in the union take a direct action that is harmful to or attacks the other or others. The ritual weakens if any of the three required vows are broken, in which case the effect granting advantage fails one in every three times. If two vows are violated the rate of failure becomes fifty percent, and the blessing dissolves completely if all three vows are broken. At this point the marriage is considered over. Once a year, or if there is a reconciliation, the ritual can be renewed. The renewal ritual is basically the



marriage ritual, but can be performed by a single practitioner versus the usual minimum three. The marriage ritual can be performed amongst as many willing people as desired. If all parties desire to add another member to their marriage the renewal ritual may be performed at any time to include the new member, but the year-long interval for renewing the marriage is measured from the initial union's start date. For example, if a third person joins in the union nine months after the original marriage ritual, all three members must renew the marriage ritual seven months hence, as a year on Scarn lasts 16 months.

PERFECT PLAGUE

5th-level transmutation (divine, druidic, true ritual)

Like most of the truly powerful, world shattering true rituals, perfect plague was created during the Divine War. Vangal, as the Father of Plague, would bring devastation to the lands in the form of diseases that could vanquish whole armies. His followers sought to imitate these great feats

and created the perfect plague. Much like the village of the damned ritual, simply having knowledge of this plague is grounds for summary execution.

Casting Time: 6 hours (non-consecutive)

Range: 100-foot radius

Components: V, S, M (one diseased person per caster, the light of the setting or rising sun, and the contagion spell)

Duration: 10 days

To create the perfect plague, there must be six practitioners who all know how to invoke contagion or have contagion invoked upon them if they are a proxy. The ritual also happens in two parts, each part needing to take place during one dawn or one twilight, when the sun's power is in transition. The ritual can be started with either, but the ritual fails if it takes more than 24 hours to complete. Once this ritual is completed, the plague affects every creature within 100 feet of the primary caster as per the *contagion* spell. This includes constructs and other creatures that are normally

immune to disease, except these get advantage on their saving throws. The *contagion* can be cured as normal, except that it reactivates every day for 10 days, and the saving throws must be made again.

rites of the seasons

4th-level transmutation (druidic, true ritual)

As the seasons turn in the Scarred Lands, one of the sacred duties of the druids is to observe the rites that welcome in each stage of the natural cycle of life. There is a ceremony for each season to be celebrated at the vernal equinox for spring, summer solstice for summer, autumnal equinox for fall, and winter solstice for winter. Each season grants a blessing on the participants and has its own requirements for completion. All rites of the seasons require a minimum of 5 participants to be invoked.

Rites of Spring

Casting Time: 1 day

Range: Within 50 feet of the primary caster

Components: V, S, M (offering of gold, incense, food and drink to the god of the druids conducting the ritual)

Duration: Until the summer solstice

All creatures who participate in this true ritual may add half their proficiency bonus, rounded down, to all saving throws, including saving throws that already receive their proficiency bonus. Also, during this season, the participants are granted a boon that allows them to call upon the earth to cast entangle three times. This boon lasts only until the summer solstice. Furthermore, the countryside within two miles of the ritual benefits from the enrichment aspect of the *plant growth* spell over the course of the next year.

Rite of Summer

Casting Time: 1 day

Range: Within 50 feet of the primary caster

Components: V, S, M (offering of gold, incense, food and drink to the god of the druids conducting the ritual)

Duration: Until the autumnal equinox

This is a day of dancing and joyous revelry. As the participants revel in the celebration of life, the rite bestows upon them a resistance to one damage type of their choice if they share the same deity as the druid performing the ritual. If they do not share the same deity, the participant receives resistance to only one of either slashing, bludgeoning, or piercing damage. These bonuses last until the autumnal equinox.

Rite of Fall

Casting Time: 1 day

Range: Within 50 feet of the primary caster

Components: V, S, M (offering of the favorite things of the departed, as well as food and drink)

Duration: The night of the autumnal equinox

During the night of the autumnal equinox, the barriers between the realms of the living and the dead are at their weakest. During this time, the casters may attempt to contact and visit with their dead, either to gain information or to wish them well in the afterlife. Only creatures that died within the area of effect can be found. The dead do not give up information willingly and must be coerced into talking. This also provides the opportunity for casters to gain insight from these shades which results in the equivalent of either a *legend lore*, *discern location*, *divination* or any other druidic divination spell of 6th level or less. The casters who attempt this must make an ability check against a DC of 15 to speak with the dead using either their Wisdom (Insight) or Charisma (Persuasion) modifiers, whichever is higher.

If your ability check roll is a natural 1, one of the spirits becomes irate and breaks through the boundary between the living and dead. This spirit manifests as a **ghost** (SRD p. 311) and immediately attacks any living creature in the area. The sites of great battles or graveyards are particularly hazardous, as the shades of the underworld are too numerous and quickly overrun an area touched by this spell. If a 1 is rolled, you must roll again at a disadvantage. Anything less than a 5 releases 1d4 + 1 ghosts into the world of the living.

Rite of Winter

Casting Time: 1 day

Range: Within 50 feet of the primary caster

Components: V, S, M (offering of food and drink to the god of the druids conducting the ritual, and gifts to be exchanged)

Duration: Until the summer solstice

While the winter winds blow harsh and cold, love and joy are remembered in the hearts of those who participate in the rite of winter. It is a more solemn rite than the other three, but not without singing and feasting and making merry with those closest. During this rite, participants are expected to exchange gifts, as well as the benefits that may or may not come with those gifts, and each is imbued with a bit of good will that allows the recipient to have advantage on one roll per day as long as they have the gift. This bonus lasts until the vernal equinox.

TOPSY-TURVY

6th-level transmutation (arcane, druidic, divine, true ritual)

This true ritual started out as a joke. Tanil insists that it was Madriel's idea, and Madriel insists it was her sister Belsameth's idea, and Belsameth knows it was Enkili's idea, but refuses to admit the trickster god managed to get her to participate in creating this ritual by getting her drunk. However it came about, in the time before the Divine War, these four gods were put in charge of creating a celebration in honor of the titan Mesos. Unfortunately, Mesos chose to micromanage his own celebration, much to the chagrin of the four gods. In revenge, someone came up with the idea to play a trick on Mesos, by reversing the effects of his magic during the celebration. This did not go as planned, causing much embarrassment for Mesos and, ironically, almost caused Golthain to lose an eye.

Mesos forbade the use of this true ritual, but strangely enough, Belsameth squirreled the method away and continued to refine it in secret, trying to find a way to control how it affected the strengths and abilities of those in its sphere. After the Divine War, Enkili found out Belsameth still had it but never intended to use it, so they liberated it and gave it to a bard named Conker, who does not understand what he now has.

Casting Time: 3 hours

Range: 30-foot radius

Components: V, S, M (sword, knife, staff, and hammer)

Duration: 6 hours

To cast topsy-turvy, there actually needs to be one arcane spell caster, one warrior, one rogue or bard, and one cleric as casters, minimum. The four weapons used as material components for the ritual are set in the middle of the circle. When the spell is cast, the four weapons turn black and become useless. The following effects take place: all magical qualities and effects of weapons, spells, and armor are now inverted. For example: protection against cold now does cold damage; damage rolls from weapons or magic that have a + modifier now have a - modifier; spells or equipment that give advantage or disadvantage now do the opposite; channeling to heal instead causes harm and vice versa. Immunities now invoke double damage and weaknesses are now immunities. This does not affect proficiencies. All possible opposing effects are at the GM's discretion.

At 9th level, topsy-turvy inverts Ability scores; for example, if you had a strength of 12, you now have a strength of 21 for the duration. If the inversion results in a score higher than is possible (such as a score of 8 becoming 80, for example) that score sits at the cap of 30 instead.

VILLAGE OF THE DAMNED

6th-level necromancy (arcane, true ritual)

Once thought forgotten after the Divine War, sadly the secret of this hideous true ritual did not stay lost to the world. During the Divine War, whole villages were lost to this ritual, as those who served the titans or the darker among the gods would encircle their victims in order to transform them into a horde of uncontrollable, undead monsters. This ritual was and is so feared, much like *perfect plague*, that if any are charged with simply having knowledge of it, they are hunted down and executed.

Casting Time: 1 night (minimum 8 hours of actual night)

Range: 100 feet per caster (see description)

Components: V, S, M (one sentient life per caster, a clear night with a full moon, and an old grave relic from the affected community's graveyard)

Duration: Instantaneous

This ritual can only be cast during a full moon and takes an entire night. The night must last a minimum of eight hours, which can make this ritual difficult to cast in summer. There needs to be a minimum of six casters to even perform the ritual, but the area of effect is determined by how many of those casters can create a closed circle while being no more than 100 feet from the nearest two casters. This makes casting the spell on an entire city near impossible, as gathering that many practitioners secretly would be an undertaking of the greatest danger. They must also acquire a grave relic from the community upon which they are casting the spell, the older the better, as it has a stronger connection to the people whom this spell will affect. If a too-new relic is used, the spell can be less effective, giving the affected targets advantage on their saving throw to resist this spell at the GM's discretion. The relic must be placed in the exact center of the circle.

Once the casting is complete, every living thing in the affected area must make a Wisdom or Constitution saving throw or be instantly and painfully transformed into an undead creature, usually a **skeleton** (60%), **zombie** (30%), or **ghoul** (10%). Animals and vermin are transformed into **skeletons** of equivalent size – rats are turned into Tiny skeletons, for example. Insects and other insignificant creatures are destroyed outright. Higher-level characters may be transformed into more powerful undead at the GM's discretion. The undead created by this ritual are all mindless and uncontrolled. If there are already undead within the circle, they become more powerful undead themselves, as if amplified by the power of the ritual.

NOTE THREE: MAGIC ITEMS

The following magic items expand on gear presented in chapter seven of the *Scarred Lands Player's Guide* (SLPG).

CASTAWAY'S JACKET

Wondrous item, rare

It is theorized that these jackets used to be fairly common along the coast of Ghelspad, but the civilization that made them has fallen and left no record of how to reproduce these life-saving devices. This has caused them to become less and less common, now only used by paranoid sailors.

This yellow jacket keeps its wearer afloat in all liquids. It can also be tapped twice, causing it to begin slowly dragging the wearer to the nearest plot of dry land at a speed of 15 feet per round.

CLOAK OF THE SONDRAS

Cloak, very rare (requires attunement)

A small group of Dar'Tan's apprentices banded together under the name of Sondra. They classified themselves as the mage's best apprentices and were easily spotted due to their characteristic cloak. People with poor eyesight would claim the cloak was black, but anyone with at least one good eye could easily see that was not exactly the case. It was rather as if shadows covered the Sondra, moving, and dark.

One day some Sondra attacked another wizard, destroying a city in the process. After this event they made themselves scarce. Nowadays seeing anyone with a shadow cloak is enough to strike fear, even if the wearer has no idea how to use it.

The cloak has 6 charges and it regains 1d4 charges at dusk. Being attuned to the cloak grants the ability to cast the following spells: *shadow bolt* (3 charges), *inflict wounds* (2 charges), *darkness* (1 charge).

FORGING SHARD

Wondrous item, legendary

Golthagga's last duel with Corean was violent, filled with destruction and rage. Even Golthagga's hammer was shattered, scattering pieces of it all over Ghelspad. Many have found these innocuous-looking shards of coal-black metal, as small as a nail or as large as a fist, and thought little of them. However, the *forging shards* still retain a great portion of Golthagga's power. The bearer of a *forging shard* receives its powers so long as the shard touches their flesh. Those wearing a shard of the Tongs gain resistance to fire; those bearing a shard of the Hammer receive a +2 bonus to their Strength score. Further, if two forging shards that share a

common break are placed together, they fuse seamlessly into a larger shard.

HIDDEN COMPARTMENT

Magic tattoo, uncommon

Who has never faced the problem of just having too many things to carry? Or perhaps wanting to bring an item into an area where it was forbidden? No one knows who first created this tattoo, but now it is used by a variety of people across Ghelspad, from the merchant who wishes to keep his earnings safe to the prisoner wanting to carry a hidden weapon.

This tattoo is drawn on the leg and it has the appearance of a pocket or pouch. It works as a *bag of holding*, only usable by the wearer of the tattoo and with a maximum capacity of 4 pounds. Items placed inside the tattoo must fit past the opening that was drawn; a pouch drawn with a larger opening can fit a bigger variety of items, but it is also more difficult to hide.

INTELLIGENT ROPE

Wondrous item, rare

Though this rope is not sentient, it is far more responsive than your average piece of braided hemp. Able to tie, untie and coil itself on command, *intelligent rope* is very popular among burglars, spies, assassins and participants in illicit love affairs. Besides the obvious use as a rope to climb wherever one is not supposed to, rumors swirl of intelligent rope being used as a murder weapon. This is accomplished by allowing someone who was unaware of its nature to begin climbing the rope, then commanding the rope to untie itself, causing the climber to fall to their doom.

An *intelligent rope* can perform either of the following actions. One tug at one end of the rope, combined with a word of command, tells the rope to wrap and knot itself around the nearest solid, anchored object. Two tugs and the command word tells the rope to untie its other end and coil itself into the user's hand.

An *intelligent rope* can perform either action twice and may not do so again thereafter until the following dawn.

PORTABLE WINDOW

Wondrous item, very rare

A *portable window* looks like a smooth, silvery gray handkerchief when not in use. When activated against a surface, the portable window becomes a completely transparent 5 foot square. This item is highly sought after, especially among spies, and it is also particularly useful to burglars, assassins

and voyeurs. But being caught with one is a sure way to get incarcerated anywhere in Ghelspad.

When unfolded and placed flat against a solid object, such as a wall, the area directly behind the *portable window* achieves one-way transparency. For example, a person holding a *portable window* up to a wall can see through the wall as if it were completely transparent, but someone on the other side of the wall would perceive it as unchanged, being unaware that a *portable window* has been applied and that the actions on their side of the wall are viewable by the window's operator. A *portable window*'s powers can work on any flat surface that is less than three feet thick. Using a *portable window* does not allow the user to hear what is transpiring on the other side of this viewport.

PREDATOR STAFF

Weapon (quarterstaff), very rare (requires attunement)

This driftwood staff is stained red from the waters of the Blood Sea. Embedded along its length are teeth from several different aquatic beasts of different sizes. No one is quite sure who created the first predator staff, and the technique to make them seems long forgotten but nowadays they can be found in the hands of some druids from the Blood Sea that were lucky or adventurous enough to find them. Some

merfolk groups hold these staffs in such high esteem that only their leaders are allowed to use them. At the same time, a leader without a predator staff may have their authority questioned, so it's not uncommon to see groups of merfolk hunting for predator staffs.

A *predator staff* is a +1 quarterstaff. While attuned it also grants the following powers.

If held underwater it allows spells to be cast without a verbal component. The staff also has 6 charges that can be used to cast the following spells: *magic fang* (1 charge), *call aquatic beast* (2 charges).

The staff regains 1d6 charges at dawn, but only if it has been submerged in the waters of the Blood Sea since the previous dawn.

SAIL OF THE EXPLORER

Wondrous item, rare

First used by Hughbert Glatius Marvin II, this magic fabric is widely sought by explorers. Its unique ability to push a small ship, even without wind, makes it the best thing to have when exploring the seas surrounding Ghelspad.

A ship equipped with these sails is able to move at half speed without wind.

IN CONCLUSION, DEAR TRAVELER, LET NOT YUGMAN'S CYNICISM STAIN YOUR MIND. HE IS AN EXEMPLARY MAN AND A MORE GIFTED WIZARD. HE HAS SEEN MUCH IN HIS TIME UPON THESE SCARRED LANDS, BUT HE IS ALSO LIMITED IN HIS SCOPE. THE COMFORTS OF POWER, OF KNOWLEDGE, OF A SCHOLARLY "CERTAINTY" OF THE COSMOS MEAN SO LITTLE WHEN YOU WALK UPON THE EARTH. THESE LANDS ARE RIFE WITH TERRORS, TERRORS I KNOW WILL ONE DAY CLAIM ME. PERHAPS I SHALL DIE IN BATTLE WITH THE SPAWN, PERHAPS ONE DAY I SHALL DIE WITH A KNIFE IN MY BACK, PERHAPS A TITAN WILL WAKE AGAIN WITH VENGEANCE ON THEIR MIND... NONE OF US CAN REALLY KNOW WHAT WAITS FOR US IN THE DARK. BUT UNTIL THAT FINAL DAY, I SHALL CONTINUE TO COLLECT THE SONGS OF THIS PLACE, FOR THEY ARE MANY, AND DIVERSE IN ALL THEIR STANZAS. MY HEART LIES HERE, BURIED IN THE SHATTERED PLAINS OF GHELSPAD. I WISH FAIR WINDS UPON YOUR TRAVELS, MY FRIENDS.

-ZARRA

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