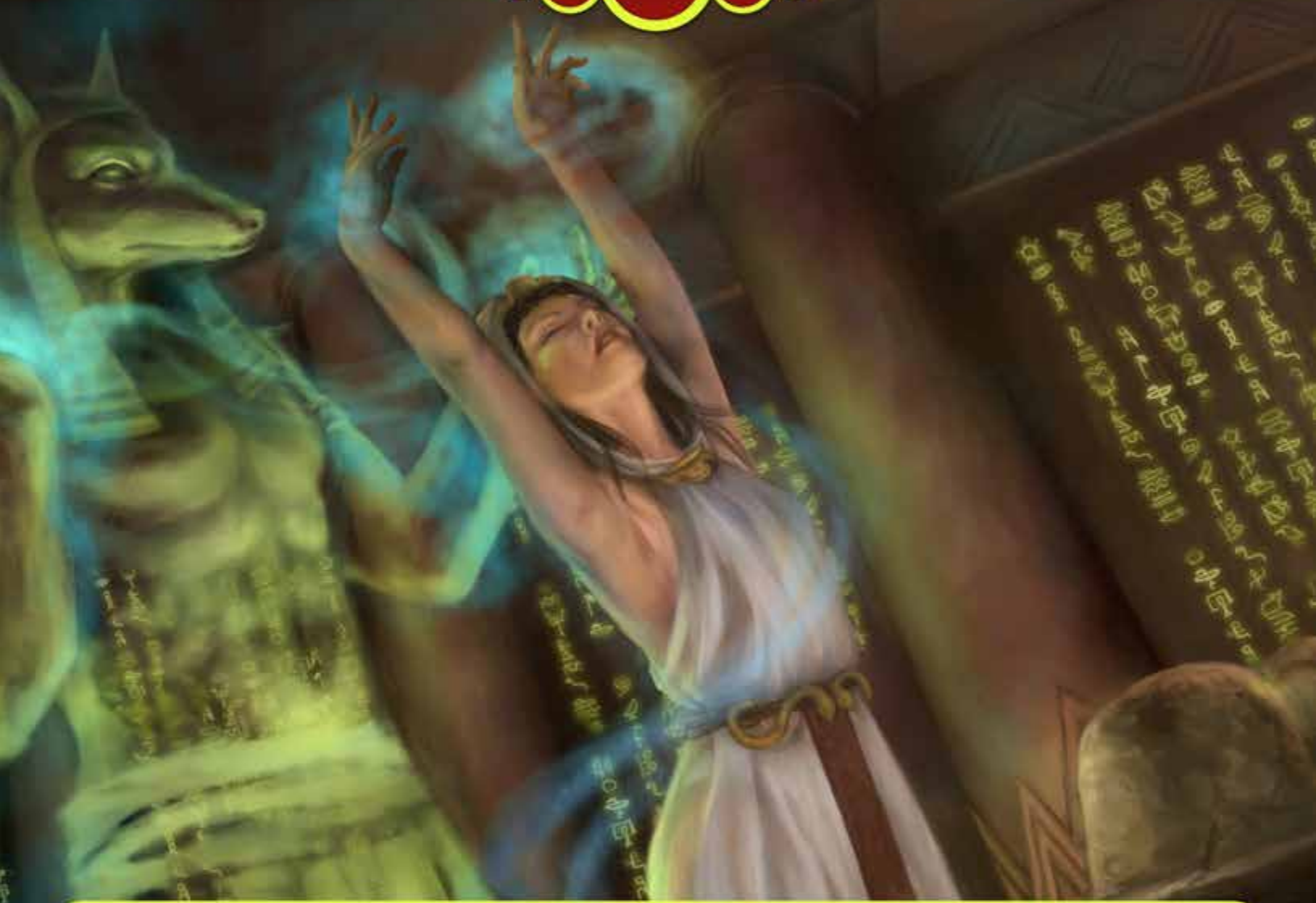


DEEP MAGIC

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HIEROGLYPH MAGIC

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KOBOLD
Press



DEEP MAGIC

Hieroglyph

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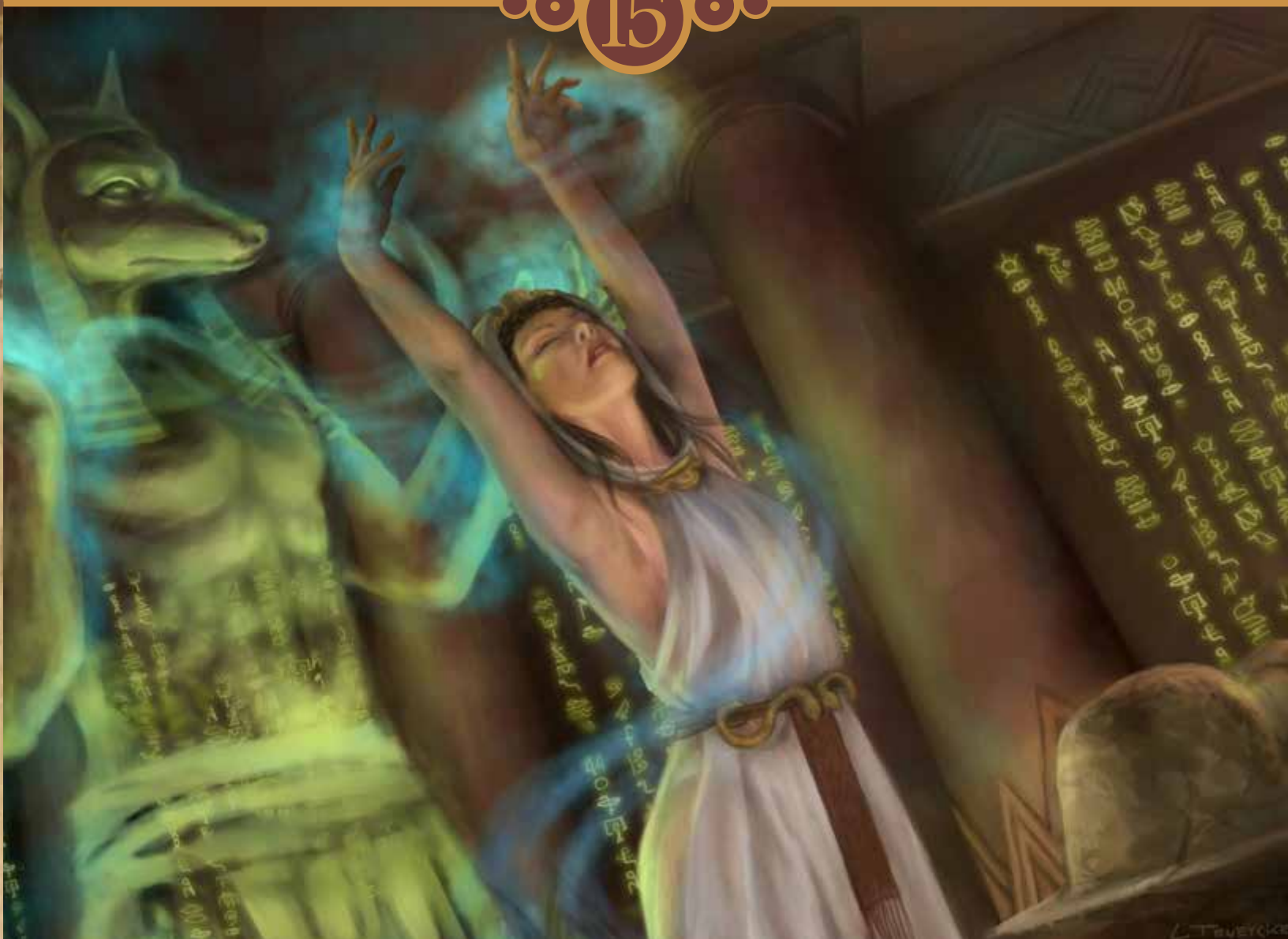
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hieroglyph Magic

For countless ages the heat of the deserts and shifting sands of these lands have held many secrets that fascinate, delight, and terrify. Ancient knowledge can be found here by those who know how and where to look, unlocking a new world of power and possibility. But beware—this knowledge is difficult to learn and dangerous to the unschooled! Few of its masters are willing to teach their secrets to anyone from outside their own sect. But perhaps as an astute linguist, a talented artist, or even a clever mason, you can tap into the secret script of magic from ancient times and unlock the power of hieroglyphs.

Accessing hieroglyph Magic

Hieroglyph magic comes in two forms: hieroglyph-related spells, which can be learned by spellcasters from many disciplines and backgrounds, and physical hieroglyphs (usually engraved, painted, or inked), which can be used by anyone who's learned the magical secrets involved in creating them.

Accessing the magic of physical hieroglyphs requires the Script Carver and Script Sage feats. If the option to gain feats isn't being used in your campaign, then Script Carver and Script Sage can be gained in

place of level-based ability score improvement, if your GM approves. Alternatively, characters might need to accomplish other, story-related tasks determined by the GM to gain the abilities bestowed by the Script Carver and Script Sage feats. Once those obstacles are cleared, all characters who meet the prerequisites can gain Script Carver and Script Master.

SCRIPT CARVER

Prerequisite: Intelligence 12 or higher

You have unlocked the secrets of two hieroglyphs of your choice, and you gain the benefits associated with the hieroglyphs. In addition, once per day you can invoke one power for each hieroglyph you've unlocked, provided you meet the hieroglyph requirements.

You can take this feat multiple times. Each time you do, you gain the bonuses and powers of two additional hieroglyphs of your choice.

SCRIPT SAGE

Prerequisite: Script Carver

Through dedicated study, you've unlocked a new level of understanding of the meaning and power of hieroglyphs. You've mastered one hieroglyph of your choice. You can choose one hieroglyph you know from Script Carver and gain access to its mastery power once per day.

You can select this feat multiple times. Each time, you gain access to the mastery power of a different hieroglyph.

Weret hekau

Hieroglyph magic is referred to by natives of the Southlands as “weret hekau,” which translates to “words of truth.” The study of weret hekau is primarily practiced among the faiths of the Southlands; different faiths focus on different hieroglyphs. This closely resembles the rune magic of the North or aboleth glyphs.

A few scholars suspect that ancient hieroglyphs of power evolved from aboleth glyphs. Another theory holds that one or more of the gods—the exact identity of whom shifts depending on the teller—bestowed this magic on their people so as to empower them in wars against their enemies.

In settings other than Midgard, hieroglyph magic should also be derived from the secrets of aboleths or other strange and powerful aberrations. This type of magic represents the language of creation, pure magic, and the ability to alter the world by tapping directly into such forces.

Hieroglyphs

When a hieroglyph calls for a saving throw, the DC equals (8 + the glyph creator's ability bonus + the glyph creator's proficiency bonus). The ability that applies to creation is the same as the ability being used for the saving throw unless a different one is specified.

Hieroglyph bonuses are always in effect for characters who know that hieroglyph. Powers (hieroglyph and mastery) can be used once, then the character must complete a long rest before using the power again.

AS DO EVERY GOD, EVERY BIRD, EVERY FISH, AND EVERY CREEPING WORM

MEANING: This symbol represents the fertility and abundance of animal life and every being's place in the chain of life.

HIEROGLYPH BONUS: You have advantage when making ability or skill checks to identify creatures.

HIEROGLYPH POWER: You can quickly trace this glyph into the air (1 action) and stare down a beast or monstrosity. The targeted creature must make a Wisdom saving throw. If it fails, the creature is frightened of you for as long as you continue staring at it. While frightened of you, the creature must move its full movement away from you on each of its turns until you can't see it anymore or it makes a successful saving throw. A frightened creature repeats the saving throw at the end of its turn, ending the effect on itself with a success. When the creature makes a successful saving throw (regardless of whether it failed previously), it has disadvantage on its attacks against you until the end of its next turn.

MASTERY POWER: By carving this glyph into the bone of an animal and crushing the bone, you can grant yourself a measure of the animal's power. You gain one of the following: a climb or swim speed of 30 feet, or a fly or burrow speed of 20 feet, whichever is most appropriate to the type of animal the bone came from. The effect lasts for 1 hour, so long as you maintain concentration.

DRESS THE AIR WITH THE CLOYING AND THE FAIR

MEANING: This symbol represents sweet scents, perfumes, allure, and pleasant feelings. This can also be taken as influencing or changing the mind of another.

HIEROGLYPH BONUS: You gain a +1 bonus when making Charisma (Persuasion) checks.

HIEROGLYPH POWER: By tracing this glyph on your body in cologne or perfume (1 action), you have advantage on Charisma ability checks involving the opposite sex or NPCs that may be attracted to you.

HIEROGLYPH POWER (3RD LEVEL): By tracing this hieroglyph into the ground with dust or ink made from the petals of flowers (1 action), every creature within 10 feet of you must make a successful Charisma saving throw or be charmed by you for 1 minute.

HIEROGLYPH POWER (5TH LEVEL): You spend an action contemplating flower petals as they drift in the breeze, and cast a *gust of wind* spell.

MASTERY POWER: By spending an hour in preparation, you create a special bottle of perfume. When you anoint yourself with this perfume (1 action), for the next 10 minutes you have advantage on Charisma checks to influence people or a crowd within 50 feet.

DRINK DEEP OF THE RIVER'S POWER

MEANING: This hieroglyph represents ley lines and the flow of magic through the land, as well as the actual flow of rivers.

HIEROGLYPH BONUS: You learn (and gain the ability to cast, if you don't already have the ability) one cantrip from the wizard's spell list. Your spellcasting ability is Intelligence when casting this cantrip.

HIEROGLYPH POWER (2ND LEVEL): You trace this hieroglyph over a creature's eyes using secretions from a toad in a ritual lasting 10 minutes. When the ritual is complete, it has the effect of casting *detect magic* on the creature. The effect lasts for 1 minute while you maintain concentration.

HIEROGLYPH POWER (8TH LEVEL): By spending a continuous month of work crafting the hieroglyph into material form, you create a brooch called a *Nurian stone* (see "Magic Items").

MASTERY POWER: You take dirt from near a ley line, tracing out the sign of this hieroglyph over the course of an hour. At the end of the hour, you dispel a magical effect of up to 4th level. If the effect is higher than 4th level, you dispel it if you make a successful Intelligence (Arcana) check against a DC = (10 + the spell level of the effect).

FLOURISH IN DEATH AS IN LIFE

MEANING: This symbol represents the transition from the realm of the living to the realm of the dead. Often this is engraved on the tombs of fallen heroes.

HIEROGLYPH BONUS: You gain a +1 bonus when making Constitution saving throws.

HIEROGLYPH POWER: A creature that's holding this hieroglyph or that's marked with it when it drops to 0 hit points stabilizes immediately and automatically.

MASTERY POWER: Once per day you can use this hieroglyph to invoke the ability to see a distance of

60 feet into and out of the Ethereal Plane for 1 hour. You also can see whether someone within 60 feet of you is possessed by a spirit; you see such figures as having a vague, dim outline around them.

FLY AS THE FALCON, HOWL AS THE WOLF

MEANING: This symbol represents hunting, tracking, stalking, and bringing prey to the ground.

HIEROGLYPH BONUS: You gain a +1 bonus when making Wisdom (Survival) checks.

HIEROGLYPH POWER (2ND LEVEL): By tracing this symbol on the body of a willing creature (1 action), its sense of smell is enhanced so it gains darkvision 20 feet, which lasts 1 minute and works even in magical darkness.

HIEROGLYPH POWER (4TH LEVEL): You trace this hieroglyph onto an item that belongs to a specific creature or clearly represents a creature you've encountered, and consume it. For the next hour, the tracks of the creature glow in your sight. You can follow and track the creature automatically while moving at forced march speed.

MASTERY POWER: By tracing this glyph onto your hand in blood, you invoke the hunter's gift against a creature. The target must be a creature you've previously used one of this hieroglyph's powers against. The next time you hit the creature within 24 hours, it must make a successful Constitution saving throw or take an additional 1d10 necrotic damage from the attack.

GIFTS TAKEN FROM THE SILVER COFFER

MEANING: This symbol represents gifts, knowledge, secrets, and things hidden.

HIEROGLYPH BONUS: You gain a +1 bonus when making Intelligence (Investigation) checks.

HIEROGLYPH POWER: By spending 1 minute in concentration while holding a papyrus reed, you can cast the spell *speak with inanimate object* (see "Hieroglyph Spells").

HIEROGLYPH POWER (4TH LEVEL): By breaking open an egg (1 action), you create an extradimensional space (a "silver coffer") large enough to hold 10 pounds of material. This looks like a simple, empty hole in the ground, but when you reach inside it, you always find whatever you placed inside. The extradimensional space remains visible as a hole in the ground for 24 hours, then disappears along with whatever is inside it. It can be reopened with another use of this hieroglyph power. The silver coffer's location in the Material Plane depends on your location when you trigger the hieroglyph. This power always opens the same extradimensional space no matter how much time passes or how far you travel

between uses, so it's not a good means to dispose of (for example) unwanted or dangerous magic items. If the person who created the extradimensional space dies, any items in his or her silver coffer eventually return to their plane of origin at a random location, anytime from a day to several centuries after the creator's death.

MASTERY POWER (10TH LEVEL): By rubbing a special brown paste over your eyes that costs 50 gp (1 action), you cast *true seeing* on yourself.

GIVE SUCCOR TO THY PEOPLE

MEANING: This symbol represents charity, healing, benevolent leadership, and sanctuary given to friends and kin but also to enemies.

HIEROGLYPH BONUS: You have advantage on Wisdom (Medicine) checks.

HIEROGLYPH POWER: By spending an hour in meditation and then specially preparing a bottle of beer or wine with a cloth bearing this hieroglyph, your sincere wish to help someone transfers into the brew. When a creature drinks the brew, it instantly gains all the benefits associated with completing a short rest. This brew is usable for 24 hours before it loses all potency.

MASTERY POWER: By spending an hour in a trancelike ritual with a waterskin, up to six creatures that drink from the waterskin recover from two levels of exhaustion and don't need any other food or water for the rest of the day. The waterskin retains this power until six creatures have drunk from it or until dawn of the following day.

THE GODS' COMPANY IS LIKE LIGHT

MEANING: This symbol represents wisdom and knowledge gained over an extended time through dedication and effort.

HIEROGLYPH BONUS: You gain the ability to speak and read one additional language of your choice.

HIEROGLYPH POWER: By meditating on this hieroglyph for 10 minutes, you cast *comprehend languages*.

HIEROGLYPH POWER (2ND LEVEL): By tracing this symbol onto your forehead or that of another creature (1 action), that creature gains advantage on Intelligence checks for 1 minute.

MASTERY POWER: By inhaling incense and powders over the course of an hour, you call upon the wisdom of your ancestors to reveal a bit of knowledge from the past. This allows you to gain your ancestors' assistance with a problem immediately before you. The precise implementation of this is up to the GM; you might gain a specific clue that helps you to solve the problem, or you might gain temporary

proficiency (lasting 1 hour) with a skill or tool set, or advantage on a single type of skill check for the same length of time.

GRASPING ARMS OF BALANCE

MEANING: This symbol represents the judgment of the dead, ever watchful and weighing the actions of the living in expectation of the moment when they eventually pass on from the world.

HIEROGLYPH BONUS: You gain a +1 bonus when making Intelligence (Investigation) checks.

HIEROGLYPH POWER: You trace this hieroglyph in ash on the body of a willing creature. For the next hour, the creature has advantage on Wisdom ability checks.

HIEROGLYPH POWER (3RD LEVEL): By tracing the hieroglyph into the air with your fingers (1 action), you force a creature you can see to make a Wisdom saving throw. If it fails, you can immediately give it one command, either verbally or in writing, which can be completed in the next minute. The creature must try to complete the command to the best of its ability, provided doing so won't directly harm the creature. If the task isn't completed within 1 minute, the glyph's power wears off and the creature is freed from the compulsion.

MASTERY POWER (9TH LEVEL): You spend an hour enchanting a piece of paper with this hieroglyph using specially prepared inks. By burning the paper (1 action), you cast a *geas* spell on one target. You and the target must have a language in common for the effect to work.

HE HATH REPULSED THE FIENDS

MEANING: This symbol represents the prevention of harm, usually through the protection of devoted soldiers or bodyguards.

HIEROGLYPH BONUS: When unarmored, your Armor Class = (10 + your Wisdom modifier + your Dexterity modifier).

HIEROGLYPH POWER (3RD LEVEL): By drawing this hieroglyph with powdered metal on a creature (1 action), you grant that creature resistance to bludgeoning, piercing, or slashing damage (your choice) for 1 minute.

HIEROGLYPH POWER (5TH LEVEL): By burning a specially crafted scroll (1 action), you conjure a squad of soldiers. These soldiers can appear different to different creatures, and even have different numbers (one person might see five soldiers while another sees eight). They appear standing inside a 10-foot square within 10 feet of you, and they can't leave that space. Within that square area, they behave like a swarm; other creatures can enter the space and end their

turn there. Whenever one of your enemies enters the soldiers' space or starts its turn in the space or within 5 feet of it, the soldiers attack that creature. Their attack bonus = (your Wisdom modifier + your proficiency modifier), and a successful attack causes 7 (2d6) force damage. The soldiers remain for 1 minute, provided you maintain concentration on them. They never take damage and can't be dispelled except by breaking your concentration.

MASTERY POWER (8TH LEVEL): By tracing this hieroglyph into the air and then limning it with a handful of magically-charged sand (1 action), you cast *banishment*.

HOLD THE STORM IN AN URN OF THE WIND

MEANING: This symbol represents the power of storms and wind and the effect they can have on the world.

HIEROGLYPH BONUS: Any effects or attacks that would push you, push you 5 feet less than they would otherwise.

HIEROGLYPH POWER (1ST LEVEL): By spending an hour in meditation with burning incense before tracing this hieroglyph into the air, you cast *control weather*. Unlike the spell, the hieroglyph affects an area only a quarter-mile in radius and the change lasts just 20 minutes (while you concentrate) before the weather returns to what it was before.

HIEROGLYPH POWER (3RD LEVEL): By chanting this hieroglyph for 3 rounds, you cast *wind wall*.

MASTERY POWER: Immediately after performing a 10-minute ritual with special incense, you cast *wind walk*. Unlike the spell, the hieroglyph affects up to 5 creatures and the effect lasts only 2 hours and requires your concentration.

THE JACKAL MOVES ON TIRELESSLY

MEANING: This symbol represents travel, persistence, and not giving up in the face of challenge.

HIEROGLYPH BONUS: You gain a +1 bonus on saving throws to resist exhaustion.

HIEROGLYPH POWER (3RD LEVEL): By tracing this symbol onto the body of a willing creature (1 action), you increase that creature's speed by 15 feet for 1 hour. This affects all forms of movement the creature can use.

MASTERY POWER: By drawing this hieroglyph into the ground over the course of 10 minutes, you create a temporary portal to another place you're familiar with, within 1 mile. You can step through the portal once, then it disappears. You can bring along a number of other creatures equal to (your level ÷ 4, rounded up), provided all of them are your size category or smaller and they're all willing or helpless.

ON THE DAY OF THE DESTRUCTION OF THE FIENDS

MEANING: This symbol represents triumph over your enemies, victory, and celebration of those victories.

HIEROGLYPH BONUS: You gain a +1 bonus when making Charisma (Intimidation) checks.

HIEROGLYPH POWER (3RD LEVEL): To trigger this hieroglyph, you must trace the symbol on yourself with a knife or other sharp object (pressing hard enough to leave a mark on the skin but not hard enough to cause damage or draw blood) and emit a loud battle cry. All creatures within 10 feet of you that hear the battle cry must make a successful Charisma saving throw or be frightened of you for 1 minute.

MASTERY POWER: By hosting a great feast for your army on the eve of battle, everyone who partakes in the feast gains temporary hit points equal to your Charisma modifier (minimum of 1) and has advantage on the same number of their next attacks. At least 500 gp worth of gold shavings must be cooked into the food. The effects fade when used or at sunset of the next day.

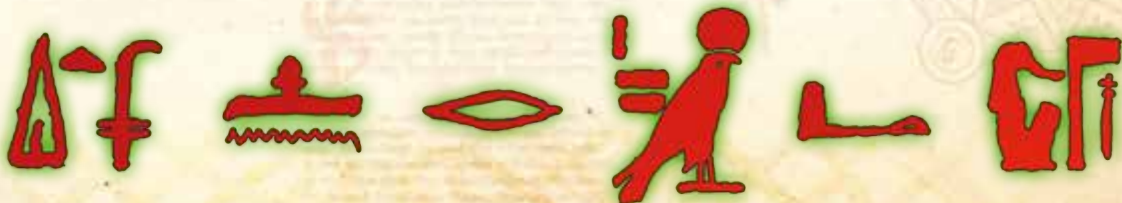
OPEN THE HIDDEN SPRINGS AND UNBOLT THE SHRINE

MEANING: This symbol represents casting off chains, putting down oppression, and opening pathways.

HIEROGLYPH BONUS: You get a +1 bonus when making Dexterity (Sleight of Hand) checks.

HIEROGLYPH POWER: By tracing this hieroglyph (1 action) onto a rope, chain, or other implement that's holding you in place, you gain advantage on Dexterity checks made to free yourself. This doesn't apply to checks made to escape a grapple unless you're grappled by an inanimate object.

MASTERY POWER: Using whatever is on hand for marking, you can trace this hieroglyph (1 action) onto the skin of a creature to cast *blink* on that creature.



SAVOR THE DIVINE COMPANY OF THE GODS

MEANING: This symbol represents robust and vigorous health and the favor of the gods.

HIEROGLYPH BONUS: Your maximum number of hit points increases by 1 per hit die.

HIEROGLYPH POWER: When you trace this hieroglyph on a creature's skin with blood (1 action), that creature gains temporary hit points equal to your hit dice.

MASTERY POWER: By spending an hour repeatedly tracing this hieroglyph again and again on the body of an afflicted creature, you cast *lesser restoration* on that creature.

SHINE AT THE MONUMENT OF THE MIGHTY

MEANING: This symbol represents physical and mental strength, overcoming weakness, and surpassing limits.

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

HIEROGLYPH POWER: By tracing this hieroglyph on a creature (1 action), you double that creature's Strength bonus for the purpose of determining damage from its next successful attack.

HIEROGLYPH POWER (3RD LEVEL): By crushing a previously-prepared clay semblance of this hieroglyph (1 action), you gain advantage on Strength checks for 1 minute. You can also give the clay hieroglyph to another creature so that creature can gain the bonus from crushing it.

MASTERY POWER: Tracing this hieroglyph onto a creature (1 action) frees that creature from the need for sleep and makes the creature immune to exhaustion for 24 hours.

STAND ABOVE ALL

MEANING: This symbol represents moral rightness, dominance, rulership, and ego.

HIEROGLYPH BONUS: You have advantage on Charisma saving throws.

HIEROGLYPH POWER (3RD LEVEL): By tracing this hieroglyph on your clothing, you rally your allies and improve their morale. For the next minute, your allies gain +1 on attack rolls, saving throws against fear effects, and skill checks while they're within 10 feet of you.

MASTERY POWER: You trace this hieroglyph on a willing creature using dust made from powdered gems worth at least 200 gp. The creature the hieroglyph was bestowed on gains the power to overawe the mind of one other creature within 60 feet for a minute. The awed creature must make a successful Charisma saving throw or prostrate itself before the creature bearing the hieroglyph. An awed creature repeats the saving throw at the end of its turn, ending the effect on itself with a success. The effect also ends if the awed creature takes damage, is attacked, or after 1 minute.

STARS AND BIRDS PERCEIVE ALL

MEANING: This symbol represents vision, sight, and perceiving from great distances.

HIEROGLYPH BONUS: You gain a +1 bonus when making Wisdom (Perception) checks. In addition, you can make an *eye of Tsetsu* (see "Magic Items") with 6 hours of crafting.

HIEROGLYPH POWER: By drawing this glyph with the feather of an owl, you cast *enhance ability* to gain the owl's wisdom effect.

MASTERY POWER: By tracing this glyph over and over in a 10-minute ritual while using a rock that fell from the sky as a material component, you cast *clairvoyance*.

WATCHFUL EYES SEE THAT WHICH IS HIDDEN

MEANING: This symbol represents looking beyond the surface to see the world differently or to question the way things are done.

HIEROGLYPH BONUS: You gain a +1 bonus when making Wisdom (Insight) checks.

HIEROGLYPH POWER (3RD LEVEL): By spending 5 minutes tracing the hieroglyph on a creature, you imbue that creature with the ability to cast *detect evil and good* once in the next 24 hours. The hieroglyph can also be created on a small object instead of directly on a creature; in that case, *detect evil and good* can be cast once by a creature holding the object.

HIEROGLYPH POWER (6TH LEVEL): After spending 10 minutes inking this hieroglyph in the middle of your forehead, you gain the benefits of casting *detect thoughts* for as long as you concentrate, up to 1 minute.

MASTERY POWER: By drawing this hieroglyph with ink containing blood from an aberration (1 action), you cast *arcane eye*.

WITH ONE HEART AND VOICE THE
PEOPLE RAISE CRIES OF JOY

MEANING: This symbol represents unity, community, common purpose and goals, and protecting one another.

HIEROGLYPH BONUS: You have advantage on saving throws that are also being made by at least one of your allies.

HIEROGLYPH POWER (3RD LEVEL): By using ash to draw this hieroglyph on a rope that you use to bind your wrist to another creature (1 action), you can absorb the damage and other effects from the next attack that hits the other creature. The attack must hit the other creature, but it affects you instead; the other creature is unaffected. The rope can be no more than 30 feet long.

MASTERY POWER: By invoking this hieroglyph during a 10-minute ritual, you temporarily grant telepathy to up to 10 creatures that are within 60 feet of you. The telepathy works only among the affected creatures; they can't use it to communicate with other creatures outside the group. The creatures also have advantage on Wisdom saving throws. Both effects last for 1 hour.

WITH THE SIGHT AND TALONS OF THE HAWK

MEANING: This symbol is associated with strength, speed, honor, and heroism.

HIEROGLYPH BONUS: You gain a +1 bonus on initiative rolls.

HIEROGLYPH POWER (4TH LEVEL): As an action, you can use ink to trace this hieroglyph onto a creature, granting it advantage on Strength checks and Constitution checks for the next hour, so long as you maintain concentration.

HIEROGLYPH POWER (6TH LEVEL): By spending one round in intense concentration to summon power from the sky, you target one creature that has the hieroglyph emblazoned on its forehead. The creature gains the effects of the *enlarge* spell, and its head takes on the appearance of a hawk for the duration of the spell.

MASTERY POWER (8TH LEVEL): You trace this symbol into the air (1 action), granting the speed of the air to an ally within 60 feet. The affected ally gains the effect of a *haste* spell lasting 1 minute.

Hieroglyph Spells

Spells associated with hieroglyphs often carry the power of the various lands of their origin. They can draw energy from the sand and heat of the desert or the fertile river valley and the unique magic found in such places. This is sometimes tied to ley line magic, shadow magic, and other, darker arts.

HIEROGLYPH MAGIC SPELL LIST

CANTRIP

Bless the Dead
Scribe
Encrypt / Decrypt

1ST LEVEL

Beguiling gift
Speak with Inanimate Object
Trick Question

2ND LEVEL

Conjure Scarab Swarm
Power Word Kneel

3RD LEVEL

Gloomwrought Barrier
Mire

4TH LEVEL

Desiccating Breath
Power Word Pain

5TH LEVEL

Eidetic Memory

6TH LEVEL

Extract Knowledge

7TH LEVEL

Curse of Dust
Symbol of Sorcery

8TH LEVEL

Arcane Sight

9TH LEVEL

Form of the Gods

ARCANE SIGHT

8th-level divination (sorcerer, warlock, wizard)

CASTING TIME: 1 round

RANGE: Touch

COMPONENTS: V, S, M (a piece of clear quartz)

DURATION: Concentration, up to 1 hour

The recipient of this spell gains the benefits of both *true seeing* and *detect magic* for 1 hour, and also knows the name and effect of every spell he or she witnesses during *arcane sight's* duration.

BEGUILING GIFT

1st-level enchantment (bard, cleric, druid, sorcerer, warlock, wizard)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: S

DURATION: Instantaneous

You implant a powerful suggestion into an item as you hand it to someone. If the person you hand it to accepts it willingly, they must make a successful Wisdom saving throw or use the object as it's meant to be used at their first opportunity: writing with a pen, consuming food or drink, wearing clothing, drawing

a weapon, etc. After the first use, they're under no compulsion to continue using the object or even to keep it.

BLESS THE DEAD

Abjuration cantrip (cleric, druid, warlock)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

You grant a blessing to one deceased creature, allowing it to cross over to the realm of the dead in peace. A creature that benefits from *bless the dead* can't become undead. The spell has no effect on either the living or the undead.

CONJURE SCARAB SWARM

2nd-level conjuration (cleric, druid, wizard)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a beetle carapace)

DURATION: Concentration, up to 10 minutes

You summon swarms of scarab beetles to attack your foes. Two swarms of beetles appear in unoccupied spaces that you can see within range.

Each swarm disappears when it drops to 0 hit points or when the spell ends. The swarms are friendly to you and your allies. Make one initiative roll for both swarms, which have their own turns. They obey 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.

CURSE OF DUST

7th-level necromancy (cleric, druid, warlock)

CASTING TIME: 10 minutes

RANGE: 500 feet

COMPONENTS: V, S, M (a piece of spoiled food)

DURATION: 1 week

You cast a curse on a creature that you're familiar with, causing them to be unsatiated by food no matter how much they eat. This isn't merely an issue of perception; the target physically can't draw sustenance from food and is in real danger of starving to death. Within minutes after the spell is cast, the target feels constant hunger no matter how much food is consumed. The target must make a Constitution saving throw against the spell after every 24 hours during the spell's duration. Each time the saving throw fails, the target gains one level of exhaustion. The effect ends after 1 week or when the target's Constitution saving throw succeeds for a second day in a row.

DESICCATING BREATH

4th-level evocation (cleric, druid, sorcerer, wizard)

CASTING TIME: 1 action

RANGE: Self (30-foot cone)

COMPONENTS: V, S, M (a clump of dried clay)

DURATION: Instantaneous

You spew a cloud of black dust that draws all moisture from a 30-foot cone. Animals in the cone take 22 (4d10) necrotic damage, or half damage with a successful Constitution saving throw. The damage is 33 (6d10) against plants and plant creatures, halved with a successful Constitution saving throw.

EIDETIC MEMORY

5th-level transmutation (ritual; bard, cleric, druid, wizard)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a string tied in a knot)

DURATION: Concentration, up to 1 hour

When you cast this spell, you remember everything you've ever read or heard in the past. This grants you a +10 bonus when making Intelligence checks.

ENCRYPT / DECRYPT

Alteration cantrip (bard, cleric, sorcerer, warlock, wizard)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

By touching a written message or book, you can hide its contents. All creatures who try to read it see the page markings as nothing but gibberish. The effect ends when *encrypt/decrypt* is cast on the material again or when *dispel magic* is cast on the affected script.

EXTRACT KNOWLEDGE

6th-level necromancy (ritual; bard, cleric, warlock, wizard)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a blank page)

DURATION: Instantaneous

By touching a recently deceased corpse, you gain one specific bit of knowledge from it that was known to the creature in life. You must form a question in your mind as part of casting the spell; if the corpse has an answer to your question, it reveals the information to you. The answer is always brief—no more than a sentence—and very specific to the framed question. The corpse doesn't need a functioning mouth to speak its answer; you receive the information telepathically. It doesn't matter whether the creature was your friend or enemy; the spell compels it to answer in any case.

FORM OF THE GODS

9th-level transmutation (cleric)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a holy symbol)

DURATION: Concentration, up to 1 hour

By drawing on the energy of the gods, you temporarily assume the form of your patron's avatar. *Form of the gods* transforms you into an entirely new shape and makes the following changes (summarized below and in the avatar form monster stat block).

- You become Large size, if you weren't already at least that big.
- You gain resistance to nonmagical bludgeoning, piercing, and slashing damage and to one other damage type of your choice.
- You gain multiattack, allowing you to make two slam attacks and a bite.
- Your ability scores change to reflect your new form, as shown below.

You remain in this form for 1 hour, until you stop concentrating on it, or until you drop to 0 hit points, at which time you revert to your natural form.

AVATAR FORM

Large

ARMOR CLASS 17 (natural armor)

HIT POINTS 189 (18d10 + 90)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

DAMAGE RESISTANCES bludgeoning, piercing, and slashing from nonmagical weapons, plus one additional type

SENSES darkvision 60 ft., passive Perception 13

LANGUAGES Speaks all languages known in previous form

CHALLENGE 18 (20,000 XP)

Awesome Presence. Each creature of your choice within 60 feet of you must succeed on a DC 17 Wisdom saving throw or become frightened of you for 1 minute. A frightened creature repeats the saving throw at the end of its turn, ending the effect on itself with a success. Once a creature makes a successful saving throw, that creature is immune to your Awesome Presence for 24 hours.

ACTIONS

Multiattack. You make two slam attacks and one bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) bludgeoning damage.

GLOOMWROUGHT BARRIER

3rd-level conjuration (cleric, sorcerer, warlock, wizard)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S, M (a piece of obsidian)

DURATION: Concentration, up to 1 minute

When you cast this spell, you erect a barrier of energy from the realm of death and shadow. This creates a wall 20 feet high and 60 feet long, or a ring 20 feet high and 20 feet in diameter. The wall lightly obscures vision through it from one side of your choice but is transparent from the other side. A creature that tries to move through the wall must make a successful Wisdom saving throw or become frightened of the wall until the start of the creature's next turn, when it can try again to move through. Once a creature makes a successful saving throw against the wall, it's immune to being frightened of this *gloomwrought barrier*.

MIRE

3rd-level transmutation (cleric, druid, warlock, wizard)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S, M (a vial of sand mixed with water)

DURATION: 1 hour

When you cast *mire*, you create a 10-foot-diameter pit of quicksand, sticky mud, or a similar dangerous natural hazard suited to the region. A creature that's in the area when the spell is cast or that enters the affected area must make a successful Strength saving throw or sink up to its waist and be restrained by the *mire*. From that point on, the *mire* acts exactly as quicksand (see the GM's rules), but the DC for Strength checks to escape from the quicksand is your spell save DC. A character outside the *mire* trying to pull another creature free receives a +5 bonus on their Strength check against that DC.

POWER WORD KNEEL

2nd-level enchantment (bard, cleric, sorcerer, warlock, wizard)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (an emerald worth at least 100 gp)

DURATION: Instantaneous

When you shout this power word, creatures within 20 feet of a point you specify are compelled to kneel down facing you. Up to 55 hit points of creatures are affected, beginning with those that have the fewest hit points. A kneeling creature makes a Wisdom saving throw at the end of its turn, ending the effect on itself with a success. A kneeling creature is treated as prone.

The effect ends immediately on any creature that takes damage while kneeling.

POWER WORD PAIN

4th-level enchantment (cleric, sorcerer, warlock, wizard)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a quill jabbed into your own body)

DURATION: Instantaneous

When you utter the power word for pain, one creature within 60 feet takes 22 (4d10) force damage. At the start of each of its turns, the creature must make a successful Constitution saving throw or take another 22 (4d10) force damage. The effect ends when the creature's Constitution saving throw succeeds.

SCRIBE

Transmutation cantrip (bard, cleric, wizard)

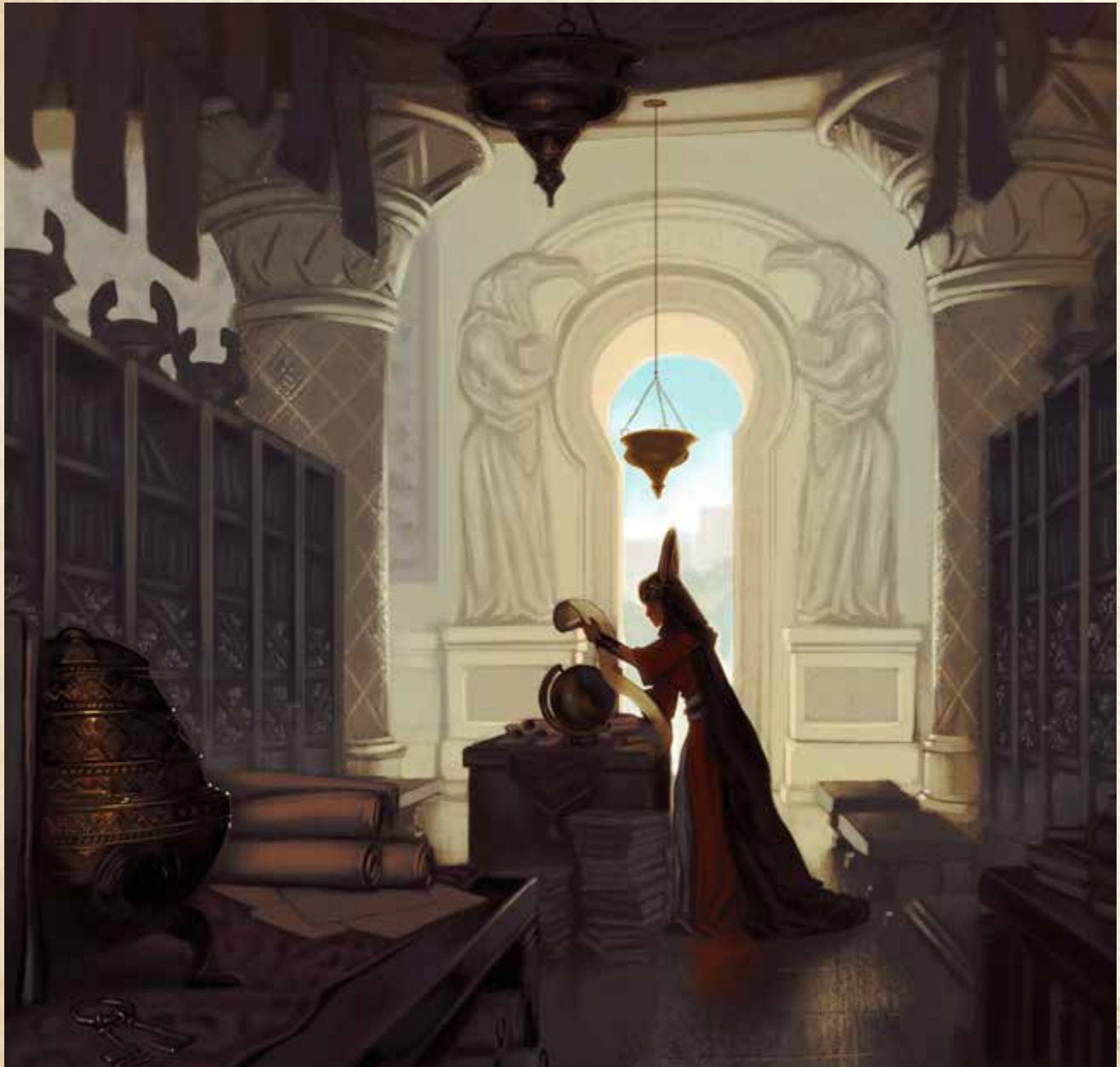
CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

This spell allows you to create a copy of a written work. By placing a blank scroll, book, or page near the work that you are copying, all the writing, illustrations, etc., in the original reproduces itself in the new document, in your handwriting. The new medium must be large enough to accommodate the original source. Magical properties of the original aren't reproduced, so you can't use *scribe* to make usable copies of spell scrolls or magic books.



SPEAK WITH INANIMATE OBJECT

1st-level divination (ritual; cleric, wizard)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: 1 minute

You awaken a spirit that resides inside an inanimate object such as a rock, sign, or table, and can ask it questions. The spirit is neutral toward you unless you've done something to harm or help it. The spirit can give you information about its environment and about things it has observed (with its limited senses), and it can act as a spy for you in certain situations.

SYMBOL OF SORCERY

7th-level evocation (ritual; sorcerer, warlock, wizard)

CASTING TIME: 10 minutes

RANGE: Touch

COMPONENTS: V, S, M (specially prepared ink charged with magic)

DURATION: 8 hours

This arcane symbol is drawn onto an object, wall, or other surface at least 5 feet wide. When a creature other than you approaches within 5 feet of the hieroglyph, it triggers in an arcane explosion. All creatures in a 60-foot cone must make a successful Wisdom saving throw or be stunned. A stunned creature repeats the saving throw at the end of its turn, ending the effect on itself with a success. After this symbol explodes once, its power is spent and the spell ends.

TRICK QUESTION

1st-level enchantment (bard, druid, sorcerer, warlock, wizard)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

You phrase a question in a way that can be answered by one word, to a target that can hear you. The target must make a successful Wisdom saving throw or be compelled to answer your question truthfully. When the spell ends, the target knows that you used magic to compel an answer.

Magic Items

These three magic items—*coffer of memory*, *eye of Tetsu*, and *Nurian stone*—are most common in areas where hieroglyph magic proliferates. They can be found elsewhere in Midgard thanks to travelers, traders, and collectors of magical curiosities.

COFFER OF MEMORY

Wondrous item, rare (requires attunement)

This small golden box resembles a jewelry box and is easily mistaken for a common trinket. When attuned to the box, its owner can fill the box with mental images of important events lasting no more than a minute each. Any number of memories can be stored this way. These images are similar to a slide show from the bearer's point of view. On a command from its owner, the box projects a mental image of a requested memory so that whoever is holding the box at that moment can see it.

If a *coffer of memory* is found with memories already stored inside it, a newly-attuned owner can view a randomly-selected stored memory with a successful DC 14 Charisma check.

EYE OF TETSU

Amulet, uncommon (requires attunement by a spellcaster)

This pendant bearing the hieroglyph *the stars and birds perceive all* allows its owner to summon a tiny spirit in the form of a hawk, falcon, or owl. This bird flies up to 500 feet in front of you, and you perceive through its eyes. While doing this, your body is effectively blind, as your sight is entirely from the bird's perspective.

A summoned spirit stays for 10 minutes or until dismissed by you (no action required). Summoning a spirit uses 1 charge from the amulet. The amulet has 4 charges, and regains 1d4 expended charges each day at dawn.

NURIAN STONE

Brooch, rare, (requires attunement by a spellcaster)

This amulet bearing the hieroglyph *drink deep of the river's power* improves its owner's magical ability. Spells cast while you're attuned to and carrying a *nurian stone* have the DC of any associated saving throw increased by 1.

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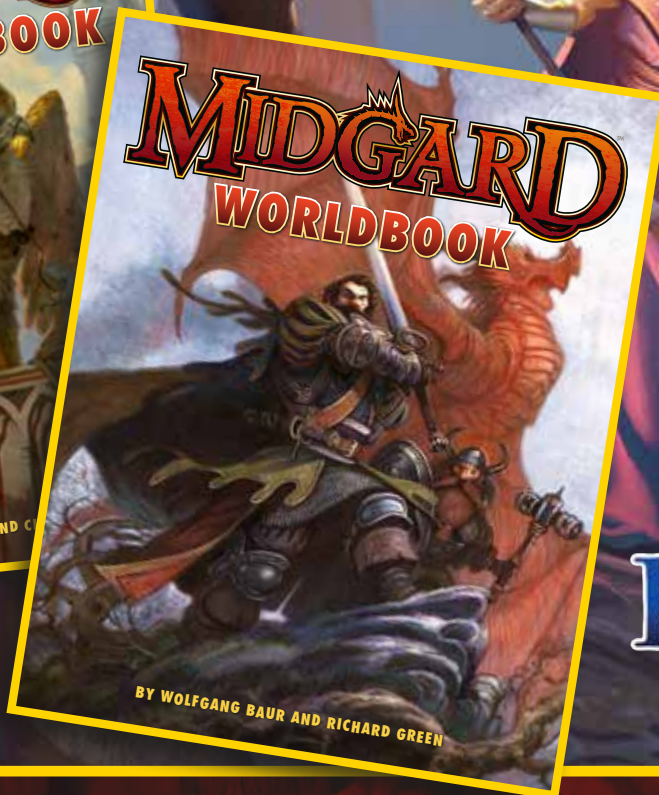
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