

# SECRETS OF THE SCALED ONES

## SERPENTINE SPELLS



A compilation of 10 new spells—ranging from original creations to selections from previous DM's Guild works—giving powerful new options to the reptilian creatures of the world's greatest roleplaying game.

Ver 1.0



## SECRETS OF THE SCALED ONES: SERPENTINE SPELLS

Throughout recorded history, the humans of Faerûn have feared the Scaled Ones—those sentient snake and lizard races whose cultures, magic, weapons, cities, and visible accomplishments parallel those of the dominant races today. Fireside terror tales tell of slithering death, unblinking eyes, and fangs in the night, and a few even hint at the serpentfolks' fell plans to enslave all other races and breed them like cattle. Some people scoff at such "darkshadow talk," but the wisest sages warn that these fears have a solid foundation. Some few even claim that it's too late to be afraid because undercover enslavement already exists in many of Faerûn's proudest cities.

From the abominable yuan-ti to the inhuman lizardfolk, many are the scaled races who rival humanoids in various parts of the Realms. Nagas, pterafolk, ophidians, asabi, troglodytes, and the myserious sarrukh-- the scaled creator race said to be the progenitor of the others-- are all rumored to be at work behind the scenes of sinister events in Faerun.

Many spells in common use today were once exclusively associated with serpentfolk or scalykind. In ancient times, the magical research of the sarrukh empires resulted in major contributions to the development of magic in Faerûn. Perhaps the greatest were the Nether Scrolls, the

results of sarrukh efforts to compile, deconstruct, and extrapolate the magic gleaned

from the savages that inhabited most of Faerûn during the early days of the sarrukh empires. Penned based on this research long after these empires had fallen, these scrolls remain an invaluable reference today.

The sarrukh also made great strides in transmutation magic, discovering techniques to permanently transform a creature's physical body and also grant it new extraordinary and supernatural abilities. These eldritch metamorphoses were so complete that the changes were passed on to the next generation when the altered creatures bred with members of their original races. Eventually, the sarrukh found a way to imbue themselves with the ability to use this magic at will. Many of the scalyfolk still inhabiting the Realms today are the result of such experimentation.

In your campaign, such reptilian humanoids may be the shadowy villains manipulating events, just as described in the rumors traded by merchants and adventurers on the Sword Coast. Or players may be using *Volo's Guide to Monsters* to play Scaled Ones such as lizardfolk or yuan-ti as heroes. In either case, unique magic spells can be a great way to make these beings distinctive. The spells described in this document are still exclusively (or nearly so) associated with the Scaled Ones. At the end, a new monster is described, another rumored creation of the sarrukh, the lycanthropic wereserpents.

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## NEW SPELLS

These new spells supplement those in the *Player's Handbook* or the *D&D Basic Rules*. Per the spell lists below, the spells detailed in this document can be cast by many of the existing classes. After each spell, its school of magic is listed in parentheses, as is whether it can be cast as a ritual.

### ARTIFICER SPELLS

#### 1ST LEVEL

*create poison* (transmutation, ritual)

#### 4TH LEVEL

*lesser water to poison* (transmutation)

### BARD SPELLS

#### 1ST LEVEL

*create poison* (transmutation, ritual)

#### 4TH LEVEL

*lesser water to poison* (transmutation)

#### 5TH LEVEL

*greater water to poison* (transmutation)

#### 7TH LEVEL

*vipergout* (conjunction)

### CLERIC SPELLS

#### 1ST LEVEL

*create poison* (transmutation, ritual)

#### 4TH LEVEL

*lesser water to poison* (transmutation)

#### 5TH LEVEL

*greater water to poison* (transmutation)

### DRUID SPELLS

#### 1ST LEVEL

*create poison* (transmutation, ritual)

#### 2ND LEVEL

*razorscales* (transmutation)

#### 3RD LEVEL

*handfang* (transmutation)

#### 4TH LEVEL

*fang trap* (abjuration)

*lesser water to poison* (transmutation)

*serpent arrows* (transmutation)

*venom bolt* (evocation)

#### 5TH LEVEL

*greater water to poison* (transmutation)

#### 6TH LEVEL

*whirl of fangs* (evocation)

#### 7TH LEVEL

*vipergout* (conjunction)

### RANGER SPELLS

#### 1ST LEVEL

*create poison* (transmutation, ritual)\*

#### 2ND LEVEL

*razorscales* (transmutation)

#### 4TH LEVEL

*lesser water to poison* (transmutation)

#### 5TH LEVEL

*greater water to poison* (transmutation)

### SORCERER SPELLS

#### 2ND LEVEL

*razorscales* (transmutation)

#### 3RD LEVEL

*handfang* (transmutation)

#### 4TH LEVEL

*lesser water to poison* (transmutation)

*venom bolt* (evocation)

#### 5TH LEVEL

*greater water to poison* (transmutation)

#### 7TH LEVEL

*vipergout* (conjunction)

### WARLOCK SPELLS

#### 1ST LEVEL

*create poison* (transmutation, ritual)

#### 3RD LEVEL

*handfang* (transmutation)

#### 4TH LEVEL

*lesser water to poison* (transmutation)

*serpent arrows* (transmutation)

#### 5TH LEVEL

*greater water to poison* (transmutation)

#### 6TH LEVEL

*whirl of fangs* (evocation)

#### 7TH LEVEL

*vipergout* (conjunction)

### WIZARD SPELLS

#### 1ST LEVEL

*create poison* (transmutation, ritual)

#### 3RD LEVEL

*handfang* (transmutation)

#### 4TH LEVEL

*fang trap* (abjuration)

*lesser water to poison* (transmutation)

*serpent arrows* (transmutation)

*venom bolt* (evocation)

#### 5TH LEVEL

*greater water to*

*poison*

(transmutation)

#### 7TH LEVEL

*vipergout*

(conjunction)







throw against it, or for 1 minute, after which point it dries or dissolves. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for 1 minute and take 1d8 poison damage, or 2d8 if the poison is ingested). Creatures that succeed on their save take half damage, but suffer no other effects.

A poison you create can only be used by you, and has no value if you try to sell it. If you cast this spell again, any doses of poison you have previously created with this spell instantly become water again. Otherwise, poison doses created with this spell retain their potency until the next time you finish a long rest, at which point they return to being water.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you create one additional dose of poison for every two levels above 1st. When you cast this spell using a spell slot of 4th level or higher, the poison gains an extra effect: if a creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4.

## FANG TRAP

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a rare serpent fang worth at least 100 gp, which the spell consumes)

**Duration:** Until dispelled or triggered

You create a magical trap that takes the form of massive poisonous fangs when activated. When you cast this spell, you create a magical trap tied to a surface (such as a table or a section of floor or wall) or an object that can be closed (such as a book, a scroll, or a treasure chest). While casting this spell, you physically trace the area of the surface or the outline of the object to be trapped. If you choose a surface, the area of the surface can be no larger than 20 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 20 feet from where you cast this spell, the spell ends without being triggered.

You decide what triggers the trap when you cast the spell. For fang traps placed on a surface, the most typical triggers include touching or standing on the trapped

## CREATE POISON

*1st-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Self (one vessel on your person)

**Components:** V, S, M (a small bottle or other container that can hold a draught of water)

**Duration:** Instantaneous

You use some combination of scavenged substances, focused meditation, and magic to transform the water in a container you have on your person into a one dose of improvised poison. This dose can be applied to one weapon, up to three pieces of ammunition, or up to three separate portions of food or drink. Once applied, the poison retains potency until someone must roll a saving



surface, removing another object covering the surface, or approaching within a certain distance of the surface area. For fang traps inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or manipulating the object in a pre-described way. Once a fang trap is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or according to whether or not the creature has immunity to poison damage or the poisoned condition. Unlike a glyph of warding, it can't be made to activate on the basis of alignment. You can also set conditions for creatures that don't trigger the fang trap, such as those who say a certain password. You are unable to trigger the fang trap yourself.

Any creature that sees you cast this spell knows the exact area affected, and immediately makes an Intelligence (Arcana) check against your spell save DC, gaining advantage on that check. If the creature succeeds, it also knows what triggers the trap. Otherwise, the fang trap's presence is almost undetectable and requires a successful Intelligence (Investigation) check against your spell save DC to be noticed.

When the fang trap discharges, the object or surface grows huge fangs that immobilize the creature who triggered it. The creature is restrained until the beginning of its next turn. At the beginning of its next turn, it must make a Constitution saving throw. If it succeeds, it is no longer restrained. If it fails, it takes 2d8 piercing damage, 2d8 poison damage, and 2d8 psychic damage, and remains restrained for 1 minute.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the psychic damage increases by 1d8 for each slot level above 4th.

## GREATER WATER TO POISON

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*5th level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a serpent's tooth)

**Duration:** Concentration, up to 1 minute

You transform any large quantity of water within a 10-foot cube centered on a point you choose into a deadly poison. This spell only affects bodies of water of at least 10 gallons or more within the affected area, not separate smaller quantities of water. It can also be liquid that is mostly water (such as blood, sewage, or wine), but a living creature's vital fluids cannot be affected.

Any creature with its head one of its breathing passages (such as a humanoid's nose or mouth) currently submerged into water you have transformed with this spell must make a Constitution saving throw at the beginning of any turn in which they are so submerged. On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is

reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 3d10 poison damage. On a successful save, the spell ends.

Creatures who do not need to save against the spell but who are within 5 feet of the transformed water can use an action to apply poison to one weapon, piece of ammunition, or portion of food or drink. Once applied, the poison retains potency for the duration of the spell or until someone must save against it. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for the duration and take 1d8 poison damage, or 2d8 if the poison is ingested. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. Creatures that succeed on their save take half damage, but suffer no other effects.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 5th.

## HANDFANG

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*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You create a fanged, biting mouth in the palm of your hand. Make a melee spell attack against a creature within your reach as part of the action of casting this spell. On a hit, the target takes 2d6 piercing damage and 2d6 poison damage, and is restrained by the fanged mouth until the spell ends. A creature restrained by this effect can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Until the spell ends, you can make this attack again on each of your turns as an action, but if you have a creature restrained with this effect, you cannot only target that creature with this attack.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the piercing damage increases by 1d8 for each slot level above 3rd.

## LESSER WATER TO POISON

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*4th-level transmutation*

**Casting Time:** 1 reaction, which you take when a creature within 30 feet drinks

**Range:** 30 feet

**Components:** S, M (a vessel of water or a beverage which is partially water, with which you make a toasting gesture to the target as you both drink)

**Duration:** Concentration, up to 1 minute

Waiting for just the right moment, you transform the water someone is drinking into deadly poison. The



quantity of water does not matter, just that the target drinks more than a sip. It can also be a beverage that is partially water (such as wine, beer, or juice). The creature who drinks makes a Constitution saving throw. On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 4d8 poison damage. On a successful save, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 4th.

## RAZORSCALES

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a thin-bladed razor)

**Duration:** Concentration, up to 1 minute

Your skin transforms into razor sharp scales. Your Armor Class cannot be lower than 15, no matter what armor you wear, and any creature that grapples you or hits you with a melee attack during the duration must roll a Dexterity saving throw. It takes 2d4 slashing damage on a failure, or half as much damage on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

## SERPENT ARROWS

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a serpent scale)

**Duration:** Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 2d6 poison damage. Even if the attack misses, the target takes 1d6 poison damage. The spell's magic ends on the piece

of ammunition when it hits or misses, and the spell ends when ten pieces of ammunition have been drawn from the quiver.

After each attack, whether it hits or misses, the used piece of ammunition falls into the unoccupied space nearest to the target, where it transforms into a giant poisonous snake under the control of the creature who attacked with the ammunition. The DM has the statistics for a giant poisonous snake.

Giant poisonous snakes created by this spell are friendly to you and your companions. They act on the initiative of the creature who attacked with the ammunition,

immediately after that creature's turn ends, but have their own turns.

They obey





any verbal commands issued to them by the creature controlling them (no action required by you). If that creature doesn't issue any commands to them, they continue to attack the target of the ranged attack that created them (even if that target dies), but otherwise take no actions beyond defending themselves.

Each snake changes back into a piece of ammunition when it drops to 0 hit points or when the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 4th.

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## VENOM BOLT

*4th-level evocation*

**Casting Time:** 1 action

**Range:** Self (100-foot line)

**Components:** V, S, M (a drop of venom from any sort of poisonous snake)

**Duration:** Concentration, up to 1 minute

A beam of caustic green energy that forms a line 100 feet long and 5 feet wide blasts out from your eye, mouth, fingertip, or tail tip in a direction you choose. Every creature in the affected area must roll a Dexterity saving throw, taking 3d6 acid damage on a failure or half as much on a success.

In addition, the blast poisons the area it struck with toxic energy and nauseating fumes. When a creature enters the affected area for the first time on a turn or starts its turn there, it must make a Constitution saving throw or take 2d8 poison damage and become poisoned for the duration. If it succeeds, it takes half as much damage.

A creature that is poisoned by this spell but is no longer within the affected area can make a Constitution saving throw at the start of each of its turns. On a success, it is no longer poisoned.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the acid damage increases by 1d8 for each slot level above 4th.

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## VIPERGOUT

*7th-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a snakeskin, which you swallow during the casting of the spell)

**Duration:** Concentration, up to 1 minute

You summon vipers which leap forth from your mouth to attack your enemies. Choose three unoccupied spaces that you can see within 30 feet. Three giant poisonous snakes under your control leap from your mouth to land in each space. The DM has the statistics for a giant poisonous snake.

Until the spell ends, on each your turns, you can summon up to three more snakes from your mouth as a bonus action.

Giant poisonous snakes created by this spell are considered fiends. They are immune to fire damage and poison damage, and they can see normally in darkness, both magical and nonmagical, to a distance of 120 feet. The snakes are friendly to you and your companions. They act on your initiative, immediately after your turn ends, but have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Each snake vanishes when it drops to 0 hit points or when the spell ends, leaving only an empty snakeskin.

The spell ends early once you have summoned a total of 24 snakes or if you choose to stop concentrating on it. Until the spell ends, you cannot speak, cast spells with verbal components, or activate items that require speech. (The snakes are not actually present in your mouth, and do not interfere with your breathing.)

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## WHIRL OF FANGS

*6th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

You create an immobile curtain of snapping, serpent-fanged jaws shaped of magical force. The barrier appears within range on a solid surface and lasts for the duration. You choose to make the barrier up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The barrier blocks line of sight.

When the barrier appears, each creature within its area must make a Dexterity saving throw. On a failed save a creature takes 8d6 piercing damage, or half as much damage on a successful save (rounding up).

The barrier is difficult terrain. Furthermore, the first time a creature enters the barrier on a turn, or ends its turn there, the creature must make a Dexterity saving throw. It takes 8d6 force damage on a failed save, or half as much damage on a successful one (rounding up).

You can move through or remain within your own *whirl of fangs* without taking damage. This spell is popular among yuan-ti spellcasters, who "wear" this spell as a sort of immobile cloak when fighting formidable foes.

**At Higher Levels.** When you cast this spell using a spell slot of the 7th level of higher, both types of damage increase by 1d6 for each slot level above the 6th.

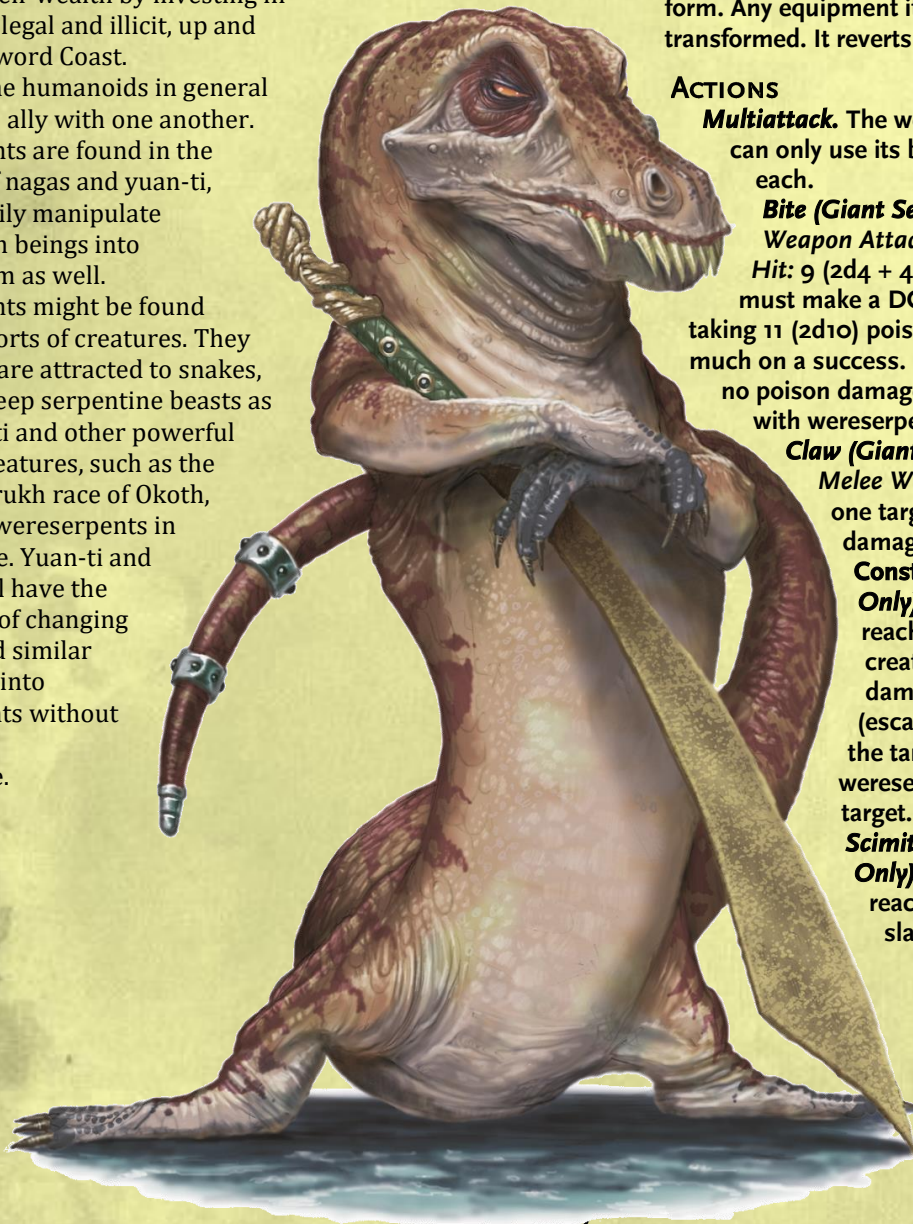


# WERESERPENTS

Very little is known of the sinister wereserpents, reptilian lycanthropes who can take on a humanlike form or transform into an oversized snake. Their hybrid form is a bipedal, scaled humanoid with slender, flexible limbs and a long tail. A wereserpent forced into battle prefers its hybrid form, which allows it to use the broadest range of its powers. It bites a dangerous opponent to inject its poison, then grabs that foe with its tail as soon as possible. It continues to constrict that creature while fighting others if it must.

Like wererats, who secretly live in great numbers in many large cities, wereserpents are often integrated into an unknowing society. They're common in or near yuan-ti enclaves, especially in southern lands. Most wereserpents are strangely attractive, easily drawing others to them. As such, they're often part of merchant or criminal interests, or both. For example, in Tethyr, the Janor family, a noble house, contains a number of wereserpents. Though rumors persist, they keep this knowledge secret and maintain their wealth by investing in businesses, legal and illicit, up and down the Sword Coast.

Serpentine humanoids in general are quick to ally with one another. Wereserpents are found in the company of nagas and yuan-ti, and can easily manipulate nonreptilian beings into serving them as well. Wereserpents might be found among all sorts of creatures. They attract and are attracted to snakes, and often keep serpentine beasts as pets. Yuan-ti and other powerful reptilian creatures, such as the ancient sarrukh race of Okoth, often have wereserpents in their service. Yuan-ti and sarrukh still have the knowledge of changing humans and similar humanoids into wereserpents without the bite of a lycanthrope.



## WERESERPENT

Medium humanoid (human, shapechanger), lawful evil

**Armor Class** 13 in humanoid form, 14 (natural armor) in constrictor snake or hybrid form

**Hit Points** 150 (20d8 + 60)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	17 (+3)	16 (+3)	13 (+1)	10 (+0)	14 (+2)

**Skills** Deception +5, Insight +3, Perception +3, Stealth +6

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Condition Immunities** poisoned

**Senses** blindsight 10 ft., passive Perception 14

**Languages** Common, Draconic

**Challenge** 6 (2,300 XP)

**Shapechanger.** The wereserpent can use its action to polymorph into a constrictor snake, a snake-humanoid hybrid, or back into its true form, which is a humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

### ACTIONS

**Multiattack.** The wereserpent makes three attacks, but can only use its bite and constrict attacks once each.

**Bite (Giant Serpent or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

*Hit:* 9 (2d4 + 4) piercing damage and the target must make a DC 14 Constitution saving throw, taking 11 (2d10) poison damage on a failure or half as much on a success. If the target is a humanoid, it takes no poison damage on a failed save, but is cursed with wereserpent lycanthropy instead.

**Claw (Giant Serpent or Hybrid Form Only).**

*Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Constrict (Giant Serpent or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 11 (2d6 + 4) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the wereserpent cannot constrict another target.

**Scimitar (Humanoid or Hybrid Form Only).**

*Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

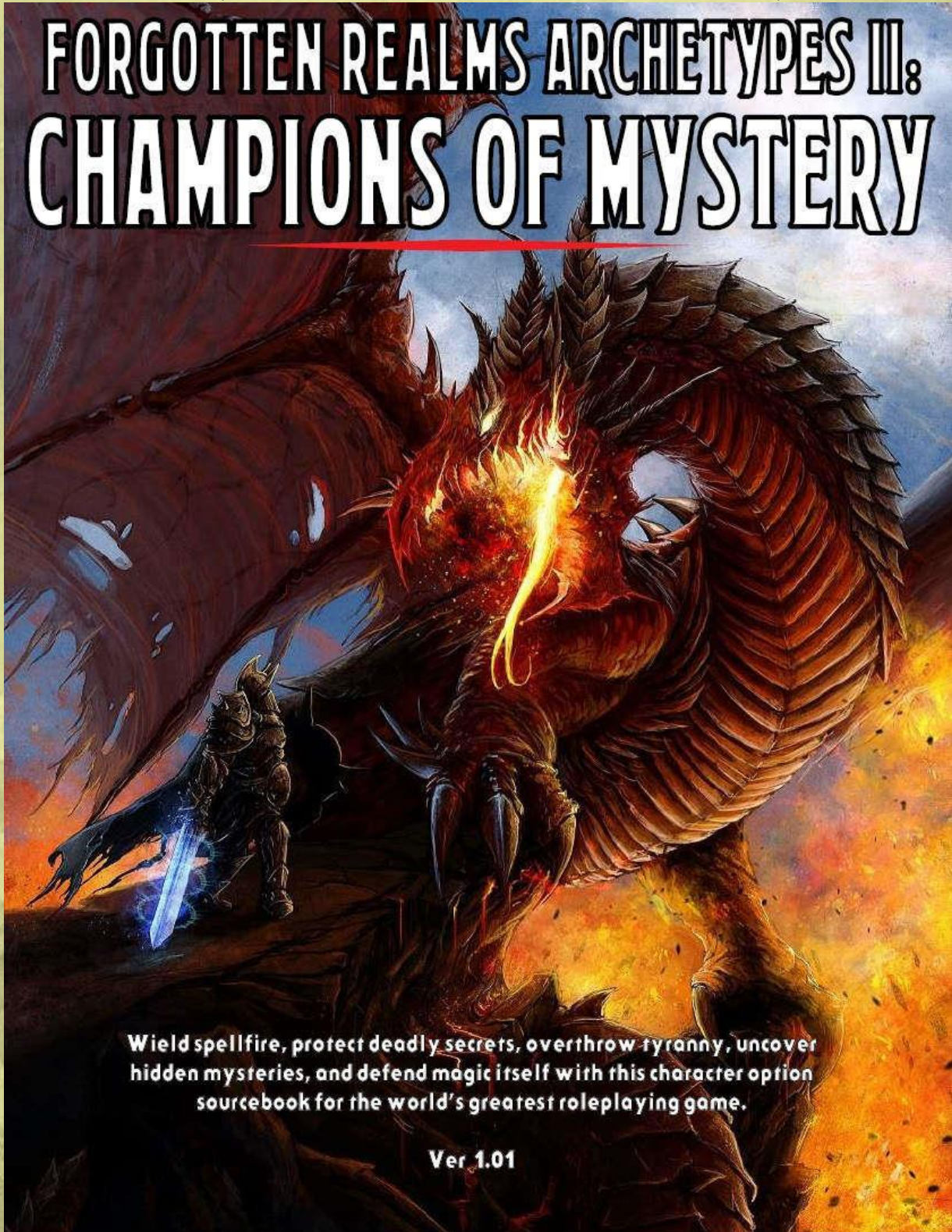


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